Usenet Newsgroup Archive: comp.sys.atari.8bit

1995-06 - 1995-12

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Date span: 1995-06-01 through 1995-12-31

Source text: comp.sys.atari.8bit.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 4,503

Message records with no readable body available in the source text: 5

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: DCM format

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-01 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <3qju0q$m7r@ns.mcs.kent.edu>
Source record: 91223

Chad Wagner (cmwagner@news.gate.net) wrote:
: What the real problem is that it was a quick and dirty hack and the code
: was not totally complete, so he encountered a problem with the code which
: I expected, but I didn't expect to hear people bitching and moaning until
: I had something real to offer. Maybe I didn't express this in a way that
: everyone could understand, oh well.

This is quite understandable, and take our advice with a grain of salt.
(grin) We are just trying to help out.

: It is strcmp but it does case insensitive compares. I think there is a
: library of the str functions online somewhere, I have a few str functions
: written in C, but not this one and I don't feel like writing it. <heh>

As someone else said, SOME systems have 'strcasecmp', although some
do not. Here is my little snippits of 'strcasecmp' and 'strncasecmp'.
I would post up my entire string libarary, but I dont see an interest
in that. Additionally, it might look too cryptic to those who have
no concept of GNU's autoconfigure.

--BRiT

```
================================================================================
#define mytolower(c) (((c)>='A' && (c) <= 'Z') ? ((c)+('a'-'A')) : (c))

int mystrcasecmp(const char *s, const char *t) {
int diff;

while ( (*s || *t) && !(diff = mytolower(*s) - mytolower(*t)) )
s++, t++;

return diff;
}

int mystrncasecmp(const char *s, const char *t, size_t n) {
int diff;

while ( n && (*s || *t) && !(diff = mytolower(*s) - mytolower(*t)) )
s++, t++, n--;

return n ? diff : 0;
}
================================================================================
```

2. Connecting devices to the 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-01 00:00:00 UTC
From: pruittj@world.std.com
Message-ID: <D9HrCv.E20@world.std.com>
Source record: 91224

Hi, I understand that I can hook up to 8 devices to an atari 1200xl how do I do it I recently purchaed a 410 tape deck and saw that their was only one port for hook up how do I hook up other things?

Thanks

John

3. Games: Bribing in Beyond Wolf

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-01 00:00:00 UTC
From: Davros <sgp@diode.defcen.gov.au>
Message-ID: <D9HrMs.J5q@diode.defcen.gov.au>
Source record: 91225

Hi,

Sorry if this is the wrong newsgroup.

Anyway, does anybody know the keyboard commands for Beyond Wolf for the
8bit emulator.

Eg. How do I bribe?

Thanks in Advance,

Davros.

4. Where's the FAQ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-01 00:00:00 UTC
From: "Mark E. Huss" <meh@bis.adp.com>
Message-ID: <3qkqk3$mei@igthost.bis.adp.com>
Source record: 91226

```
I'm relatively new to this group, so before I ask any FAQuestions...
--mark
```

5. Wanted: M.U.L.E. for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-01 00:00:00 UTC
From: John Matthews <jm@vcd.hp.com>
Message-ID: <3ql0d3$j23@news.vcd.hp.com>
Source record: 91227

Sorry if this is an obvious question, I'm new to this group.
I remember as a kid hearing about this great economic
game for the Atari 800 called "M.U.L.E." I never had a chance
to play it, and now I can't seem to locate a copy. It was a
commercial, floppy disk only game. Any ideas? Thanks,

--John

6. Re: DCM format

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-01 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3ql71h$11sh@hopi.gate.net>
Source record: 91228

In article <3qju0q$m7r@ns.mcs.kent.edu>,
BRiTiSH <clisowsk@condor.mcs.kent.edu> wrote:
> As someone else said, SOME systems have 'strcasecmp', although some
>do not. Here is my little snippits of 'strcasecmp' and 'strncasecmp'.

AIX has it as well, and I believe BSD does too. I just spent 2 hours
moving 150 megs of source code to BSD, so I bet whatever I need is in
there. (The entire OS, GCC, CC, etc., it's got to be in there, it better
be in there, grin).

Thanks for the code, it will come in handy.
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

7. Re: DCM format

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-01 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3qlc4m$f6t@dartvax.dartmouth.edu>
Source record: 91229

I've hacked the code to now compile under gcc with no errors or warnings. To do this, I made the paging stuff #ifdef'd to be DOS-only, since we Unix people can pipe the output to `more` and avoid the messy details. I've also cleaned it up a little bit, changing some sequences of ifs into switches.

I haven't examined the code enough to fix any problems with assumed endianess (byte-ordering) or variable size.

I would like to see an option added to allow for writing ATR output files.

My hacked code is available via FTP from:
ftp://ftp.cs.dartmouth.edu/pub/crow/dcm.c

I would wait to post this, but I don't want to duplicate effort.

--PC
--
Windows: I'm not a real operating system, but I play one on a PC.

8. Atari Modem Cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-01 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3qldno$i5t@blackice.winternet.com>
Source record: 91230

For all those looking for an Atari Modem Cable for the 850
MIO, P:R:C, BlackBox, I found my old instructions for converting.
You must purchase a standard modem cable with a
DB25M on one end and a DB9M on the other. Also, you must
be able to take the DB9M end apart (Can't be a moulded end).
Take the DB9M end apart and get out the soldering iron.

Remove the wire from pin 4
Move the wire from pin 2 to pin 4
Move the wire from pin 1 to pin 2
Connect the wire already removed from pin 4 to pin 1

Here it is again:

Pin 1 move to Pin 2
Pin 2 move to Pin 4
Pin 4 move to Pin 1

You now have a Atari Modem cable.

Rich Mier

9. Re: Connecting devices to the 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-01 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D9IKCK.19t@iglou.com>
Source record: 91231

In article <D9HrCv.E20@world.std.com>,
John w Pruitt <pruittj@world.std.com> wrote:
>
>
>Hi, I understand that I can hook up to 8 devices to an atari 1200xl how
>do I do it I recently purchaed a 410 tape deck and saw that their was
>only one port for hook up how do I hook up other things?
>
>
Most devices for the Atari (disk drives, printers, etc) have two
connectors so that you can daisy-chain them together. The 410 would
have to be at the end of the chain, or you could use an adapter like the
"Quintopus" from CSS (see the Atari 8-bit Vendor list posted regularly in
this newsgroup.)

--
Bill Marcum bmarcum@iglou.com
Louisville: We've got bourbon that will knock you on your butt.

10. Re: The Atari 8Bit is ALIVE!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-01 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <JK4dEJ9.ransom22@delphi.com>
Source record: 91232

Griffis,C TSgt DPMDCCN <GriffisC@dbm1.mpc.af.mil> writes:

>Thanks for hanging in there!

I'm glad you found us. :)

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

11. High capacity SIO2PC images

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-01 00:00:00 UTC
From: jasond@uranus.kendall.mdcc.edu
Message-ID: <3qlal4$l6f@uranus.kendall.mdcc.edu>
Source record: 91233

I think I narrowed down a more-or-less foolproof way to create a high capacity SpartaDOS disk image under the SIO2PC. Here's how it goes:

1) From DOS, load SIO2PC. Set the port number.
2) Create the image you want right off the bat. I don't remember the exact command sequence, but tell it create double density, custom size, and then input the size you want. Make sure you set it as drive #3, and make sure it is listed in the first slot.

3) Load a SpartaDOS disk image into slot #2, as drive #1.
4) Boot SpartaDOS.
5) Run "HDFORMAT", tell it drive #3, and wait.

Voila! You should have a working SpartaDOS image of the wanted size.

Give this a try + let me know how it works.

Remember that you must exit to DOS and restart SIO2PC any time you want to make a new image.

Jason Duerstock
jasond@mdcs2.cs.mdcc.edu

12. Re: DCM format

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-01 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <3qj1kk$99j@ns.mcs.kent.edu>
Source record: 91234

Chad Wagner (cmwagner@news.gate.net) wrote:
: manufacturer specific functions. I could probably think of 20 functions
: in Borland C that are Borland specific.

Plain and simple. Just dont use them. (grin) As for portability,
try to use only ANSI-C or POSIX.1 standards. I could help out in the
Portability section as I have extensive experience porting software
packages between various platforms. All of my Unix based packages use
GNU's 'autoconf' (AutoConfig), which is a sweet sweet tool. It has enabled
many packages to be run with the simple command of 'configure' followed
by a 'make install'. (Platforms which I have workd on and ported things
to: SunOS 4.1.1, SunOS 4.1.3, HP-UX 8.0.x, HP-UX 9.0.x, AIX 2.2.x, AIX
3.2.5, Linux, SCO Unix, OSF/1, and IBM4.3 (BSD 4.3/AOS)). However,
I'm sure your code doesnt even deal with more than 5% of non-portable
issues.
As for things coredumping, You should always check the value of argc
and if it isnt what you're expecting, then you should print out a little
usage message. This is common practice under Unix.

What exactly does stricmp() do anyways? I've never heard of it, but if
its like strcmp() then use that, as it is ANSI-C and POSIX.1 standard.

--BRiT

13. Re: DCM format

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-01 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3qjjld$kge@charm.magnus.acs.ohio-state.edu>
Source record: 91235

In article <3qjdnp$1lsn@hopi.gate.net>,
Chad Wagner <cmwagner@news.gate.net> wrote:
>In article <3qj1kk$99j@ns.mcs.kent.edu>,
>BRiTiSH <clisowsk@condor.mcs.kent.edu> wrote:
>> What exactly does stricmp() do anyways? I've never heard of it, but if
>>its like strcmp() then use that, as it is ANSI-C and POSIX.1 standard.
>
>It is strcmp but it does case insensitive compares. I think there is a
>library of the str functions online somewhere, I have a few str functions
>written in C, but not this one and I don't feel like writing it. <heh>

On my Linux system, as well as the Ultrix system I'm using right now,
'strcasecmp(3)' is a case-insensitive comparison. Everything gets
translated to lower case. How about changing the 'stricmp' calls to
'strcasecmp', then put this in the header:

```
#ifdef __MSDOS__
# define strcasecmp stricmp
# define strncasecmp strnicmp
#endif /* __MSDOS__ */
```

Anyone have a unix equivalent to kbhit? getch is in ncurses (maybe in
old curses too), but I don't see any reason to bother with (n)curses
for this simple program. Come to think of it, why not just skip the
pager, and pipe it into 'more' when you want to page?
--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

14. Re: DCM format

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-01 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <JIx+khy.ransom22@delphi.com>
Source record: 91236

Chad Wagner <cmwagner@news.gate.net> writes:

>Well I guess if someone wants these encoder/decoder packages then they will
>have to just write them, my code isn't good enough. Isn't that what you are
>trying to say?

Eh, don't let the nit-pickers discourage you. Programming is an
art. Some people would be shocked by things that Picasso did in creating
his art. :) There's nothing wrong with coding it the way you did. It
got the job done, and that was all you intended it to do. While I will
not be using your code, I am thankful that you posted it so that others
could benefit from it.
And, after all, those who have a problem with the way you coded
can always capture it, load it into their editor, and change whatever they
want to . . . :)

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

15. Re: DCM format

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-01 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3qlpei$1cn2@hopi.gate.net>
Source record: 91237

In article <JIx+khy.ransom22@delphi.com>,
Joe Walsh <ransom22@delphi.com> wrote:
> And, after all, those who have a problem with the way you coded
>can always capture it, load it into their editor, and change whatever they
>want to . . . :)

A few people did, and they put there code online for all to see. But since this thread is still going then I should let everyone know that I have a compilable version of dcmtoatr.c (based on dcmana.c) under UNIX and DOS, I just ran it and it worked fine. It is much cleaner than dcmana.c, because I had more time to refine the program, and it is actually near a user usable level. I will include three binaries with the 1.1 release of dcmtoatr.c, AIX 3.2.5 binary, FreeBSD 2.0 binary (should work on any BSD box), and a MS-DOS binary, others will just have to compile the code with gcc, and pray. I will release this code probably to ftp.xmission.com, as long as James is ok with it, and I will try and put it on umich.edu, but for the time being the 1.0 code is in the uploads directory at xmission.

So basically to end my blabbering, they don't have to worry about it because I did it. They just need to be paitent, so I can weed any possibly bugs, and attempt at writing a document explaining the program. I don't know how widespread the use of the atr format is, but if there is Atari emulators under UNIX then I can see there is an absolute need for this program to be compiable under unix.
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

16. Re: DCM format

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-01 00:00:00 UTC
From: Preston Crow <crow@wildcat.cs.dartmouth.edu>
Message-ID: <3qleh2$k6v@dartvax.dartmouth.edu>
Source record: 91238

I've now pulled the byte-ordering code into a separate function,
but I'm not sure if the high byte is supposed to be first or
last.

I've also changed a lot of the fread() calls into fgetc() calls
where it's only reading a single character.

Again, my modified portable version of the DCM converter is
available at:
ftp://ftp.cs.dartmouth.edu/pub/crow/dcm.c

--PC

17. Re: Wanted info Black Box, MIO, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-01 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9506010142591.DLITE.bjcorr@delphi.com>
Source record: 91239

```
>Need info as to which of the setups out there will work on the 800 the
>best way. And which of the HD formats support the largest drives. I have
>been told of the Black Box, MIO, etc. But not the size they can handle.
>Also will any of them work properly running under Mydos. What are the
>going prices for these items. Thanks for the help.
>
>
>--
> +-------------------------------------+
> | Edward M. Smith (esmith@netaxs.com) |
> +-------------------------------------+
>
>
If you mean an Atari 800 you can forget all of the above, the 800 has no
Parallel Port! The only available HD I know of for the 800 is the old
Corvus HD's ( they are around ).
bjcorr@delphi.com
```

18. Re: SIO2PC I.C. Help

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-01 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9506010142592.DLITE.bjcorr@delphi.com>
Source record: 91240

> I just recently downloaded XF25 and SIO2PC. What GREAT programs!
>I have been 8 bit-less for about three years now, and I have missed
>some of the programs I used to run on my 800XL. I read the
>documentation on building my own SIO2PC cable, and it states that a
>Harris ICL232 is needed. I called my local Newark Electronics number,
>and found that they do carry the chip, but they have about four
>different versions, each ending in xje (I think..), where x is n, p,
>etc. I suppose the extension describes the transistors used. What I
>want to know is, which ICL232 do I need? I'm cutting my time short to
>study for finals trying to tie my PC and my 8 bit together, so any
>help would be appreciated.
>
> Also, I saw a few posts about PC Xformer 4.0. Will this be out
>any time soon, and what features will it add? I was planning on
>registering for version 3.0, but if 4.0 will be released soon, I'll
>wait for it to come out. I'm really curious as to whether 4.0 will
>allow printing and modem communications through the PC's serial and
>parallel ports.
>
>Thanks in advance!
>Mike
>
>
>
My experience was that the various extensions to the '232 chip numbers had
to do with the type of package the chip came in (surface mount, etc.) and
the Military version of the chip (higher tolerance to heat, etc.)
bjcorr@delphi.com

19. Percom drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-01 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9506010142593.DLITE.bjcorr@delphi.com>
Source record: 91241

Well, I finally got an old Percom drive (rfd-40) for about $15 (with a slave drive!) from my local used place so I could try out the 720K conversion. I got a used 720K 3.5" drive for $9, took the drive apart and yanked the full height 5.25" mech out, dropped in the 3.5" unit and fired it up!

It works!

The original mech was SSSD (I thought the rfd-40 was DD?), and ran hot as all percoms do. The new unit is DSDD, 80 track, runs cooler and makes me feel a lot safer about the longiviety of my software. And 3.5" is so cool!

If you guys come across any old Percom's, GRAB'EM! The mod is child's play, took 15 minutes (jumper the new mech correctly for the right drive number!)

720K and 3.5" for under $20. Life is good.
bjcorr@delphi.com

20. Re: Something else to bug Mr. King

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-01 00:00:00 UTC
From: followel@ix.netcom.com
Message-ID: <3qjea5$ifb@ixnews4.ix.netcom.com>
Source record: 91242

I would personally like to thank Mr. King for running his site. I have only had trouble with a few of his files and I think that most of you that are having trouble running things on emulators should blame the emulators and not the disk images.
As I said, there are a few defective images. There is one called ADMS5TO9.XFD which has only Scott Adams adventures 5 to 8 (not 5 to 9) on it. Only 5 and 6 will run. If you try to run 7 or 8, the machine locks up, regardless if you're running it on an emulator or a real Atari. If you see this Mr. King, you may want to check into it.
As I said, overall Mr. King's stuff has a pretty good track record and I really appreciate all his work!

Sincerely,
- Byron Followell
followel@ix.netcom.com

21. Re: ATR->DCM

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-01 00:00:00 UTC
From: classics@en.com
Message-ID: <3qjomu$o57@antares.en.com>
Source record: 91243

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: An ATR->DCM converter should be an MS-DOS utility (or better yet, written in
: portable C so it can run on Unix as well.. not to say I have C for DOS,
: however (or anyone else does), so we'd want an EXEcutable too :))

I run many MSDOS text mode program on this unix machine (BSDI) using
the 'doscmd' emulator. Havent tried it with the dcm converter but
im pretty sure it would work

Steve

22. 1 Chip sio2pc plans

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-01 00:00:00 UTC
From: classics@en.com
Message-ID: <3qjosc$o57@antares.en.com>
Source record: 91244

Someone said there is a new 1 chip version of the sio2pc cable that does not require the Hex Inverter. Is this true and can someone PLEASE send me plans/parts list for building one?

Thanks alot!

Steve

23. Conner

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-01 00:00:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2fce2dd5_Per.Erik.Peterson@asb2.ct.se>
Source record: 91245

From: per-erik_peterson@asb2.ct.se

Is there anyone here who have experiance whith BB and Conners.????

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

per-erik_peterson@asb2.ct.se

Gothenburg SWEDEN

(UUCP Dialup connection)

24. Re: Desperately seeking S

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-01 00:00:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <b41_9506041225@flight.org>
Source record: 91246

Quoting From: Rick_Michael_Cortese@cup.portal.com
R >Subject: Re: Desperately seeking SIO2PC cable!

R >If it works out I'll throw my hat into the vendor FAQ ring so I won't
R >have to take up bandwidth like this again.

That would be great if you could do it! I would certainly buy one
from you as I am unskilled in the "hacking" area.

-Dag-

---
* PabQwk 2.0 #23 * Jim, I'm a doctor, not a tagline!
---------- -//- ----------
Internet: DAG.HUGDAHL@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

25. Re: Bobterm

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-01 00:00:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <b42_9506041225@flight.org>
Source record: 91247

Quoting From: cmwagner@news.gate.net (Chad Wagner)

CW>In article <1995May26.104453.6092@wariat.uucp>,
CW>Russ Gilbert <Russ.Gilbert@apk.wariat.org> wrote:
CW>>The much easier thing would be to upgrade your a8 and use a RAM disk.
CW>>Or get MIO and use its RAM disk.
CW>
CW>I was trying to avoid that method. I really dislike copying from the
RAMDISK
CW>to the disk, it is quite a pain in the neck. Is this all that a RAM upgrade
CW>is useful for? A RAMDISK?

I think Bob was trying to write the program for the least common
denominator - unexpanded computers. He does mention in the documentation
that any future major modifications will be on a version that only runs
on expanded memory machines. I don't know if this will happen though...

-Dag-

---
* PabQwk 2.0 #23 * ERROR- 170: File not found ... should I fake it? (Y/N)
---------- -//- ----------
Internet: DAG.HUGDAHL@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

26. Re: dcmatr11.zip

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-02 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3qnpn1$57f@nic-nac.CSU.net>
Source record: 91106

YAY! YAY! It worked on a multi-part DCM I had..

Now, when're we gonna see an atrtodcm converter?!?

Also, one thing for MSDOS users to note: I tried copying like this:

copy top9502b.? top9502b.dcm

and it came out with a tiny (4k) file

copy top9502b.1+top9502b.2...+top9502b.6 top9502b.dcm

and it also came out with a tiny file

It seems copy seems to think that dcm's are text files, and for some
absolutely RETARDED reason, saves them as such!!!

Be sure to use the "/b" switch when doing a copy of multiple DCMs into one
destination DCM..

now to log off and boot up this new disk image! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

27. Re: PIO2PC question

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-02 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3qnppo$58m@nic-nac.CSU.net>
Source record: 91107

Ah! So that's what PIO2PC is! (Wouldn't it be PBI2PC, technically?
Actually, wouldn't SIO2PC really be SIO2RS232 or SIO2COM? oh.. anyway)

That sounds cool.. how hard is it to build? How much would it cost?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

28. Re: atari 800 demo scene?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-02 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3qnpug$593@nic-nac.CSU.net>
Source record: 91108

FTP (if you can) to:

ftp.archive.umich.edu

Or read the FAQ and find the mirror sites, other FTP sites, and/or information
on having FTP sites e-mail you uuencoded copies of files..

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

29. oops! ftp sites!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-02 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3qnq0s$59b@nic-nac.CSU.net>
Source record: 91109

I'm an idiot.. or tired.. or something:

once you've ftp'd to Umich, go to: atari/8bit [/Demos]

and the c.s.a.8 FAQ is posted here monthly as well as FTPable, etc.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

30. Re: [--- Transformer Disk Images ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-02 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3qnqf0$5md@nic-nac.CSU.net>
Source record: 91110

Sysops who have Atari files online as ATRs would be stupid (sysops with XFDs would be idiots!).

To run an executable "out of the box":

xf25 somedos.atr file.com

It may be nice to have a program unARC into an ATR, but with the suggested DIR2ATR / ATR2DIR programs that I REALLY hope someone makes soon, it could be simply:

```
mkdir temp
arc x blah.arc temp
dir2atr temp blah.atr
```

hell, a nice .batch for this would be: (call it "arc2atr.bat" :))

```
mkdir temp
arc x %1.arc temp
dir2atr temp %1.atr
del temp
rd temp
```

And finally, with TWO (count 'em, TWO) DCM -> ATR conversion utilties, it SHOULD be clear that DCM is the disk image format of choice, no matter if you're on Unix, MSDOS (or, if dcmtoatr compiles on a Mac, a Mac.. 'course, we need an Atari emulator for the Mac.. or at least >I< _want_ one :))

FINALLY, as I said BEFORE, many Atarians just HAVE disk drives, so if they want an ED disk, they'll want the disk image not to be BIGGER than their measly ED drive can handle!

-bill!!!!!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

Again, BIG ATR advocate and DCM lover

31. Re: Standards For Used 8bit Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-02 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3qlr7h$bse@dockmaster.phantom.com>
Source record: 91111

b.poehland@genie.geis.com wrote:
: For the benefit of people who never checked the fine print in the Swap
: column of AC, I'll re-type the standards here:
: GC (Good Condition)-- Item is in good working order but slightly soiled,
: contains worn parts or minor scratches/dings that betray heavy
: service or old age, w/original manual or copied manuals.
: FC (Fair Condition)-- Item in working order but missing manuals/accessories;
: heavily worn/soiled or cosmetically damaged.
: Under the above rating system I'd guess Jim's RT-8 cart would fall some-
: where between GC & FC.

IMO, it would fall most assuredly under the "fair condition" category. It
was obviously cosmetically damaged, and there were no manuals (not that I
had expected any).

: I recommend that the above rating system be incorporated into the FAQ
: list. If people are going to be buying/selling/swapping used junk thru this
: newsgroup, then newsgroup participants should have a level playing field.

I'm for it.

32. Re: SIO2PC I.C. Help

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-02 00:00:00 UTC
From: zu02523@uabdpo.dpo.uab.edu
Message-ID: <3qm2jh$ooc@maze.dpo.uab.edu>
Source record: 91112

bjcorr@delphi.com (Ben Corr) wrote:

>My experience was that the various extensions to the '232 chip numbers had
>to do with the type of package the chip came in (surface mount, etc.) and
>the Military version of the chip (higher tolerance to heat, etc.)
>bjcorr@delphi.com

OK, thanks for the info.

33. Re: DCM format

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-02 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3qm88d$80t@nic-nac.CSU.net>
Source record: 91113

Since SIO2PC and PC Xformer both use ATR, and the couple of PC-based disk image-using utilities use ATR (like S2PC and AtarImg), and of course, since converting DCMs to ATRs is a snap thanks to DCMTODSK, ATR >IS< the most wide-spread disk image format for the Atari next to the ultimate standard, DCM itself!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

BIG BIG BIG .ATR ADVOCATE!!!

34. Re: Percom drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-02 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3qm8ne$87c@nic-nac.CSU.net>
Source record: 91114

Hey! Is there any Atari 3.5 <-> PC 3.5 read/write software for the PC and/or
Atari? (Like there's DD 5.25 r/w sw for the PC..)

If so, how well does it work and is anyone selling a Percom?

Dammit Ben, you been up to HSC again? :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

35. dcmatr11.zip

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-02 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3qmc2j$19on@seminole.gate.net>
Source record: 91115

I just wanted to let everyone know that DCMTOATR 1.1 distribution archive is
available, it include the source code as well as a MS-DOS executable, you can
get it from:
ftp://ftp.gate.net/pub/users/cmwagner/msdos/atari/dcmatr11.zip

I will be sending it to ftp.xmission.com and atari.archive.umich.edu as
soon as possible. The source code seems to be very portable now. It has
been compiled under MS-DOS 6.22, AIX 3.2.5, FreeBSD 2.0, and Ultrix 4.4. It
is now supporting multi-part 'split' archives, as well as 'big' archives,
and all known block types. If anyone has any problems with this archive,
compiling, or find an archive that has a problem being processed then
please send me the Disk Communicator image through e-mail (uuencode it),
and any error messages encountered during use or compiling of the program
through e-mail, as well.
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

36. Re: binary load analyzer

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-02 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3qmdsv$isd@dartvax.dartmouth.edu>
Source record: 91116

I see no reason not to release my code now. It's only 109 lines, so
I'll just post it here. It runs fine under Unix, and I suspect it
will compile under DOS with little or no modification.

--PC

```
--------------------CUT HERE--------------------
/*************************************************************************/
/* binload.c */
/* Atari binary load foramt file analyzer */
/* Preston Crow */
/* crow@cs.dartmouth.edu */
/* */
/* Public Domain */
/* */
/* Version History */
/* 2 Jun 95 Version 1.0 Preston Crow <crow@cs.dartmouth.edu> */
/* Initial public release */
/*************************************************************************/

/*************************************************************************/
/* Include files */
/*************************************************************************/
#include <stdio.h>
#include <stdlib.h>

/*************************************************************************/
/* main() */
/*************************************************************************/
main (int argc,char *argv[])
{
FILE *f;
int c1,c2;
int i;
int start,end,length,addr;

if (argc<2) {
fprintf(stderr,"Usage: %s file1 [file2 ...]\n",argv[0]);
exit(1);
}
--argc; /* Skip argv[0] */
while (argc) {
--argc; ++argv;

f=fopen(*argv,"rb");
if (!f) {
```

```
fprintf(stderr,"%s: Unable to open file\n",*argv);
exit(1);
}
c1=getc(f);
c2=getc(f);
if (c1 != c2 || c1 != 0xff) {
printf("%s: Not an Atari 8-bit binary load format file\n",*argv);
fclose(f);
continue;
}
printf("Binary file: %s\n",*argv);
while (!feof(f)) {
c1=getc(f);
if (feof(f)) break;
c2=getc(f);
start=c2*256+c1;
c1=getc(f);
c2=getc(f);
end=c2*256+c1;
length=end-start+1;
if (feof(f)) {
printf("%s: Unexpected end of file in address data\n",*argv);
break;
}
if (start==0x02e2 && length==2) {
c1=getc(f);
c2=getc(f);
addr=c2*256+c1;
if (feof(f)) {
printf("%s: Unexpected end of file in init address\n",*argv);
break;
}
printf("Initialize at: %d\n",addr);
}
else if (start==0x02e0 && length==2) {
c1=getc(f);
c2=getc(f);
addr=c2*256+c1;
if (feof(f)) {
printf("%s: Unexpected end of file in run address\n",*argv);
break;
}
printf("Run at: %d\n",addr);
start=ftell(f);
fseek(f,0,SEEK_END);
end=ftell(f);
fseek(f,start,SEEK_SET);
if (end-start) {
printf("%s: Warning: %d bytes in file after run address\n",*argv,end-start);
}
```

```
}
else {
printf("Start: %d\tEnd: %d\tLength %d\n",start,end,length);
if (length<0) {
start=ftell(f);
fseek(f,0,SEEK_END);
end=ftell(f);
printf("Error: %d bytes in file after invalid load range\n",end-start);
}

for(i=0;i<length;++i) getc(f);
if (feof(f)) {
printf("%s: Unexpected end of file in load data\n",*argv);
break;
}
}
}
fclose(f);
}
}
```

37. ATR <--> Unix/Dos directory tree

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-02 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3qmetm$k2h@dartvax.dartmouth.edu>
Source record: 91117

```
In the spirit of the 1450XLD, I am pleased to announce these two
"soon-to-be-released" programs:

atr2dir disk.atr [destdir]

Atr2dir reads an ATR format file containing either a MyDOS or
SpartaDos file system, and extracts all the files from the
disk image into separate files on your PC or Unix file system.
In doing this, it will create any needed subdirectories.
Files in the root directory of the ATR disk image are placed
in the current working directory if a destination directory is
not specified.

And of course, the reverse:

dir2atr [-m | -s] [-d] #sectors disk.atr [sourcedir]

Dir2atr creates either a MyDOS (-m) or SpartaDos (-s) ATR disk
image file containing all the files and subdirectories in the
source directory, if specified, or the current working
directory. The disk image contains the specified number of
sectors, which are single density unless the '-d' flag is
specified.

If a Unix filename exceeds the limitations of the Atari
format, it is not included and a warning is displayed.

An error occurs if disk space is exhausted, or if an
insufficient number of sectors is specified to hold the files
in the directory tree.

This would make file manipulations much simpler for those of us using
SIO2PC.

Unfortunately, I don't know the MyDOS or SpartaDos disk formats.
Also, I lack the time to write this myself, so don't expect me to
write it until I've bought a 1450XLD at my local K-Mart. I might be
willing to help if someone else will take charge, though.

--PC
--
/*********************************************************/
/* "You only live once. Unless you take pictures. */
/* Then you live two or three times." --Darrin Rice */
/*********************************************************/
```

38. dcmtoatr.c .. SEEK_SET ???

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-02 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3qnv8p$92f@nic-nac.CSU.net>
Source record: 91118

I tried compiling (with "gcc") dcmtoatr on my Unix account and twice it
gave me the error that "SEEK_SET" was undeclared.

What is it? How can I fix it? etc.?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

39. Re: HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-02 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3qo1be$72f@charm.magnus.acs.ohio-state.edu>
Source record: 91119

In article <9506021843.AA00065@dellos.demon.co.uk>,
Paul 'Mclane' Irvine <mclane@dellos.demon.co.uk> wrote:
>: XFD and ATR files are disk images intended for SIO2PC and the
>: Xformers. There's currently no way to convert them back to true Atari
>: disks.
>
>Damn, thats a pain in the ass. Almost all the files I want are XFD or ATR.

I should have mentioned that the key word above is "currently"... keep
on eye on the thread about DCM files. If you can convert ATR and XFD
files to DCM format, you can use discomm to put them on a real disk.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

40. Paskud's "Duksap" demo!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-02 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3qo873$g7n@nic-nac.CSU.net>
Source record: 91120

```
This little mini mega-demo from a few years back is really cool!
Go get it, it's on the back side of Top Magazin no. 1993:09.
Not only does it show of some of the more-or-less common demo tricks
throughout the demo (it's purpose, really), but it TOO has a cool(!)
digi+synthi music at the very end! (Black screen w/ grey text.)
~~~~ ~~~~~~

It has a lot of music stolen from the game "Black Lamp" - it _sounds_
like a cool game (pun intended, of course) and I'd like to know where
I can get it and for how much!? :)

(One of these days I'll order some of those other games I was wanting, too)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
```

41. Re: dcmtoatr.c .. SEEK_SET ???

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-02 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3qo7ma$noo@dartvax.dartmouth.edu>
Source record: 91121

kendrick@zippy.sonoma.edu (William Kendrick) writes:

>I tried compiling (with "gcc") dcmtoatr on my Unix account and twice it
>gave me the error that "SEEK_SET" was undeclared.

>What is it? How can I fix it? etc.?

It should be defined in stdio.h, as it is part of the standard
definition of fseek(). I believe that on most systems, this is
defined to be 0, so you could insert the following code:

```
#ifndef SEEK_SET
#define SEEK_SET 0 /* May be missing from stdio.h */
#endif
```

--PC
--
Q: How many Microsoft programmers does it take to upgrade a lightbulb?

42. [--- Transformer Disk Images ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-02 00:00:00 UTC
From: winston@merk.com
Message-ID: <D9JMpH.A6M@merk.com>
Source record: 91122

On Thursday, May 25, 1995 at 21:05:50 -0400 (1:05am Friday May 26 GMT ?)
cmwagner@news.gate.net (Chad Wagner) wrote:

CW> BTW, I did talk to the author of dcm2dsk regarding a dsk2dcm
CW> converter, but he felt that this wasn't something that people wanted.

Well, a DSK2DCM may not be needed right away, but one will be needed
eventually, and possibly fairly soon. As more and more of the ATARI 8-BIT
BBSes fade away, I can easily forsee a time when the only source of ATARI
archives on BBS systems will be in the emulator sections of file download
areas. My guess is that these ATARI files will probably be stored in PC
run image format rather than in ATARI "native DOS" format (since PC users
will complain if it can't run "out of the box"). Native 8-bit Atarians
and new users would then be unable to use native Atari code because they
would only be run-format compatible with an IBM PC ! (I can just hear the
IBM Sysops now... "What do you mean you want to run an ATARI program on
an ATARI computer ? 'ATARI' is an IBM PC graphics format.... I thought
that --EVERYONE-- knew that!" ;-<)

43. Re: WANTED..Jumpman.

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-02 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <D9KG4v.8nC@jackson.napervilleil.attgis.com>
Source record: 91123

```
#==========Paul 'Mclane' Irvine, 5/31/95==========
#
#
#Since Ive only had 1, yes 1 response to the question of porting XFD etc
#from my amiga to an 8bit (as there is not an emulator on the amiga)
#I can only try to get the Game in its 5 1/4 format.
#
#So does anyone have Jumpman & Atari Artist out there...
#Let me know if you have..
#
#Thanks Paul..
#
#Hope I get a few more responses than My 1st couple of messages. And I
#thought you Americans liked us brits..:-) Maybe not??
#Cmon guys us 8 Bit people need to stick together!!!
#

Paul,

I have Jumpman Junior in cartridge format that I would be willing to
sell you. Course, you have to have a real Atari to be able to run it.

Just wanted to let you know that I'm not ignoring you.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM
```

44. An Atri startup disk?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-02 00:00:00 UTC
From: medman@locke.ccil.org
Message-ID: <199506030146.VAA15627@locke.ccil.org>
Source record: 91124

A friend of mine just purchased an Atari 8-bit computer. He is wondering
if there is a boot up or startup disk that initiates the computer?

thanks.

+ medman@locke.ccil.org +
+ http://www.ccil.org/~medman/medman.html +
+ American Red Cross First Responder +
---

45. ForTrade:2600/5200/Atari 8-bit/Coleco/INTV/Vectrex

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-02 00:00:00 UTC
From: mbates@netcom.com
Message-ID: <mbatesD9J2LD.Ku9@netcom.com>
Source record: 91248
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

```
Hi! I have the following carts for trade. I am primarily looking for
any game I do not possess for these systems:
Atari 2600, 7800, Lynx, 800/XL/XE, & Jaguar

I also won't tunr down trades for:
Intellivision & TurboDuo/PC-Engine

Thanks & send e-mail to : mbates@netcom.com

Here is the list:

Title Company System
----------------------------- -------------------- ------------
Airlock DataAge 2600
Alien Fox 2600
Alpha Beam with Ernie Atari 2600
Asteroids Atari 2600
Bridge Activision 2600
Capture Sears 2600
Combat Atari 2600
Defender Atari 2600
Defender Sears 2600
Donkey Kong, Jr. Coleco 2600
Donkey kong Coleco 2600
Dragonfire imagic 2600
Dragster Activison 2600
Fire Fighter imagic 2600
Flash Gordon Fox 2600
Frogger Parker Bros 2600
Ghostbusters Activision 2600
Grand Prix Activision 2600
Gyruss Parker Bros. 2600
Home Run Atari 2600
Kangaroo Atari 2600
Lasterblast Activision 2600
Mario Bros. Atari 2600
Memory Match Sears 2600
Mogul Maniac Amiga 2600
Moonsweeper imagic 2600
Mountain King CBS 2600
Name This Game (no label) US Games 2600
Pac-Man Atari 2600
Pitfall! Activision 2600
Plaque Attack Activision 2600
```

Porky's Fox 2600
Robot Tank Activision 2600
Sea hawk Froggo 2600
Shark Attack Apollo 2600
Skiing Activision 2600
Space Attack M-Network 2600
Space Cavern (blue label) Apollo 2600
Space cavern (red label) Apollo 2600
Spike's Peak/Ghost Manor Xonox 2600
Stampede Activision 2600
Star Voyager imagic 2600
Star Wars: Empire Strikes Back Parker Bros. 2600
Starmaster Activision 2600
Target Fun Sears 2600
Towering Inferno US Games 2600
Track & Field Atari 2600
Trick Shot imagic 2600
Tunnel Runner CBS 2600
Video Olympics - 21 Atari 2600
Video Reflex Exus 2600
hangman Atari 2600
missle command Atari 2600
space invaders Atari 2600
surround - 41 Atari 2600

****
**5200*5200*5200*
****

Berzerk Atari 5200
Choplifter Atari 5200
Gorf CBS Software 5200
Keystone Kapers Activision 5200
Mario Bros. Atari 5200
Miner 2049er Big Five 5200
Mountain King CBS Software 5200
Popeye Parker Bros. 5200
Qix Atari 5200
RealSports: Soccer Atari 5200
River Raid Activision 5200
Star Wars: The Arcade Game Parker Bros. 5200

****
Atari 8-bit 800/XL/XE
****

Asteroids Atari 800/XL/XE
AtariWriter Atari 800/XL/XE
Donkey Kong Atari 800/XL/XE
Missle Command Atari 800/XL/XE
Pac-Man Atari 800/XL/XE

Star Raiders Atari 800/XL/XE

****
COLECO COLECO COLECO
****

Donkey Kong, Jr. Coleco ColecoVision
Dragonfire imagic ColecoVision
Fathom imagic ColecoVision
NovaBalst imagic ColecoVision
Pitfall! Activision ColecoVision
Tarzan Coleco ColecoVision
Up 'n' Down Bally Midway ColecoVision
War Room Probe2000 ColecoVision

****
Fairchild Fairchild
****

Videocart #1 Fairchild Fairchild

****
INTELLIVISION*
****

Armor Battle Mattel INTV
Astrosmash Mattel INTV
Atlantis imagic INTV
Bump 'n' Jump INTV INTV
Demon Attack imagic INTV
Frogger Parker Bros. INTV
Horse Racing INTV INTV
Las Vegas Poker & Blackjack Mattell INTV
Night Stalker INTV INTV
Royal Dealer INTV INTV
Skiing Mattell INTV
Space Armada Mattell INTV
Space Hawk INTV INTV
Star Strike INTV INTV
Triple Action Mattell INTV
Tron Deadly Disks Mattell INTV

****
Odyssey*
****

Conquest of the World! Magnavox Odyssey

****
*** TI 99/4a***
****

Video Graphs TexasInstruments TI 99/4a

```
******************
** VECTEX VECTREX**
******************

Starhawk Vectrex Vectrex
Web Wars Vectrex Vectrex
```

46. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-02 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <3qm2mgINNifr@duncan.cs.utk.edu>
Source record: 91249
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

47. Re: DCM format

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-02 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D9JECH.7pI.0.-s@cs.vu.nl>
Source record: 91250

Joe Walsh <ransom22@delphi.com> writes:

> And, after all, those who have a problem with the way you coded
>can always capture it, load it into their editor, and change whatever they
>want to . . . :)

That's exactly what I did, yesterday. :)

>-Joe

Ivo

48. Re: 800xl w/modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-02 00:00:00 UTC
From: u9409792@muss.cis.McMaster.CA
Message-ID: <3qn2iv$afn@muss.CIS.McMaster.CA>
Source record: 91251

Thanks for all your help, I now have the file I was looking for..

Thanks again!

--
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49. PIO2PC question

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-02 00:00:00 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199506021711.MAA02964@mail.cs.utexas.edu>
Source record: 91252

Hi.

Some (two or three) months ago I have uploaded the PIO2PC files to Merit. (with PIO2PC you can use a PC as a XL/XE hard drive; it uses a parallel connection, so data transfers are relatively fast). My question is: did anyone build it?

Konrad

50. Re: atari 800 demo scene?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-02 00:00:00 UTC
From: dfisc29835@aol.com
Message-ID: <3qnjpo$qvt@newsbf02.news.aol.com>
Source record: 91253

I used to be an 8-bit user, and I'd be interested in getting some of these demos (so I can take my 800xl out of the basement and put it to some use). Any info would be appreciated.

--Libba

51. Re: HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-02 00:00:00 UTC
From: Paul 'Mclane' Irvine <mclane@dellos.demon.co.uk>
Message-ID: <9506021843.AA00065@dellos.demon.co.uk>
Source record: 91254

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: In article <9505271212.AA00056@dellos.demon.co.uk>,
: Paul 'Mclane' Irvine <mclane@dellos.demon.co.uk> wrote:
: >2. Failing the above Has anyone got the wiring diagrams for the 850
: > to a standard 232 lead. Does it exist even???

: It exists. I know there's a connection list in the P:R: Connection
: manual, and there might be one in the FAQ.

Thanks rob, just seen an article with them...

: XFD and ATR files are disk images intended for SIO2PC and the
: Xformers. There's currently no way to convert them back to true Atari
: disks.

Damn, thats a pain in the ass. Almost all the files I want are XFD or ATR.
Just my luck...:-(
Looks like I need to find someone with the a 5 1/4 version of JUMPMAN.
Anyone ???

Thanks again for the help...

52. Re: The Atari 8Bit is ALIVE!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-02 00:00:00 UTC
From: Paul 'Mclane' Irvine <mclane@dellos.demon.co.uk>
Message-ID: <9506021905.AA0006a@dellos.demon.co.uk>
Source record: 91255

I thought like I expect most of us did that the great old 8 bit was dead. I imagined that I was the only old guy fiddling about with his 130xe & his 1050 drive. But Im glad to say I was wrong. And boy was I wrong big time.....

For years Ive collected, cared for (bar 1 disk, sniff sniff) and enjoyed the odd game of jumpman, whistlers bros & Star raiders to name but a few.Ive enjoyed the fiddling with the OS via my Omnimon. Never till I started on the Net did I realise the size of the following the Humble 8 bit still has..

Well people You have been a great help so far & If I can offer any help then I will consider that a pleasure..
Keep the side going..

Paul
UK Atari Fan since day 1.....What day is it now??..:-)

53. Re: [--- Transformer Disk Images ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-03 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3qpc0i$20js@seminole.gate.net>
Source record: 91125

In article <3qnqf0$5md@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>if you're on Unix, MSDOS (or, if dcmtoatr compiles on a Mac, a Mac..
>'course, we need an Atari emulator for the Mac.. or at least >I< _want_

I thought I heard one was being worked on for the Mac. I would love to hear
about any platform that dcmtoatr.c does compile on, so I can atleast say
"so and so compiled it on CP/M and he said it worked". Hey I could give that
a shot, fire up my CP/M emulator... nah. <grin>

--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

54. Atari Stuff (reprise)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-03 00:00:00 UTC
From: cirrhinus@aol.com
Message-ID: <3qprv8$cld@newsbf02.news.aol.com>
Source record: 91126

Hi. Hopefully y'all remember me from about two weeks ago. I'm the one with
boxes of old Atari stuff. I have been having _real_ trouble sending out
individual messages via AOL to all who responded to my first inquiry. In
addition, I attempted to post to this board a week ago and I don't see my
second message so I'll try again. Sigh.

I must (sort of) apologize for taking so long to get back to you. I was
quite surprised to get seven responses inside of 48 hours, and I figured it
might be better to wait a week or so and let all of them trickle in whilst I
attempted to figure out what to do with the stuff.

Like, who should I give it to? Had I realized there was this much interest,
I would have dropped a list of equipment on the board and asked for bids.
But I'm not hurting for money (it's not like this stuff is going to buy me a
Ferarri, after all) and it wouldn't be fair to start asking for money now
after saying that I just wanted postage.

Currently I am leaning towards a measure of geographical proximity. I live
outside of Washington, D.C. If someone lived around here life would be
simpler (no packing and waiting in line at UPS). As it is, one of you lives
in Baltimore which is not only close, but is aksi the home of some of my
relatives, so I go there often.

I will, however, entertain any return mail you care to write up. Humor and
originality are always welcome, though pathos is a good standby. Like, if
you're fixing stuff up to donate to the local orphanage or something. I'll
ignore any monetary offers (though I still want postage if it comes to
that).

In addition, it may be that it makes sense to split up the loot so that
people get the things they are really interested in, as opposed to dumping
the whole pile on one person who only wants a few items. With that in mind,
and to answer those of you who asked, I have constructed the following
list:

dual 5 1/4" floppy disk unit made by Percom
OS/A+ operating system, which I believe came with the
Percom hardware in order to provide enough operating
system to handle the floppies, but all is fuzzy now...
the system seems to include a macro assembler
six or seven boxes of single-sided double-density diskettes
with various games and utilities on them (of dubious
parentage and ownership)
valFORTH programming language, distributed on floppy diskette
as near as I can tell, including all documentation
cassette transfer program for moving programs from cassette
to diskette and running them later
Axlon "RAMSCAN" for debugging Axlon or Atari memory modules
(on diskette)

a box of two (2) Atari joystick controllers (model CX 40-04)
a box of two (2) Atari paddle controllers (model CX 30-04)
a manual for a Symtec Light Pen, which I _think_ I still have
stuffed in a box full of IBM PC stuff (anyone need...never mind!)

Atari 800 Computer owner's guide (not too big) and some other
documentation that I should have given to the person who
bought my Atari 800
Atari Personal Computer System Operating System User's
Manual which seems to be written at a good level for a
programmer trying to do useful stuff
Atari Personal Computer System Hardware Manual (ditto)

Your Atari Computer by Ion Poole (with Martin McNiff &
Steven Cook), published by Osborne/McGraw-Hill in 1982)
Atari Basic by Bob Albrecht, LeRoy Finkel, and Jerald R.
Brown, published by Wiley in 1979

Super Sketch graphic entry pad (moveable arm over fixed pad
area) by Personal Peripherals, Inc. which I remember as
being not terribly accurate but moderately useful,
software for it appears to be on a cartridge

games with boxes and instructions:
- StarQuest Rescue at Rigel (cassette)
- Adventure International Rear Guard (cassette)
- Artsci Gomoku (cassette)
- Avalon Hill Empire of the Over-Mind (cassette) ("Adventure")
- Avalon Hill Conflict 2500
- Avalon Hill Lords of Karma

four Atari Program Exchange (APX) product catalogs from 1982
and 1983

Please note that I don't have an Atari computer right now and I have
no way of knowing whether or not any of the magnetic media are
still any good. I probably will trust y'all for the postage and if the
stuff you get is useless you can keep the money.

So get back to me when you can. I'll tarry another fortnight (at least)
from
procrastination if nothing else (I've been moving this stuff around for
years, y'know?).

Marc M. Adkins
Cirrhinus@AOL.com

55. Program idea.. any takers (programmers)?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-03 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <JO1c94J.jeking7@delphi.com>
Source record: 91127

I've had this idea for a program for quite some time. It exists in the PC world, but sadly, not in the realm of Atari.

I think it'd be quite easy to create, but that's _MY_ opinion.

This is what I'd like to see:

A copy/backup program that sent everything out the R: port to another computer waiting to pick it up (another Atari running the same program in receive mode?)

Something like ORION's HARDBACK, but worked by sending all backed up files out the modem.

I have several Atari's (one in my office) that have modems and it would be nice to back one another up serially like that.

What are the chances of this?

Anybody familiar with LAPLINK 5 for the IBM??

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

56. Re: [--- Transformer Disk Images ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-03 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <139820@cup.portal.com>
Source record: 91128

Bill; I've got enough solder fumes in me to last a while & since you use discomm a lot. What are the limits of disk comm. For instance, I have several 720k disks with various set-ups, such as CC65. Now it would take me all of 10 minutes to write a program to do sector copies of these to SIO2PC disk images, although a wild card copy would work just as well. But does discomm support that size??? I can forsee a need for large disks as more people use their clones for storage. There are just certain environments where you would rather have a complete set of programs over a series of individual programs. Like a copilation of CC65, TEDIT, C source code, all on a disk that is updated rather then have to search through a directory of a few dozen programs. Much tidier.

57. Re: Help! MYDOS Error 130 w/SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-03 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <139821@cup.portal.com>
Source record: 91129

Scott: If it's what I think it is, it may be one of the bugs in MyDOS, keep a watch on your sector count at the bottom of the SIO2PC screen. 130 is Non existant device so MyDOS may be changing either the device or requesting an unusual sector. There's a chance SIO2PC is just timing out while it writes to HD or something, but that should give a different error number. Let us know what you find.
Rick

58. Re: dcmtoatr.c .. SEEK_SET ???

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3qoesk$keu@nic-nac.CSU.net>
Source record: 91130

Cool! Thanks for the reply.. I hope it works! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

59. Re: Help! MYDOS Error 130 w/SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-03 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <3qq7ao$d0f@stratus.skypoint.net>
Source record: 91131

Scott Butler (sydtech@skypoint.com) wrote:
:OK, I've just installed SIO2PC version 3.19i. I'm using the MYDOS45 that came
:with it. I created an huge disk file - 65535 sectors. I followed the
:instructions in the SIO2PC documentation. I then went in and used the Set
:Configuration command to setup the number of sectors and the other drive
:info.

:The problem I'm having now is that, after only copying roughly 1 disk full of
:files to it, I keep getting an 'Error 130' from MYDOS when I attempt to copy
:more stuff to the drive. I don't know what this error code means, since I don't
:have a copy of the MyDOS docs. I can only guess - is it a disk full error?
:Can anyone offer any hints on what's up?

Well, I did manage to get the manuals, and the errors I'm getting seem to
be timeout and device not found errors. I'm not sure why I'm getting these
- could I have a bad SIO2PC cable? I don't think it's the PC - I've got an
old Epson 386sx with a 65 meg hard drive that I've dedicated to SIO2PC
duties....but I've had the same problems on my Dell Pentium 60.

I've actually managed to get this to work on a moderately large (16384
sector) drive. But I will still occasionally get error 130s or error 160s
when I attempt to copy to them. It got to the point last night, after
successfully filling up about 1/3 of the disk, that ANY attempt to write
more stuff to it resulted in an error 160.

AHHHRRGH! HELP! This stuff is SO cool, but it's getting pretty
frustrating....

Thanks,
Scott
(going mad in Minneapolis)

60. Re: Connecting devices to the 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-03 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9506031415591.DLITE.bjcorr@delphi.com>
Source record: 91132

>
>
>Hi, I understand that I can hook up to 8 devices to an atari 1200xl how
>do I do it I recently purchaed a 410 tape deck and saw that their was
>only one port for hook up how do I hook up other things?
>
>
>Thanks
>
>John
>
>
The Atari will support up to 8 Disk Drives, there is no limit to the amount
of devices you can hook up (as long as they drain no power from the SIO
which many devices do!) You just daisey chain them all together using the
I/O ports on the devices. Unfortunatly, the 410 tape drive has no extra
port for daisy chaining, so it must be hooked up last in the daisy chain,
all other devices must come 'ahead' of it in the chain.
Do all the tape drives suffer from this omission?
bjcorr@delphi.com

61. Re: [--- Transformer Disk Images ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3qqgv8$uj@nic-nac.CSU.net>
Source record: 91133

Ah, Rick.. I had always wondered that, actually.. it's unfortunate that I can't test it since DiskComm and SIO2PC don't talk, but what about folks with hard drives or larger floppies? Anyone willing to test the capabilities of DiskComm? Is the current DiskComm format at all "upgradable"? (Not like asking Bob Puff to do anything about it would do much, I'm sure; he seems to be like that quite a bit.. but all of these other neat programs could support it; SIO2PC with DCM access, PC Xformer with DCM access (no writes in either case, of course, unless they want to bloat to ATR on load and compress to DCM on save.. that seems doable!), the two DCM->ATR utilities, etc.)

I guess if anything, DCM may be as limited as XFD when it comes to disk size, but at least you can save a DCM (whole or split(!)) on a floppy...

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

62. Re: [--- Transformer Disk Images ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-03 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <3qqo8r$3b@ankh.iia.org>
Source record: 91134

```
: And finally, with TWO (count 'em, TWO) DCM -> ATR conversion utilties,
: it SHOULD be clear that DCM is the disk image format of choice, no matter
: if you're on Unix, MSDOS (or, if dcmtoatr compiles on a Mac, a Mac..
: 'course, we need an Atari emulator for the Mac.. or at least >I< _want_
: one :) )
```

Soon, I've heard some big rumours!

```
: FINALLY, as I said BEFORE, many Atarians just HAVE disk drives, so if they
: want an ED disk, they'll want the disk image not to be BIGGER than their
: measly ED drive can handle!
```

Well all I can say is I want an 8-bit version of ATR2DIR for use on any
hard drive setup! My current problem which is preventing me from using
the MAC65 on the PC-XFORMER is that I don't have an SIO2PC yet, and I'd
Like to get the files back to native turf!

Billy Bob
ATR2DIR.CMD for PRO! (Yummmmm)

63. Re: High capacity SIO2PC images

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-03 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <139850@cup.portal.com>
Source record: 91135

I had trouble with it, kept getting
??Shows Multiple Tracks??
message.
Rick

64. Re: dcmatr11.zip

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-03 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <3qojma$ddp@ns.mcs.kent.edu>
Source record: 91136

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Also, one thing for MSDOS users to note: I tried copying like this:
: copy top9502b.? top9502b.dcm
: and it came out with a tiny (4k) file
: copy top9502b.1+top9502b.2...+top9502b.6 top9502b.dcm
: and it also came out with a tiny file

: It seems copy seems to think that dcm's are text files, and for some
: absolutely RETARDED reason, saves them as such!!!

One of the reasons for this grief is MS-Dos. (grin) You are right in
that copy is thinking they are text based files and treats them as such.
It will copy the file upto the point that it encounters a ^Z, which is
the (sub)normal way to terminate MS-Dos text files.

65. Help! MYDOS Error 130 w/SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-03 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <3qokfp$mnl@stratus.skypoint.net>
Source record: 91137

OK, I've just installed SIO2PC version 3.19i. I'm using the MYDOS45 that came with it. I created an huge disk file - 65535 sectors. I followed the instructions in the SIO2PC documentation. I then went in and used the Set Configuration command to setup the number of sectors and the other drive info.

The problem I'm having now is that, after only copying roughly 1 disk full of files to it, I keep getting an 'Error 130' from MYDOS when I attempt to copy more stuff to the drive. I don't know what this error code means, since I don't have a copy of the MyDOS docs. I can only guess - is it a disk full error? Can anyone offer any hints on what's up?

Thanks!
Scott

66. Synapse Games for Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-03 00:00:00 UTC
From: bigrex@primenet
Message-ID: <3qotmd$1ue@news4.primenet.com>
Source record: 91138

--
I found Necromancer, Protector, BlueMax and I forgot the other at Xmission
but, does anyone know where others are. These were some of the finest Vidio
game programs I've seen for the 8 bit Atari.

Drelbs, Fort Appocalyps, Pheorohs Curse, Zeppelin, Shadow World,
Protector-II, Sub?? and, some others but, I can't remember their names.

Bigrex@Primenet.com
(Bob Nixon)

67. Re: An Atari startup disk?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-03 00:00:00 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9506030602.AA09200@zippy.sonoma.EDU>
Source record: 91139

The Atari's built-in disk access is extremely limited, which is actually
an advantage- switching your DOS is done by simply booting up a different
disk (although there is at least one DOS-on-ROM and that's just via a
cartridge, vs. a chip inside the drive (like on the Commodores)).

You need an Atari DOS disk... DOSes to get ahold of include:

Atari DOS 2.5 for good compatibility.. JUST in case it doesn't run with:
MyDOS 4.53 DOS of choice for many.. very versatile but compatible, or:
SpartaDOS 3.2 DOS of choice for many as well.. a bit more powerful than
MyDOS and has a built-in command line interface like MSDOS
and Unix, vs. a menu like Atari DOS 2.5 and MyDOS
SpartaDOS X Big Daddy of all DOSes, this is SpartaDOS but better,
although harder to upgrade since it's a ROM cartridge...

All are available, the first three are available via FTP or a local BBS,
that is, if you already CAN boot your Atari so that you can turn the DOS
files into bootable disks! :) Check a vendor.
SDX is available from Fine Tooned Engineering, I believe.

Look at the comp.sys.atari.8bit FAQ part 2 for a list of vendors and
developers. Folks like B&C ComputerVisions, BEST Electronics or FTe
would probably be able to supply you(r friend) with a boot disk for
a minimal charge, I'm sure..

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

68. Re: Help! MYDOS Error 130 w/SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-03 00:00:00 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9506030608.AA09328@zippy.sonoma.EDU>
Source record: 91140

Error 130.. hmm.. I seem to remember a "can't talk to device" error or
something, but that's more a 138 :)

Other errors to know:

170 - disk full
169 - directory full (make a subdirectory, only 64 files/dirs. per dir)
136 - end of file
139 - (I think it's 139)... pisser with SIO2PC.. esp. w/ DiskComm..

Now... (and this relates to 139 or whatever it is), when you make an image,
FIRST: Set density/etc. in MyDOS with the O command for that drive
SECOND: Format the drive
THIRD: Write DOS to a disk, preferably it, making sure that you've "O"d
(setup) that disk in the position it will be in.. inotherwords, if
you have a 90K disk for D1: that you always boot with, and you also
want your 16MB disk as D2: whenever you boot that 90K disk, be sure
that you set D2: to be 16MB, then write (OR REWRITE) DOS to D1:..
next time you boot, D2: will be set for 16MB and when you write to it,
you won't unexpectedly get a disk-full or some such error even though
you have 15.1MB of space or something! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

69. Thunder Child Update/Review

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-03 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199506030630.AA160671027@relay1.geis.com>
Source record: 91141

Thunder Child Update

A few weeks ago, upon final debugging of my 256K 600XL (aka "Thunder Child"), I placed the unit into my main system & promised I'd report how it performed.

Two days ago, after several frustrating experiences, I removed Thunder Child from my main system & replaced it with my old standby, "Behemoth" (my 1-meg 800XL). Apparently Thunder Child is unable to endure the rigors of my operating environment for extended periods of time. The difficulties seem to be centered around things that happen when the little 600XL is connected to the Black Box/Floppy Board.

One problem that showed up almost immediately was the BB connector to the PBI port on the 600XL. My BB had a 3M edgecard connector on the ribbon cable. Shame on Bob Puff for using this brand of connector! The metal contacts in these 3M connectors are deeply recessed in the body of the connector, & it turns out the PBI port of the 600XL is several millimeters shorter than the foil fingers on the PBI of the 800XL. So while this connector works fine on the 800XL, it soon *fell off* of the PBI port on the 600XL, just from the vibrations of typing! CRASH! So I was forced to go rooting thru my junkbox collection of connectors until I fished up one whose contacts run the full depth of the connector body. Upon replacing the crummy 3M connector with this better one everything booted up & ran just fine, & the connection remained stable despite my heavy-handed/fist-pounding style of typing.

For short sessions (<1 hour) I experienced no problems at all & began to feel comfortable with the little computer in my usual environment, which in addition to the BB/FB also contains a CSS upgraded XF551 with a slave 720K drive on the SIO, an XEP-80 modified to draw its power from the joystick port, & upon occasion a cartridge stack containing SDX + BXL. (Yeah, I drive my 8bits pretty hard.) In short-session use Thunder Child performed just like any of my upgraded 800XL machines. The Super Video upgrade in this machine gave video performance identical to any of my S-V upgraded 800XLs, & the XLOS ROM in it permitted Thunder Child to run all the software I normally use on my 800XLs, including CopyMate (which crashes in machines containing the stock 600XL OS ROM).

It was during long sessions (>90 minutes duration) that problems began to crop up. The 128K version of AtariWriter-80 began behaving totally screwed-up, mixing part of the Main Menu with the body of my text, throwing extra video characters onto the screen in the Global Format menu, & getting the three 16K text banks all scrambled/jumbled. I also observed junk entries in the Directory of my D8: RAMdisk, accompanied by nonsensically huge byte counts. Shortly after the appearance of these video anomalies, the keyboard locked up in a hard crash that required a cold boot to recover. (On one occasion I lost

100K of e-mail I had just downloaded into the RAMdisk, that was *lots* of fun.)

On the occasions when the machine went into a hard lockup, I observed the bottom of the machine was *really* warm. I'm talking the outside of the plastic case here. Before the exterior bottom case can exhibit an observable temperature increase, any interior heat must first pass thru 3 layers: 1.) the thin cardboard insulator on the bottom of the RF shield; 2.) the metal bottom of the RF shield; & 3.) the outer plastic case itself. The hot bottom was all the more alarming considering that heat usually escapes by *rising* rather than following gravity (!). I can only conclude that it must have been hotter than Hades at the interior of the machine. No doubt the Murphy Demons in there felt right at home.

The bottom heat wasn't evenly distributed; there was a "hot spot". This was centered right smack in the middle of the machine. Motherboard components in that vicinity include the CPU, ANTIC, a bunch of TTL gates, the delay chip, the MMU PAL, & the two 256K DRAM stacks (4 256K DRAMs stacked vertically). In my earlier posts I already reported that the CPU got blazing hot (indeed, several Synertek CPU's failed) after I installed the 256K upgrade. The two DRAM stacks also became quite warm after several hours, *much* warmer than they would be if they were spread out horizontally & individually socketed). The DRAM stacks can't "breathe" at all, & I suspect the chips on the interior of the stacks are getting a good thermal nuking. It doesn't help that the MMU is right next to the DRAM stacks. Like all PAL chips, the MMU also gets blazing hot within the first few minutes of operation. The DRAM stacks get clobbered with waste heat from the MMU partly thru air convection & partly thru direct thermal conduction via the foil traces. The 600XL motherboard itself, being only about 2/3 the size of an 800XL board, is *very* congested, which further compounds the problem of thermal inefficiency. (Forget about adding a fan; there's no room ANYWHERE in there for even a wee tiny one!)

In retrospect, I see another flaw that contributes to the instability of the memory upgrade: total absence of supply bypassing. In virtually all digital circuits the individual chips are provided with a small-value capacitor (typically .1uF), located very close to the chip, to buffer the supply line against supply bus glitches that occur when a digital register changes state. Without these bypass caps, the supply line glitches might cause static logic to change state when no command was issued for it to do so. In the 256K 600XL, the vertical stacking architecture of the memory chips prohibits the installation of bypass caps. The hotter the chips get, the more current they draw ("thermal runaway"). And the more current they draw, the higher the probability of a supply-bus glitch. This, I believe, is probably the mechanism by which this particular upgrade is rendered unstable.

Despite the instability of the upgrade, the machine is still usable. I keep a 2nd 8-bit system dedicated to EPROM burning & disk copying, & Thunder Child is quite happy in that environment, running 5 hours at a stretch with no sign of instability. (I did manage to induce the machine to return errors in data stored in RAMdisk memory after about 15 hours of continuous running of a grueling BASIC program, but this failure was far milder than the failures that occurred with the BB/FB & XEP80 attached, & the machine ran much

cooler.) It would seem that the BB loads down the signal bus on the PBI, forcing the chips feeding the PBI to source more current & run hotter. This apparently is a fairly common problem in XE machines. Bob Puff once told me he was obliged to replace "weak chips" in XE machines that ran fine on their own but failed when the owner attached a Black Box. Unfortunately he didn't say what the "weak chips" were. (Rats!)

There are lessons to be learned here. Foremost of which is that no upgrade should be released to the community unless it has been THOROUGHLY tested. There is just no substitute for rigor! Jeff Popp's 256K 600XL RAM upgrade (which is marketed by Best Electronics), looks great on paper but is not completely reliable due to the manner in which it is implemented. In addition, the written instructions are a catastrophe: the average weekend solder-jockey stands no chance whatever of doing it successfully.

Is it even possible to reliably upgrade a 600XL to 256K? I think so. But, clearly the original hardware architecture must be maintained. This means that a 256K upgrade implemented with 44256 DRAMs (instead of stacked 41256's) should be completely stable, since that hardware permits adequate supply bypassing & the single-chip DRAMs won't be subject to debilitating thermal buildup. The stock 600XL came as a 16K machine utilizing 4416 DRAMs. People commonly upgrade these to 64K, using 4464 chips. This 64K upgrade is simple, cheap, & completely reliable, as it requires only minor changes in the original topology of the circuit. Given that Popp's 41256 upgrade is *almost* stable despite gross violations of the original circuit layout, my experience suggests a 256K upgrade employing 44256K DRAMs should be just as reliable as the 64K upgrade that uses 4464's. Will I be the one to do it? Nope. I've already had my fling at this & spent far more time on it than I ever intended.

My apologies for the length of this post....

- Ben Poehland
The 8-Bit Alchemist

PS-- No one correctly guessed the origin of the name "Thunder Child". I guess we don't have any aficionados of Classic Science Fiction in this group? No H.G. Wells phreaks out there? (That was a hint!)

********** POST RESPONSES TO THE NEWSGROUP, NOT TO ME! **********

70. Re: Atari Dealers in Ohio?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-03 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3qoo54$8rb$11@mhade.production.compuserve.com>
Source record: 91142
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

> I'm looking for stores selling new and/or used Atari (8-bit or ST) hardware
> and software in Ohio;

I only know of one Atari dealer still in business in Ohio:

Rising Star Computers in Dayton... (800) 252-2787

BobR

71. 8-bit Echonets?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-03 00:00:00 UTC
From: Christopher Friend <76101.1012@CompuServe.COM>
Message-ID: <3qphj1pmn1@mhafc.production.compuserve.com>
Source record: 91143

I am going to Co-Sysop the Rockdale Dump BBS the the sysop is going on echonets (He has a small 8-bit section in the Video Games forum and I use 8-bits). Is there any Atari 8-bit BBS's on Echonet?

Reply to 76101.1012@CompuServe.Com
Thanks, Chris

P.S. His number is 508-234-0466 (located in Rockdale, MA).

72. Re: For Trade: Atari 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: mbates@netcom.com
Message-ID: <mbatesD9n2wG.8DC@netcom.com>
Source record: 91144

I also have a working 1050 for trade as well!

-Marlin

Marlin Bates (mbates@netcom.com) wrote:
: I have an 850 I would like to trade. Works great. I am preferably
: looking for a Touch Tablet or a Light Pen with their respective carts.

: EITHER THAT or some carts or something! Thanks send e-mail
: mbates@netcom.com
: -Marlin

73. Re: Percom drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9506040036591.DLITE.bjcorr@delphi.com>
Source record: 91145

>Hey! Is there any Atari 3.5 <-> PC 3.5 read/write software for the PC
and/or
>Atari? (Like there's DD 5.25 r/w sw for the PC..)
>
>If so, how well does it work and is anyone selling a Percom?
>
>Dammit Ben, you been up to HSC again? :)
>
>-bill!
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
>William (Bill) Kendrick / | \ ** New Breed Software **
>http://zippy.sonoma.edu/~kendrick
>
>
The next thing on my project list, see if I can get the PC to read these
3.5" disks and vice versa.
HSC has some of the most useful things come through! Just got a Commodore
1702 for $40, they still have 1010 tape decks for $5 each. And a whole lot
of Commodore equiupment (not enough Atari stuff damn it! Guess people
throw away more Commodore stuff <g>. Now I'm trying to find a way to do
1.44meg drives in the Percom. According to Bob, 1.44 can run in the 1050's
using the 8" drive parameters (Rick says he tried this to no avail)
Hmmmm.....
The problemn with 1.44 in the percom is that 1.44 drives need a doubled
clock speed (16MHz) over the 720k units. So you need to supply the clock
and provide a means to swithch the 2 speeds (16MHz and 8MHz).
We'll see. I'm gonna try again to beg some time from Bob for the answers (
and the answers to some IDE questions).
Stay tuned....
bjcorr@delphi.com

74. For Trade: Atari 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: Terry.Streeter@flight.org
Message-ID: <b40_9506041225@flight.org>
Source record: 91146

```
Sorry I dont have a light pen to trade,
how much in cash for the 850?
---------------------------- -//- ----------------------------
Internet: Terry.Streeter@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------
```

75. Re: Docs for the 6502 assembly lang?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: kevina@clark.net
Message-ID: <3qsuci$ets@bigblue.oit.unc.edu>
Source record: 91147

Scott Butler (sydtech@skypoint.com) wrote:
: Kevin Atkinson (kevina@clark.net) wrote:
: : Is there any text versions of the 6502 assembly lang out there?

: : If anyone has some would you be kind enough to e-mail them to be.

: : I hav't been able to find any docs on the internet or my public library
: : and I would really like to learn the lang....

: Ivo Van Poorten's 8-bit web page is a treasure trove of info on the 8
: bit. It includes docs on the complete 6502 instruction set, the Atari
: technical reference manual, and a whole lot of other cool info online.

: I can't remember the URL off the top of my head. You can get it out of
: the FAQ, or hit my web page, which has a link to it. My web page is at:

It does, where its has a lot of partial docs on the 6502 instrution set
but no complete docs. Ut has a command summery and soem docs on bugs and
undocument commands but no fromal docs on the intire set...

76. SEEK_END

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9506041950.AA21416@zippy.sonoma.EDU>
Source record: 91148

Ok, so I just tried to compile binload.c by Preston Crow on my Unix box and it didn't know what SEEK_SET and SEEK_END were. I was of course able to fix SEEK_SET since I was told it's simply defined as 0, but what is SEEK_END defined as??

Thanx in advance!

(ps- got a simple counter cgi (written by yours truly) working on my home page! :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

77. Re: [--- Transformer Disk Images ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <139879@cup.portal.com>
Source record: 91149

Well I'm pretty sure I have the source code to my IBM<=>stock 1050 tranfer program around here (somewhere??). I'm about 50% sure I can find a MicroIllustrator compression/decompression USR(). Seems like the thing to do is just start slugging out some Action! code. MicroIllustrator uses 16 bit RLE type coding so it should be a few % better then diskcomm. I've also got some old DDJ RLE C code that claims to be the best RLE method, but I don't think I want to fool with it. Shouldn't be anything more to it then SIOV & the RLE stuff. I'll pass you a copy when I get it done, you have a high tolerance for non-user friendly software right<g>?
Rick

78. Re: Program idea.. any takers (programmers)?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <139880@cup.portal.com>
Source record: 91150

James; I think Gardner Computing came up with a disk transfer program like that. It was distributed on one of the B&C utility disks. It wa written im BASIC & I never fooled with it. I'll assume at 300 baud you wouldn't be interested in it either.
Rick

79. 3 slave MUX for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3qssv1$jvq@news.xmission.com>
Source record: 91151

I have an "EC" (Excellent Condition, based on the terms of the AC ad section) 3 slave MUX system.

Consists of 3 x MUX ROMS
3 x MUX Slave carts
1 x MUX Master cart
approx. 40 foot of 34pin ribbon cable
documentation

Allows you to connect multiple computers to one set of peripherals, to include (hard disk, floppy drives, printers, etc..)

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

80. Sony 3.5" 720kB drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3qt7r5$jrj@link.xs4all.nl>
Source record: 91152

Howdy folks

My Sony 3.5" 720kB drive that once came with my Deluxe 3.5" XF Upgrade by CSS is starting to act up. Seems like the floppy will not drop down deep enough into the mechanisme for the head to read any data. Today I started to get READ errors. Pushing against the floppy or taking it out and putting it back in (sometime 2-3 times) will make the head read again.

Should I junk the drive and buy a new one? (can't really miss the money right now, too many other things on my list)
Or can I fix this thingy up with a little maintenance?

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS taking the drive apart wouldn't be a problem for me, don't know how the drive mech itself thinks about this....

---
* PabQwk 2.0 *

81. GAMES FOR SALE - NEW

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3qt7r7$jrl@link.xs4all.nl>
Source record: 91153

```
J >From: JAMES.KING@flight.org (JAMES KING)
J >Date: 29 Apr 95 20:44:00
J >Subject: GAMES FOR SALE - NEW
J >
J >MV>If you do post here, please keep in mind that some of us use PabQWK. It's
J >the
J >MV>best QWK reader for the Atari 8-bit, but can not handle messages over
J >approx.
J >MV>200 lines per message.
J >
J >Actually, that's incorrect. Pabqwk will break up messages beyond the 200+
J >line limitation.

Howdy James

Yep, it'll break off the message, but... If it's very long, like say the FAQ,
it can not find the start of the next message. Happened again with this
package. It contains 316 messages. The FAQ is in msg 39. So I have to
find the starting sector(halve)s of each msg from 40 to 315 (PabQWK starts
counting at msg zero) and then run NDXMAKER.BAS (wrote it myself, just for
this purpose) to get a correct *.NDX file.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

82. Re: Atari Soft NOT free b

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3qt7r7$jrn@link.xs4all.nl>
Source record: 91154

```
J >From: JAMES.KING@flight.org (JAMES KING)
J >Date: 29 Apr 95 20:50:00
J >Subject: Re: Atari Soft NOT free b
J >
J >MV>Maybe I SHOULD register my copy of PabQWK. It's far from bug free, but
J >MV>atleast I can use a TWIT file.
J >
J >One of these days, I'll get the source code to PabQwk from
J >Pab Sungenis (as he promised) and you can register your version of Pabqwk 2.0
J >with me.
J >
J >Rest assurred, several features will be added once I get PabQwk.

I like the sound of that. I'll try and put together a msg, containing some
things I've learned while trying to get around the problems I'm having with it.

One thing I know from the top of my head is, that if you want to send a msg
to somebody that has a longer address then will fit in the header, you can
leave the "To:" open, and put "To:" at the top of the BODY of the msg.
(found that out today).

Let me give an example;

If the name is to long, this would be the header;

Conf: 0 (comp.sys.ata)
To:
Subj: Address too long

Body of the text

To: This.Is@a.name.that.would.not.fit.in.the.header

(start of text)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

83. Re: Hello Europe.

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3qt7r8$jrp@link.xs4all.nl>
Source record: 91155

```
J >From: JAMES.KING@flight.org (JAMES KING)
J >Date: 29 Apr 95 21:05:00
J >Subject: Re: Hello Europe.
J >
J >
J >Speaking of Pabqwk.. Does V2.0 support the twitlist or was that limited to
J >the 1.x series?

Yep, it does, but you have to register to be able to use this feature.

CU Mathy Van Nisselroy

---
* PabQwk 2.0 *
```

84. 256K 600XL w/Alzheimers

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3qt7to$jso@link.xs4all.nl>
Source record: 91156

b >From: b.poehland@genie.geis.com
b >Subject: 256K 600XL w/Alzheimers
b >Date: 30 Apr 1995 23:47:55 -0500

Howdy Ben

Maybe I'm wrong (I'm not a hardware dude ye' know), but could the following
be true????

The standard only has 16kByte, so it has to do some things differently then
a 64kByte machine. (High memory is lower on a 600XL than it is on an 800XL)
I guess (read: I'm guessing this whole msg together) the 600XL uses memory
differently.

Could this result in the errors you're getting???
Suddenly there is something (read: memory) where nothing used to be.

I hope I got my msg accross, as I'm not very good at this.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

85. Cooling fan freeses 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3qt7tp$jsq@link.xs4all.nl>
Source record: 91157

k >From: kendrick@zippy.sonoma.edu (William Kendrick)
k >Subject: Re: 1MB+ upgrades! I'm scared!
k >Date: 1 May 1995 14:49:08 GMT
k >
k >Maybe I need to buy a nice towered 6502-inside box w/ Trasnkey, a fan, the
k >4MBs and a PS inside...
k >
k >Think that'd help more? (Giving it all more space)
k >
k >-bill!

Howdy Bill

YES! This is my chance to ask the question that's been bothering me for quite
a while now.

I'm using a minitower to:

- power my BlackBox-FloppyBoard combo
- hold two drive mechs (one 5.25 out of a XF551 which had the bad-connectors-
syndrom, and my 1.44meg drive)
- hiding some Atari Power supplies

The big question is:

Do I really need to have the fan running all the time?

I don't like the sound. And in the winter, when my room gets a bit cold in the
evening (the guy that installed the central heating system probably didn't
know that the heating element should have been placed UNDER the windows, not
BETWEEN them, to work properly), the fan circulates the cold air. Making it
even colder. Damn.

Should I buy one of these heat-sensitive "fan sound/speed" dampeners or can
I just unplug the fan (install a switch)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

86. Docs for the 6502 assembly lang?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: Kevin Atkinson <kevina@clark.net>
Message-ID: <3qqv49$121b@bigblue.oit.unc.edu>
Source record: 91158

Is there any text versions of the 6502 assembly lang out there?

If anyone has some would you be kind enough to e-mail them to be.

I hav't been able to find any docs on the internet or my public library
and I would really like to learn the lang....

87. Re: Archiver/Editor software

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: kdegroff@rainbow.rmii.com
Message-ID: <3qrdvc$hs0@natasha.rmii.com>
Source record: 91159

Steven J Tucker (classics@en.com) wrote:
: Anyone know where I can get the newest version of the Archiver/Editor
: software for the 810?

You can get it from:
Computer Software Services
P.O. Box 17660
Rochester N.Y. 14617
Phone: (716)467-9326

If Bob Puff is still selling Atari stuff.
--- Kent

88. Re: Current Notes Continues

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: kdegroff@rainbow.rmii.com
Message-ID: <3qre93$hs0@natasha.rmii.com>
Source record: 91160

Reaser, Richard L., LtCol CFR (REASERRL@POST2.LAAFB.AF.MIL) wrote:
: Many of you have received the May/June issue of Current Notes. In his
: editorial, Joe Waters announced that Howard Carson (in Canada) as the leader
: of the group that is taking over ownership of the magazine. Many of you are
: familiar Howard through the Toronto Atari Federation (TAF) ACE '95 event as
: well as his column in Current Notes. Howard also recently purchased an
: 8-bit machine has been active on the FidoNet 8-bit echo on that front.

How does one order a subscription to Current Notes?

--- Kent

89. Re: Connecting devices to the 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3qrfnn$f01@charm.magnus.acs.ohio-state.edu>
Source record: 91161

In article <9506031415591.DLITE.bjcorr@delphi.com>,
Ben Corr <bjcorr@delphi.com> wrote:

>Do all the tape drives suffer from this omission?

All the various incarnations of the 410 do, but the XL-styled 101 has
a second SIO connection. I never had one, but I've heard that it can
mess up communication to things connected to it; I think because of a
buffer it has.
--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

90. For Trade: Atari 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: mbates@netcom.com
Message-ID: <mbatesD9Mv01.GoJ@netcom.com>
Source record: 91162

I have an 850 I would like to trade. Works great. I am preferably
looking for a Touch Tablet or a Light Pen with their respective carts.

EITHER THAT or some carts or something! Thanks send e-mail
mbates@netcom.com
-Marlin

91. Re: Docs for the 6502 assembly lang?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <3qrl8p$2ls@stratus.skypoint.net>
Source record: 91163

Kevin Atkinson (kevina@clark.net) wrote:
: Is there any text versions of the 6502 assembly lang out there?

: If anyone has some would you be kind enough to e-mail them to be.

: I hav't been able to find any docs on the internet or my public library
: and I would really like to learn the lang....

Ivo Van Poorten's 8-bit web page is a treasure trove of info on the 8
bit. It includes docs on the complete 6502 instruction set, the Atari
technical reference manual, and a whole lot of other cool info online.

I can't remember the URL off the top of my head. You can get it out of
the FAQ, or hit my web page, which has a link to it. My web page is at:

http://www.skypoint.com/members/sydtech

Hope this helps!
Scott

92. Towers so high, they`ll r

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3qt7tq$jss@link.xs4all.nl>
Source record: 91164

```
h >From: heller@akh104.rh.psu.edu (Andrew K. Heller)
h >Subject: Re: 1MB+ upgrades! I'm scared!
h >Date: 1 May 1995 19:36:20 GMT
h >
h >William Kendrick (kendrick@zippy.sonoma.edu) wrote:
h >
h >: Maybe I need to buy a nice towered 6502-inside box w/ Trasnkey, a fan, the
h >: 4MBs and a PS inside...
h >
h >: Think that'd help more? (Giving it all more space)
h >
h > Maybe someone should find that nice SIMM to XL upgrade hack!!!
h >

Bill

You could use an XEGS keyboard. Looks much cooler.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS Mike Hohman of FTe is working on the SIMM to XL upgrade. But where did
he put it, in the MARS8, Sweet 16 or as a stand alone upgrade.

---
* PabQwk 2.0 *
```

93. 256k 600XL w/Alzweimers

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3qt7tq$jsu@link.xs4all.nl>
Source record: 91165

```
r >From: rbmier@winternet.com (Rich Mier)ws
r >Subject: Re: 256K 600XL w/Alzheimers
r >Date: 1 May 1995 22:43:43 GMT
r >
r > Change the 6502 CPU chip. I've fixed serveral XL's and XE's that
r >had heat problems like this.
r >
r > Rich Mier Winternet.com

Hmm, forgot about that for a minute. Maybe Ben has one of the mexican CPU's.
They seem to be very weak.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

94. XEP80 (somebody release t

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3qt7tr$jt0@link.xs4all.nl>
Source record: 91166

k >From: krishna@primenet.com (Glenn Saunders)
k >Subject: Re: When did Atari kill the 8-bit?
k >Date: 2 May 1995 04:28:44 GMT
k >
k >: XEP-80 - 80-column card. (Req. 2nd monitor or a switch-box thing.)
k >: Not supported by too much; some terminal software and word processors.
k >: Released officially - dunno when.
k >
k >The story on this is that it was originally going to hook up to the PBI
k >but was changed to joystick port for the LCD of the 400/800 crowd
k >(grumble grumble) all this despite the fact that AtariWriter80 really
k >needed a 130XE anyway so why bother? If it had been on the PBI then it
k >would have had no speed restrictions. However, how well it would daisy
k >chain with the BB or MIO is a mystery. Unfortunately the MIO and BB take
k >up the bus and don't even like the 1400 series R: and V: PBI assignments.

It can still be hooked to the PBI. Atleast that'S what Atreju (Erhard Puetz)
of IAN and USF-net fame tells me. With a little hardware that is.

There was a whole story about speeding up the XEP-80 on both IAN and USF-net.
Somebody put it up here too I think. The XEP-80 seems to have a 6551 which
will go up to 19.200 baud (and even a bit faster). Atreju even rewrote the
XEP-80 handler for BobTerm so it'll do 9.600 baud (the handler for the XEP80
that comes with BobTerm).

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

95. CPU???

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3qt7tr$jt2@link.xs4all.nl>
Source record: 91167

b >Again, my compute constantly switches between these two states, neither
b >of which I like.. What is going on in my computer??!? (130-XE with Newell
b >1-meg, US+, Supervideo, Superaudio installed, naked eye can't find anything
b >wrong with installation or connections.)
b >
b >Thanks in advance for anything!!
b >
b >-itay
b >
b >--- Itay Chamiel, Jerusalem, Israel / \ bruck@brachot.jct.ac.il -
b > Atari 8-bit geek since I was 6 \/\/ (using someone else's account)

This might be a stupid remark, but have you changed CPU's. There seem to be
a whole bunch of CPU (especially in XE's and especially those CPU's produced
in Mexico) that can NOT take much of a load.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

96. Public transport on XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3qt7ts$jt4@link.xs4all.nl>
Source record: 91168

```
h >From: heller@akh104.rh.psu.edu (Andrew K. Heller)
h >Subject: Re: When did Atari kill the 8-bit?
h >Date: 2 May 1995 15:30:39 GMT
h >
h > Thats because the MIO and BB take the WHOLE bus... as I recall they
h >don't use the official atari standard for "a" PBI device... they
h >use ALL the pbi devices.

AFAIK the BB takes 3 out of 8 device numbers, plus the Floppyboard makes 4.
Don't flame me. This is what I heard.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

97. LINKBASH.BAS

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3qt7ts$jt6@link.xs4all.nl>
Source record: 91169

To: ehalliwe@emh.kunsan.af.mil

Howdy Clay

Thanks for sending me LINKBASH.BAS
Haven't used it yet? Did try it out (read: toke a glance at it) looks nice.
Isn't that funny, once you find the utility you've been looking for for years,
it takes ages before you need it again.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

98. 50/60Hz Problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3qt7tt$jt8@link.xs4all.nl>
Source record: 91170

```
b >From: b.poehland@genie.geis.com
b >Subject: 50/60Hz Problem
b >Date: 7 May 1995 16:25:36 -0500
b >
b >50/60Hz Problem
b >
b > stuff deleted
b >
b >There's a guy in my usergroup, in California on a student visa from Israel, b
b >the name of Nir Dary. He recently developed a hack for the 800XL that allows
b >the XL to run both PAL & NTSC software. The hack involves an OS ROM upgrade
b >plus replacing the NTSC ANTIC with a PAL ANTIC. He claims this upgrade will
b >permit North American users to enjoy all the neat European graphic demos &
b >games without wrecking the operation of their NTSC-dependent software. He
b >keeps promising to send me one of these things (for beta testing in an upgrad
b >600XL), but I haven't received it yet. When I last spoke to him he was worki
b >on locating a large supply of PAL ANTICs & making arrangements to import
b >British & German software. He doesn't have a home phone & isn't on a net, so
b >keeping tabs on him is difficult. Dunno what the status is at present.
b >
b > - Ben Poehland

Howdy Ben

Hmm, guess that means you're gonna do a story on it and send it to the New
ATARI CLASSICS.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

99. Cooltris 2 beta? Any try

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3qt7tt$jta@link.xs4all.nl>
Source record: 91171

```
k >From: kendrick@zippy.sonoma.edu (William Kendrick).tc.cornell.edu!newsserver.
k >Subject: Cooltris 2 beta? Any try it?
k >Date: 9 May 1995 04:47:33 GMT
k >
k >Sssssssoo!? Did anyone DL and try out the Cooltris 2 beta demo I put up
k >here a while ago?
k >
k >What did you think of it???
k >
k >-bill!

Not so fast buddy. Still reading the mail. Yep, I'm way back again, but
there are other things in live (read: this idiot met the perfect woman.
Character, Looks and Brains. Only problem is, how do I tell her, I'm Mr.Right)

(Serious mode ON)

Have to read the rest of the mail.

(serious mode OFF)

Check on the female

(serious mode ON)

Pull the UUencoded file from the HUGE textfile (315 msg)
Turn all inverse lower case C's into Atari EOL's.
UUdecode the file
Unarc it

(s.m.off)

Check on the female some more

(s.m.on)

Try out your file

In the mean while, live outside just goes on. Sigh.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

100. Re: SIO2PC Article

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3qt7tu$jtc@link.xs4all.nl>
Source record: 91172

```
R >Path: link.xs4all.nl!xs4all!sun4nl!news.nic.surfnet.nl!howland.reston.ans.net
R >From: Rick_Michael_Cortese@cup.portal.comcom!Rick_Michael_Cortese
R >Newsgroups: comp.sys.atari.8bit
R >Subject: Re: SIO2PC Article
R >Date: 8 May 1995 15:20:04 -0700
R >Organization: The Portal System (TM)
R >Lines: 21
R >Sender: pccop@unix.portal.com
R >Message-ID: <138332@cup.portal.com>
R >References: <199505080652.AA013005971@relay1.geis.com>
R >NNTP-Posting-Host: news1.unix.portal.com
R >
R >Don't worry about the SIO2PC article. The reason I talked about 'my hack'
R >was because: In response to several of our foreign participants in the
R >sig that couldn't get the MAX232 chip, I did two functionally equivalent
R >circuits using either a 4049 <for non modified 1200xl's & everything else>
R >and 7400 for people who said they had trouble finding anything but 74xx
R >parts. I'll give you *ONE* free shot at me, if you think the article is
R >without merit or of no general use to readers of AC, just say the word
R >& I'll do something else. There's been at least a 1/2 dozen people on
R >the net that have requested the schematic & I believe it was the general
R >interest in the topic that caused Bob to request the info, but if you don't
R >think it has a place, fine. There's a lot of other topics I can cover.
R >Rick
R >BTW: Jewison came in the sig & flamed us, I would have like to have had
R >his input in the sig since he is very knowlegable about the 8 bit, but
R >apparently he's a weenie an a butt with his hit & run tactics. Quite
R >immature & left the impression of sour grapes. He owes us all an
R >apology & using him as an example of someone who's already 'done' the
R >sio2pc thing would probably be regarded as an oxymoron in this sig.
R >I seriously doubt if there will be many requests for reprints of his
R >article comming from this sig now that we know he wrote one.
R >Rick

---
* PabQwk 2.0 *
```

101. Re: binary load analyzer

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3qtarr$hcf@dartvax.dartmouth.edu>
Source record: 91173

I've found the source of the problem! See below...

bruck@brachot.jct.ac.il (iT) writes:

>Hmm.. if there's an AAAAAAAAAAAAAAAAAA end to a file,
>it will load at the address 65+256*65 but will change *one* byte to A.
>This will happen a few times until the EOF (if the amount of A's isn't
>a multiple of 5 it might Error-136-EOF)..

>So, there might be a DOS error (bad address change)
>Thee might be a crash (a byte changes in the program data)
>Or it might run perfectly! !? !?? ??!?!?!?

That's exactly right. Odds are that you'll be lucky and changing the
one byte won't kill you.

But why am I finding the garbage in the first place?

I believe that it's due to the block padding on the last block when
using XMODEM binary file transfers.

I hope to get around to modifying my program so that it will fix
broken load files, but the curent version is available at:
ftp://ftp.cs.dartmouth.edu/pub/crow/Atari/binload.c

--PC

--
Only be careful, and watch yourselves closely so that you do not forget the
things your eyes have seen or let them slip from your heart as long as you
live. Teach them to your children and to their children after them.
Remember the day you stood before the Lord your God... --Deut 4:9-10a

102. Re: ATR <--> Unix/Dos directory tree

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3qtbkd$imd@dartvax.dartmouth.edu>
Source record: 91174

In a fit of procrastination, I actually got a start on the coding...

crow@coos.dartmouth.edu (Preston F. Crow) writes:

> atr2dir disk.atr [destdir]

> Atr2dir reads an ATR format file containing either a MyDOS or
> SpartaDos file system, and extracts all the files from the
> disk image into separate files on your PC or Unix file system.
> In doing this, it will create any needed subdirectories.
> Files in the root directory of the ATR disk image are placed
> in the current working directory if a destination directory is
> not specified.

ftp://ftp.cs.dartmouth.edu/pub/crow/Atari/atr2unix.c

This is as above, but doesn't support SpartDos format images, and only
runs under Unix, though it shouldn't be too hard to port it to DOS.
About the only thing that shouldn't port is the calls for making
locked files in the disk image read-only under Unix.

In writing this, I found an interesting detail about the .ATR format:
Double density disk image files only use 128 bytes for the first 3
sectors, so my seek calculations are more complicated than I thought
they would need to be.

Also, I found that at least under MyDOS, a directory (including the
root directory at sector 361) consists of 8 sectors where the file
information is stored in the lower 128 bytes with the upper 128 bytes
left as zero. This seems silly, but I suppose it made some part of it
easier for them to code. I am assuming that this is the standard
Atari way of dealing with the directory on double-density disks.

>And of course, the reverse:

> dir2atr [-m | -s] [-d] #sectors disk.atr [sourcedir]

> Dir2atr creates either a MyDOS (-m) or SpartaDos (-s) ATR disk
> image file containing all the files and subdirectories in the
> source directory, if specified, or the current working
> directory. The disk image contains the specified number of
> sectors, which are single density unless the '-d' flag is
> specified.

> If a Unix filename exceeds the limitations of the Atari
> format, it is not included and a warning is displayed.

> An error occurs if disk space is exhausted, or if an
> insufficient number of sectors is specified to hold the files
> in the directory tree.

No, I haven't touched this part. This will be more complicated for
several reasons. First, the ATR->Unix program doesn't have to look at
the bitmaps, whereas this would have to set them. Second, the boot
sectors would have to be recreated in some intelligent manner, taking
into account that they are used to hold information about the disk
format, as well as boot information that is sensitive to the existence
and location of DOS.SYS.

--PC
--
We're sorry, the .sig you have selected has been deleted or is no longer in
service. If you think you have read this .sig in error, please disconnect
and try your news reader again. Thank-you.

103. Xf25.ZIP (HELP!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: u9409792@muss.cis.McMaster.CA
Message-ID: <3qtqpk$f15@muss.CIS.McMaster.CA>
Source record: 91175

I just got the program Xf25.zip (Ibm, Atari emulator), But i can't seem
to figure out how to create "Disk Images". I hope there is a way because
I've watched the "DEMOS.XFD" files over and over again!

Thanks for any Help!!

--
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104. Re: 8-bit files from Mac -> Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2fd19d49_Per.Erik.Peterson@asb2.ct.se>
Source record: 91176

In The spring 29.05.95 Wrote Steven J following stuff...

SJ> Steve 'Isnt a mac version a great idea!' Tucker

Yes and an ST version. Did you write it in C.??

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

per-erik_peterson@asb2.ct.se

Gothenburg SWEDEN

(UUCP Dialup connection)

105. Atari 8-bit/Nintendo Accesory/Game SALE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-04 00:00:00 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <3qqvce$mg7$1@mhade.production.compuserve.com>
Source record: 91177
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,rec.games.video.classic,alt.games.video.classic

```
FOR SALE - ATARI 8-BIT ACCESSORIES

(2) Atari CO17945 9v AC power supply (NEW) $7.50/ea. (1010/1020/1050,etc.)

FOR SALE - ATARI BOOK

Atari XL User's Handbook (WSI) $5 (good condition)

FOR SALE - NINTENDO ACCESSORIES

Nintendo Zapper light gun (NEW) $7.50

FOR SALE - ATARI 8-BIT SOFTWARE

EDUCATIONAL:

USED: Math Encounter (cartridge) $3
Turtle Tracks (Scholastic) $3
USED: Facemaker (Spinnaker) $3
USED: Music Composer (cartridge) $3

GAMES:

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Crypts Of Plymbous (Cosmi) $3
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Flight Simulator II cartridge (Atari)
Forbidden Forest (Cosmi) $3
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Ninja (Mastertronic) $3
Pensate (Penguin) $3
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Megafont II/II+/Font Sim. package (XLent) $4

Indus DOS XL Master Disk/GT Estate Word Processor package $3

ALL 8-BIT SOFTWARE ONLY $40 PLUS SHIPPING
```

All items include original docs unless noted, and some are new in original shrinkwrapped boxes. Inquire for specifics on any programs.

If interested, please contact Lawrence Estep at 71450,1050 on CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

--

Lawrence Estep / 71450.1050@COMPUSERVE.COM
Remember...Friends Don't Let Friends Drive Drunk!!!

106. Repair for an XEP80 possible?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-05 00:00:00 UTC
From: mbates@netcom.com
Message-ID: <mbatesD9oMDo.20u@netcom.com>
Source record: 91178

I got an XEP80 used from someone who explicitly told me it WAS broken.
Being the over confident ya-hoo that I am I said I could fix it.

Obviously, you are reading proof that I could not! :-)

Can anyone help? It gets power and all. It even puts a little white
square up in the corner on the monitor. The driver seems to load but I
can not get ANYTHING on the screen.

A) Can anyone help
B) Does somebody fix these for a reasonable price (i.e. lower than the
$40 I can buy one new for)
C) SHould I just junk it and buy a new one?

Thanks
-Marlin

107. Re: Binary Load/Hardware Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-05 00:00:00 UTC
From: jack@indians.mv.com
Message-ID: <D9onJt.GMD@mv.mv.com>
Source record: 91179

crow@coos.dartmouth.edu (Preston F. Crow) wrote:

>I was thinking the other night about the problem of some binary load
>programs being incompatible with some systems based on OS revision,
>CTIA, etc., and came up with a cool idea.

I fail to see why this is needed. It eiither works or it doesn't.

And why not simply add this code to the program itself?

And if you did add a small check it shouldn't be more than a couple
hundred bytes anyway - so what?

vvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvv
CrackerJack - "Still looking for a box to put a surprise in!"
^^

108. Re: SEEK_END

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-05 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3qtllf$2cc@dartvax.dartmouth.edu>
Source record: 91180

In <9506041950.AA21416@zippy.sonoma.EDU> kendrick@zippy.sonoma.EDU (William Kendrick) writes:

>Ok, so I just tried to compile binload.c by Preston Crow on my Unix box
>and it didn't know what SEEK_SET and SEEK_END were. I was of course able
>to fix SEEK_SET since I was told it's simply defined as 0, but what is
>SEEK_END defined as??

It's supposed to be in <stdio.h>, but some older systems don't have it:

```
/* fseek() values */
#define SEEK_SET 0
#define SEEK_CUR 1
#define SEEK_END 2
```

I'll put in a check and take care of it for future versions.

--PC
--
PC's LEGO Empire: http://www.cs.dartmouth.edu/~crow/lego/empire.html
Whitewater Scandal: http://www.cs.dartmouth.edu/~crow/whitewater/
Babylon 5 Quotes: http://www.cs.dartmouth.edu/~crow/b5quote.shtml
HTML Link Verification: http://www.cs.dartmouth.edu/~crow/lvrfy.html

109. Re: binary load analyzer

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-05 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3qtnbp$4pe@dartvax.dartmouth.edu>
Source record: 91181

crow@coos.dartmouth.edu (Preston F. Crow) writes:

>I hope to get around to modifying my program so that it will fix
>broken load files, but the curent version is available at:
> ftp://ftp.cs.dartmouth.edu/pub/crow/Atari/binload.c

Ok, the version there now will create a new file after cleaing up all
the garbage. Specifically, it:

* removes secondary FFFF headers appearing before load blocks other
than the first one in the file (I found real cases of this).
* discards any load block loading only a single byte into an address
where the high and low bytes are the same, along with any
remaining data in the file (Usually indicitive of XMODEM padding
data).
* moves the run address, if found, to the end of the file.

It also displays each init address, the ranges of each load block, and
the run address, as well as mentioning any oddities found.

Now to go along with this, it would be nice for someone to write an
Atari binary program that uses an init routine which pops off the
return address and displays it on the screen. This could be used to
get an idea of whether or not a program will be able to load.

--PC
--
DOE SHP @ NMFECC/LLNL (NERSC) ID 87

110. Re: Docs for the 6502 assembly lang?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-05 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <139898@cup.portal.com>
Source record: 91182

Well how serious are you? I just picked up my second copy of 6502 assembly language subroutines for $2.50. If you're about $4.50 serious that would cover shipping. *OR* if you would be willing to promise to do something like type in most of the subroutines in the book & upload them to the archive so we'd all have a source of debugged code I could go about $2.50 lower. Understand that typing in these things would be no small task. This is far and away my favorite 6502 title. It assumes you know a little about programming, but the source code is fully documented.
Rick

111. Re: Public transport on XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-05 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <139899@cup.portal.com>
Source record: 91183

Mathy; I think what the person was trying to communicate about the
Black Box/MIO is they have a tendancy to use the entire hardware page
rather then the PBI device numbers. For instance, if a BB uses hardware
pages $D100-$D1FF, $D600-$D6FF, $D&00-$D7FF, it doesn't matter how many
PBI devices the thing uses, it's already taken every bit of free hardware
address space so you can't add another device. Well, you could, but it would
have to plug in between the computer & the Black Box & do the decoding.
It's certainly not imposible, but considering the documentation available
it is difficult at best. I waste address space myself, but for some stuff
like a 6551 you only need 4 memory locations. I *think* the BB uses all
768 free hardware addresses which does seem like a lot. Anybody know
different???

112. Black Lamp

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-05 00:00:00 UTC
From: ivan@rcp.co.uk
Message-ID: <xyu0vA3OBh107h@rcp.co.uk>
Source record: 91184

>This little mini mega-demo from a few years back is really cool!
>Go get it, it's on the back side of Top Magazin no. 1993:09.
>Not only does it show of some of the more-or-less common demo tricks
>throughout the demo (it's purpose, really), but it TOO has a cool(!)
>digi+synthi music at the very end! (Black screen w/ grey text.)
>~~~ ~~~~~~
>
>It has a lot of music stolen from the game "Black Lamp" - it _sounds_
>like a cool game (pun intended, of course) and I'd like to know where
>I can get it and for how much!? :)

Black Lamp has been re-release along with the first release of Tube
Baddies - music also by Richard Munns. Both games are available from
Richard Gore:

BLACK LAMP #4.95 ($11) disk, 64k XL/XE
TUBE BADDIES #4.95 ($11) disk, 64k XL/XE

Special offer; buy both Tube Baddies & Black Lamp on one disk for
^^^^^^^^^^^^ only #9.50 ($20).

79 SPROTBROUGH ROAD, SPROTBROUGH, DONCASTER, DN5 8BW, ENGLAND

Tel. no. (01302) 784642

E-mail: chmrig@leeds.ac.uk

--

113. Re: 8-bit files from Mac -> Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-05 00:00:00 UTC
From: winston@merk.com
Message-ID: <D9p926.A92@merk.com>
Source record: 91185

On Wednesday, May 31, 1995 at 03:33:40 -0400 (11:33pm Tue May 30 GMT ?)
richczeta@aol.com (RichCZeta) wrote:

R> ... My setup is an 850
R> with a handmade D-9 to standard RS-232 D-25 adapter cable plugged into
R> port 1, a null modem adapter on the D-25 end, then a 25' D-25 female/
R> D-25 female straight-through serial extension cable that plugs into the
R> mini-8 to D-25 cable that comes with every modem package for the Mac I
R> know of on the other end.

"mini-8 to D-25 cable that comes with every modem package for the Mac"

Could you be a bit more specific ? I have always thought about connecting
up a surplus MAC 512K to trade pixel maps back and forth between a MAC
and an ATARI 8-bit. (Also it would be nice to send Daisy-Dot stuff over
to a MAC for printing.) Unfortunately, all of the Macintosh user guides
from the MAC 512K era vehemently deny that the machine is a computer, and
says things like, "Don't worry your little head about all of those technical
thingies, but run to your nearest Apple authorized dealer if you have a
problem." As a point of information, what constitutes a "modem package" ?
Is it necessary to buy a modem before you can get a modem cable ? The
regular mini-8 to D-25 cable I can pick up at my local computer outlet does
not appear to work with any MAC 512K I have encountered. The modem seems
to short out to ground and cause the machine to reboot/reset. :-(Any
technical info on MAC modem cabling to an ATARI would be greatly
appreciated! Thanks

114. WANTED: M.U.L.E. for ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-05 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <5nGO5tS4zHB@peter.soemtron.sb.sub.de>
Source record: 91186

Howdy !

M.U.L.E. is very rare in this time . But i know an adress were you can
became it still:

Avatar (Ulf Petersen)
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/418260 (ISDN)
tel: +49/4381/418261 (ISDN)
tel: +49/4381/418262 (ISDN)
FAX: +49/4381/418243
URL:mailto:ulf%antic@cle.de
FIDO: Ulf Petersen@2:240/4060.22

I don't know if they still sell the game (it's up to 3 months i think) .
The price is 69,-DM or so . Shipping is very expensive about 10,-DM ...

TSCH�SSIKWOSKI
PETER
==========
= PETER aus der SOEMTRON write also to:PETER@SOEMTRON.sb.sub.de =
==========
Die Zeit ist ein gro�er Meister . Schade nur , da� sie ihre Lehrlinge
sterben l��t .
CrossPoint v3.02

115. Re: ATARI Driving Controllers

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-05 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <3quj0t$jlu@susscsc1.rdg.ac.uk>
Source record: 91187

In article Cnx@tc.fluke.COM, jeep@tc.fluke.COM (Dale A. Chaudiere) writes:
>What is with the ATARI Driving Controller? This is the controller that looks
>just like an ATARI Paddle controller, except that there is a little top view
>of a race car on it. Also only one controller is used per joystick port
>unlike the paddle controller where two controllers join a single connector.
>Anyway was there ever a game that worked with this controller? It does not
>work with the ATARI Poll Position cartridge. I have to use a normal joy stick.
>Could I re-wire it to work like a joy stick. Right now when I turn the knob,
>the car speeds up or slows down.

I don't know any specifics about interfacing with the steering controllers but
I can tell you that the difference between the Steering controllers and Paddles
was that the knob on the paddles can turn only so far in either direction while
on the steering controllers they can turn and turn and turn.
To understand why this is important you need to consider a complete plan view
of a track on the screen. If you are driving a car around then you'll need
to be turning largely in one direction and a paddle would be insufficient for
this.

I believe that a pair of steering controllers only came with the Atari 2600
game Indy 500. I haven't seen any copies of this around for years and it used
to be one of my favourites. The only problem is the controllers, when damaged,
are hard to replace.

- Joel G.

116. Re: Thunder Child Update/Review

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-05 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <D9pM5B.45p@jackson.napervilleil.attgis.com>
Source record: 91188

```
#==========b.poehland@genie.geis.com, 6/2/95==========
#
# Is it even possible to reliably upgrade a 600XL to 256K? I
#think so.
#But, clearly the original hardware architecture must be maintained. This
#means that a 256K upgrade implemented with 44256 DRAMs (instead
#of stacked
#41256's) should be completely stable, since that hardware
#permits adequate
#supply bypassing & the single-chip DRAMs won't be subject to debilitating
#thermal buildup. The stock 600XL came as a 16K machine
#utilizing 4416 DRAMs.
#People commonly upgrade these to 64K, using 4464 chips. This
#64K upgrade is
#simple, cheap, & completely reliable, as it requires only minor
#changes in
#the original topology of the circuit. Given that Popp's 41256 upgrade is
# *almost* stable despite gross violations of the original
#circuit layout, my
#experience suggests a 256K upgrade employing 44256K DRAMs should
#be just as
#reliable as the 64K upgrade that uses 4464's. Will I be the one
#to do it?
#Nope. I've already had my fling at this & spent far more time
#on it than I
#ever intended.

I think that it should be possible. I have a 600XL with a 256K upgrade
that was designed by a friend of mine here at Bell Labs many years ago.
It uses a custon PAL that we burned ourselves. The trouble is that we
were only able to access 192K of the 256K because he couldn't figure out
how to get enough bit lines for 256K access. That kind of design isn't
my field, so I was no help.

However, the machine runs great and has been operated for hours at a time
with no ill effect. I'm pretty sure he has bypass caps in his design.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM
```

117. Re: Xf25.ZIP (HELP!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-05 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <D9pn42.48r@jackson.napervilleil.attgis.com>
Source record: 91189

#==========J.J. Evers, 6/4/95==========
#
#I just got the program Xf25.zip (Ibm, Atari emulator), But i can't seem
#to figure out how to create "Disk Images". I hope there is a way because
#I've watched the "DEMOS.XFD" files over and over again!

A couple of comments:

1) The documentation tells you how to run other files. I includes
some BASIC files as I remember. You need to do something like
XF25 dos.xfd file.bas.

2) Be sure to get the latest version. XF252.ZIP is available.

3) You can get some .XFD files from James King's ftp location.

Hope this helps.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM

118. Re: gif to rgb for unix for atari? :)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-05 00:00:00 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <3qvbo8$200@theopolis.orl.mmc.com>
Source record: 91190

In article <9505312055.AA19488@zippy.sonoma.EDU>, kendrick@zippy.sonoma.EDU (William Kendrick) writes:
|> I bet I could make a program which converts a GIF into a set of ColorView
|> .R,.B,.G files for Unix.. should I try?
|>
|> What I would do (for now, until I find a good fast GIF decode routine in C)
|> is make the user run "giftoppm" on their Unix box, then run the program
|> I'd make ("ppmtorgb" I guess) and they could DL the resulting files and
|> view them on their Atari.

The pbmplus utilities (which you must have, reading the above) includes giftoppm and ppmtorgb3. You'd then have to convert from 8 bits/pixel to four (for GR.9) by right shifting four times per pixel. Then pack two four bit pixels into one eight bit word for digestion by your Atari.

For a good fast GIF decode routine in C, look out for Patrick J. Naughton's gif2ras.c, or the modifications in John Bradley's xv (both available in source form at finer graphics archive sites near you).

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

119. Re: Binary Load/Hardware Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-05 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3qvkm0$hg1@dartvax.dartmouth.edu>
Source record: 91191

In <D9onJt.GMD@mv.mv.com> jack@indians.mv.com (CrackerJack) writes:

>crow@coos.dartmouth.edu (Preston F. Crow) wrote:

>>I was thinking the other night about the problem of some binary load
>>programs being incompatible with some systems based on OS revision,
>>CTIA, etc., and came up with a cool idea.

>I fail to see why this is needed. It eiither works or it doesn't.

Yes, but if someone figures out why it doesn't work on some machines,
and then the program would tell people, then they can fix the problem
(use the translator, remove BASIC, use their other Atari), instead of
assuming that the file is corrupt.

One thing I really would like to see is a "program" that pops off the
return address to see where the load routine is in memory to check for
load conflicts.

>And why not simply add this code to the program itself?

>And if you did add a small check it shouldn't be more than a couple
>hundred bytes anyway - so what?

That's exactly what I would like to do--prepend the file with an init
routine that checks for the known incompatibility. In the cases of
multiple incompatibilities, use multiple init routines. All that's
needed is a library of these init routines, and then when someone
figures out that a program has a certain incompatibility, the
appropriate routine can be prepended.

--PC
--
Windows: I'm not a real operating system, but I play one on a PC.

120. Corvus - Omninet

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-05 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9506050240591.DLITE.bjcorr@delphi.com>
Source record: 91192

I have on loan a Corvus Omninet file server that works in conjunction with a Corvus HD to act as a network server. What I do not have is the Corvus Omninet Manual! Does any one have ANY info on the Omninet server, manuals, cables, connectors, anything? I really want to see if this sucker works!
Any one have any experience with Corvus networks?
bjcorr@delphi.com

121. te koop atari 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-05 00:00:00 UTC
From: vandeven@iaehv.nl
Message-ID: <ABF910B5966816E06D@vandeve.iaehv.nl>
Source record: 91193
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

```
te koop,
atari 600 xl met 128 kb ram, datarecorder, logo-programmamudule en de
nodige bekabeling. werkt perfect.
mag weg tegen elk aannemelijk bod.

jan van de ven
eindhoven / the netherlands
e-mail: vandeven@iaehv.nl
www: http://www.iaehv.nl/users/vandeven/
```

122. Scanning volunteers needed

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-05 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <3qvtqp$fvd@chuangtsu.acns.carleton.edu>
Source record: 91194

I'm looking for people to join in a very large, long-term OCR scanning
project.
It is very much Atari-related, and the result may be the most tremendous
8-bit
Atari resource on the Internet yet.

Details to those seriously interested in helping out.

E-mail replies only, please. Thanks.

Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

123. Re: Wanted: M.U.L.E. for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-05 00:00:00 UTC
From: tiesflys@brbbs.com
Message-ID: <znr802364582k@brbbs.com>
Source record: 91195

In article <3ql0d3$j23@news.vcd.hp.com> jm@vcd.hp.com writes:

>
> Sorry if this is an obvious question, I'm new to this group.
> I remember as a kid hearing about this great economic
> game for the Atari 800 called "M.U.L.E." I never had a chance
> to play it, and now I can't seem to locate a copy. It was a
> commercial, floppy disk only game. Any ideas? Thanks,
>
> --John

I've seen posts before where folks have this for sale. Just hang
in there and maybe they'll re-appear. Sorry I can't be of more
help.

A sunny day,
a box of midges,
and a wandering stream...
Man, this MUST be heaven!
><> Steve Kulpa <><

124. Re: [--- Transformer Disk Images ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-05 00:00:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2fd2d5d9_Per.Erik.Peterson@asb2.ct.se>
Source record: 91196

In The spring 02.06.95 Wrote William Kendrick following stuff...

WK> Sysops who have Atari files online as ATRs would be stupid (sysops
WK> with XFDs would be idiots!).

Thank you Bill. CB-) But in our case we offer those who have not Sio2PC to send those ATR files on Atari disks instead. But our BBS dont have users yet who dont have SIO2PC so wy have someting else thenm *.ATR.??

Do you know were I can find ST Xformer 3.0.??

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

per-erik_peterson@asb2.ct.se

Gothenburg SWEDEN

(UUCP Dialup connection)

125. Conner

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-05 00:00:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2fd2d660_Per.Erik.Peterson@asb2.ct.se>
Source record: 91197

```
From: per-erik_peterson@asb2.ct.se

Is there anyone here who have experiance whith BB and Conners.????

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

per-erik_peterson@asb2.ct.se

Gothenburg SWEDEN

( UUCP Dialup connection )
```

126. ST Xformer 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-05 00:00:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2fd2d6eb_Per.Erik.Peterson@asb2.ct.se>
Source record: 91198

As I have been asking here before. I do not have direct FTP and I'm looking for
ST Xformer 3.0 (not PC Xformer). Where can I find it.??

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

per-erik_peterson@asb2.ct.se

Gothenburg SWEDEN

(UUCP Dialup connection)

127. Wanted: Black Box

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-05 00:00:00 UTC
From: mbates@netcom.com
Message-ID: <mbatesD9q1DK.lp5@netcom.com>
Source record: 91199

Can anyone tell me where I can acqquire one of these puppies? New or used is fine. Just have always wanted one and figure I should get it while I am thinking about it.

Also, Back when I was fully 8-bit functional I had the XF35 upgrade. Now, I sold the XF551 it weas on but removed the dual rom chip. I seem to remeber that that and a 3.5" drive was all I needed except for some wiring and a 34 pin card edge connector gender changer. Would someone be so kind as to assist me with either copies of the wiring diagram and/or a source for the card edge gender changer? Thanks!

-Marlin

128. Old, yet new I've come back to atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-05 00:00:00 UTC
From: WYUP09A@prodigy.com
Message-ID: <3qvtjn$217q@usenetw1.news.prodigy.com>
Source record: 91200

Hi all, i am an old atari user, once had an 800xl and just recently stumbled onto the xf251 emulator and found myself basking in nostalgia... the only problem is that i have forgotten most everything about the operating systems...

the point is this... i managed to track down the SpartaDos file on the net, but i can't seem to figure out how to use it (put it in place to boot a disk)... the file i got was 32g.SCP (i think)... is this a compressed or packaged file? do i rename it? i don't remember... anyway, thanks in advance to anyone who can help.

Also - anyone know where i can file the demo "Death of an Apple"?

Michael Terpstra - "[_Trimble_Epic_]

129. Re: Connecting devices to the 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-05 00:00:00 UTC
From: potter@escmail.orl.mmc.com
Message-ID: <3qvtn4$p80@theopolis.orl.mmc.com>
Source record: 91201

In article <9506031415591.DLITE.bjcorr@delphi.com>, bjcorr@delphi.com (Ben Corr) writes:
|> The Atari will support up to 8 Disk Drives, there is no limit to the amount
|> of devices you can hook up (as long as they drain no power from the SIO
|> which many devices do!) You just daisey chain them all together using the

While working on the "Maze of Agdagon"/GameLink II I discovered there is a limit of the number of devices you can hook up to the SIO bus. I could reliably tie two Ataris (serial ins and serial outs), only sometimes get three to work, but never got four to work. Since we were tying both serial ins *and* outs together, one Atari acts like two devices on the SIO bus. So six or seven devices is about your limit (including your CPU), assuming every device loads the serial in/out lines the same (something I can't check, without schematics to every peripheral).

It had to do with the pullup resistors that the serial ins and outs had (1K ohms to +5V). Pokey didn't have enough drive (sink a logic zero close to ground) after too many inputs are tied in parallel. Removing some of these pullups (risky), buffering the lines with good TTL drivers (messy), or using CSS' SIO extender device would be ways of expanding beyond six or seven devices.

Now I know somebody out there will write back with his anecdotes about eight disks, four printers, and a couple 850s that all work well on one unmodified SIO chain. I did check this out with a scope, and created "artificial" loads to my 8-bit SIO bus, and observed it (to the best of my recollection).

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

130. Need monitor recommendation for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-05 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <rumpf.1-0506951930250001@slip6-1.acs.ohio-state.edu>
Source record: 91202

I'm looking to get a monitor for my 800XL so I don't have to tie up the TV set all day. It's been a while since I've used a monitor on an 8-bit, and I don't have any manuals - what exactly do I need in the way of a monitor and cables? And where's the best place to find them? Thanks in advance...

Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"

*** Magic: The Gathering: It's not just a hobby anymore... ***
http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html
---

131. 600XL Ram Upgrade - Need Instructions Again!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-05 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <rumpf.1-0506951935590001@slip6-1.acs.ohio-state.edu>
Source record: 91203

A few weeks ago someone graciously posted instructions on how to open up a 600XL and up the RAM to 64K (he even offered to sell me the chips). Well, I lost the post and it's not on my NNTP host anymore - could this person please email me again with instructions, and if the chips are still available, I'm interested! Alternately, does anyone else know how to take this beast up to 64K (or beyond)?

Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"

*** Magic: The Gathering: It's not just a hobby anymore... ***
http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html
---

132. Re: Need monitor recommendation for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3r16qm$bvn@nic-nac.CSU.net>
Source record: 91056

Go for a Commodore 1084 monitor or a 1702 monitor, esp. if you ever want
to do nice looking 80 columns ala an XEP80, IceT or FlickerTerm.

As for a cable, they're not hard to get... just 5-pin din to 2-or-4 RCA
style plugs (either Audio/Video or Audio/Video/Chroma/Luma)

I got a used (but not all the way working) 1084 for about $25 used..

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

133. Re: XEP80 (somebody release t

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <x+3etiS.jeking7@delphi.com>
Source record: 91057

Where's the new handler for the XEP80 to be found? Could somebody upload
it to my ftp site?

ftp.xmission.com /pub/users/j/jeking/uploads

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

134. RE: re: PIO2PC question

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199506061159.GAA24438@mail.cs.utexas.edu>
Source record: 91058

Hello

>Ah! So that's what PIO2PC is! (Wouldn't it be PBI2PC, technically?
>Actually, wouldn't SIO2PC really be SIO2RS232 or SIO2COM? oh.. anyway)

Perhaps :)

>That sounds cool.. how hard is it to build? How much would it cost?

The only problem with PIO2PC is, that it must be the _only_ (so called)
"new device" in your system, otherwise a conflict will happen; but therefore
it was possible to simplify the device, so I think it is easy to build :)

"How would it cost..." I don't know, Bill... :) I don't know US-prices.

Konrad

135. Re: Looking for...

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: ataripower@aol.com
Message-ID: <3r1ne0$64t@newsbf02.news.aol.com>
Source record: 91059

I've got some PC files from Ledbetter. Let me check them out and get back
to you.

Anybody else know what Ledbetter is up to besides creating PC software?

Oh.. This is also an official test from AOL. Trying out their 10 free
hour deal. Figured, "what the hell.. I've tried all the other services"

136. Re: Need monitor recommendation for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3r1o11$2us@butch.lmsc.lockheed.com>
Source record: 91060

In article <3r0lj2$cus@urvile.MSUS.EDU>, shawstad@mhd1.moorhead.msus.edu (Michael Shawstad) says:
>
>Robert Rumpf (rumpf.1@osu.edu) wrote:
>: I'm looking to get a monitor for my 800XL so I don't have to tie up the TV
>: set all day. It's been a while since I've used a monitor on an 8-bit, and
>: I don't have any manuals - what exactly do I need in the way of a monitor
>: and cables? And where's the best place to find them? Thanks in
>: advance...

I had a better motivator: the TV output sucked. Not only that, but on the TV, the entire display was shifted to the left. The result was that the first couple of columns on the left were not visible on the screen.

>The 800XL has a Super VHS style output. Though back then it was called
>Luma/Chroma. I think it is the same as modern ones, the 800XL being a
>5-pin DIN jack. One pin is composite color, one is strait luminance, one
>is chromiance (though I have heard on at least some 800XL's, it isnt
>hooked up), one audio, and the last I think is a ground.
>
>If you cant buy a cable, you should be able to make one fairly easily.
>The C-64 used a similar, possibly identical cable. It works for
>composite, though maybe not Luma/Chroma. (I actually use a C-64 cable to
>hook my 800XL up to my composite monitor.) If you want L/C output on an
>800XL that doesnt have a chroma output, wire the composite color to the
>chroma input and it will work almost as well.

You might find a cable by looking around at electronics stores, particularly one which sells "junk." I picked up a Commodore monitor a few months ago, and found a cable the next day. The cable was not exactly the right one, and it was hacked up and damaged, but it worked and only cost me 50 cents.

I could actually make the cable work even *better*--the one I have only has two output jacks, one for audio and one for standard video--but I'm too lazy...

>As for what kind of monitor to use, you will need an older style composite
>(B&W or color) like used with the Apple 2, C-64, etc. Since these
>monitors are hard to find, it may just be better to buy another TV...

The old Commodore composite monitors, particularly the ones used for the C-64, should work.

--
Tim Irvin

ziggy29@rahul.net

137. WTB: Atari XE composite cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: krieg@allmalt.cs.uwm.edu
Message-ID: <3r1qdo$et8@uwm.edu>
Source record: 91061

I don't have time to build one myself right now, so I'd like to buy a composite monitor cable for the Atari 800/XL/XE computers. Please send me an offer via e-mail. Thanks!

--
= o = Andrew Krieg - Software Engineering Consultant =
= | = E-mail: krieg@allmalt.cs.uwm.edu or =
= o / | \ o = krieg@ct.med.ge.com =
= |-/ \-| = WWW: http://www.cs.uwm.edu/public/krieg/index.html =

138. TONS OF ATARI STUFF FS IN NEW JERSEY...

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: rabbit@raven.cybercom.com
Message-ID: <3r1l5o$224@crow.cybercom.com>
Source record: 91062

Anyone interested in a PILE of Atari computers and accessories including:

1 130XE computers
4 800XL computers
2 800 computers
6 1050 Disk Drives
2 Rana 1000 Disk Drives
1 850 interface box
2 CX85 Keypads
1 Super, Ultra, Mega, Maxi, High Performance 410 Cassette tape drive!

And a whole bunch of software, manuals, other accessories, and cartriges
including Star Raiders and Atari Writer!

MAKE ME AN OFFER!

Mind you I am in New Jersey and this is too much stuff to ship unless the
price is REALLY right.

Mail to:

deiss@trenton.edu

139. Re: ATR->DCM

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: <>
Message-ID: <3r1sm1$fmn@eis.wfunet.wfu.edu>
Source record: 91063

In <2FCC85A8@dbm1.mpc.af.mil>, GriffisC@dbm1.mpc.af.mil (Griffis,C TSgt DPMDCCN) writes:
>For: kendrick@zippy.sonoma.edu (William Kendrick)
>
>ANYONE WHO CAN RUN ATARI SOFTWARE AND WISHES TO CONTRIBUTE to the Atari
>realm is wholly welcome! I don't think negativism is going to help keep our
>terrific hobby alive!
>
>Craig
>griffisc@dbm1.mpc.af.mil

Hello,
I was wondering what was meant by the above?

Have a great day!

Monty Spangler, MD

e-mail: spangler@isnet.is.wfu.edu

140. Re: Wanted: M.U.L.E. for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: btomlin@crl.com
Message-ID: <3r1v6u$ml1@crl9.crl.com>
Source record: 91064

John Matthews (jm@vcd.hp.com) wrote in comp.sys.atari.8bit:
>Sorry if this is an obvious question, I'm new to this group.
>I remember as a kid hearing about this great economic
>game for the Atari 800 called "M.U.L.E." I never had a chance
>to play it, and now I can't seem to locate a copy. It was a
>commercial, floppy disk only game. Any ideas? Thanks,

I see in my lists that there was an NES version of this made by Mindscape.
I can't be sure how perfect a translation this is after going through the
Nintendo cens^H^H^H^H APPROVAL board.

141. 1040 st

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: vprasad@chat.carleton.ca
Message-ID: <D9rFv5.4K2@cunews.carleton.ca>
Source record: 91065

hi - i do not know if i am in the right place....

i have a 1040st i picked up at a garage sale for next to nothing. it
has a 3.5 floppy and 1 meg ram

what i want to know is can it use msdos disks? where can i
get programs for it - ie. ftp sites?

is there a lot of support for atari? is so , please let me
know! thanx!

142. Re: Help! MYDOS Error 130 w/SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <3r26ch$85t@stratus.skypoint.net>
Source record: 91066

Steven J Tucker (classics@en.com) wrote:
:Your not running windows or some other multitasking (sic) layer are you?

:These programs will inturrupt the transfer of data from pc<->atari and
:may cause an SIO timeout. Try doing a real mode boot with no TSR's
:loaded and see if that helps.

:Also, try using the sio2pc cable by itself with no other devices, something
:may be going online when it should not. I have an Indus GT that does
:that occasionally.

Well, it ran fine for me under Windows 95. I get the same errors in standalone mode on my old Epson 386sx that I do under Windows 95 on my Dell Pentium 60, though.

I currently have the SIO2PC at the end of my daisy chain - the 800, two Atari 1050s, and then the SIO2PC. One of the 1050s is drive 1 in my normal setup, and this is turned off. The second 1050 is drive two, and I keep this turned on so I can copy stuff off disk. I've got the ATARI.ATR MyDOS disk loaded on SIO2PC as drive 1, and my large partition as drive 3.

I'll yank the other drives off the machine entirely and try going directly to the SIO2PC to see if it makes any difference. Hopefully, I can get it to work with at least ONE of the drives attached, or else I'm going to have a hell of a time copying files over....

Thanks for the responses thus far....
Scott

143. ST Xformer 3.0 with source code

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <3r2e6a$fiv@news1.halcyon.com>
Source record: 91067

LONG MESSAGE!

With the increasing use of my PC Xformer 2.52 and 3.0 emulators of late, there seems to be a corresponding increase in the number of questions I get and postings I see in comp.sys.atari.8bit from people asking about ST Xformer and other Atari 8-bit emulators. ST Xformer was a shareware Atari 8-bit emulator I developed back in 1986 through 1989 and have since made public domain. Although I released the source code to ST Xformer several times (once in 1987 in ST LOG magazine and again in 1989 via online services) it seems that most people are unaware of the fact the source code has been available for 8 years (including a "how to write an 8-bit emulator" article that I wrote in ST LOG). As such, a number of budding emulator writers have been re-inventing the wheel trying to write their own emulators and failing or producing miserably slow versions that are just unusable.

Also, quite a number of people have been asking about a version of ST Xformer for the 68030 to use on TTs and Falcon. The story on that is this: back in 1991 I had a TT and I did make modifications to ST Xformer that allowed it to run on the TT. However, the ST Xformer consists of mostly highly optimized 68000 code which isn't very well optimized for the 68030 (when you optimize for one you "unoptimize" for the other) and so the actual execution speed of "TT Xformer" on a TT was no better than regular ST Xformer on a 16 Mhz ST - roughly the normal speed of an Atari 800. As such I abandoned that idea. Since then quite a number more TTs and now the Falcons have been sold, and there is increasing interest to port ST Xformer to the 68030, which in turn would also permit someone to easily port it to the Macintosh. There is one idiot running around right now claiming to be developing an 8-bit emulator for the Mac, but after exchanging some email with the guy it's clear that he has no clue what he's doing.

Now, I have no plans to buy a TT or Falcon again to develop a 68030 based Xformer, and my Mac at home is only 68020 based. I also don't like to see people re-inventing the wheel, botching it, and giving emulators a bad name as a result. PC Xformer 3.0 is proof that not only can you write a basic 6502 emulator (as many people have done) but you can also make it emulate the complex graphics hardware of an Atari 130XE and display those graphics in real time.

So it is perfectly plausible to write an Atari 130XE emulator for a TT or Falcon or Macintosh and have it run Atari 130XE programs at full speed with graphics support. ST Xformer does about 70% of the work (remember, it's 6 to 9 year old code!) and someone needs to do the remaining 30% to add 68030 support and improve the video support.

I also want to see some common disk format being used by all these emulators. Right now there seem to be 3 formats in use: the XFD format used by ST Xformer and PC Xformer, the ATR format used by PC Xformer and the SIO2PC cable, and the DCM format used by 8-bit BBSs. If possible I would like to standardize on one of these formats and have it be used by everybody - real 8-bit users, ST/TT/Falcon Xformer users, PC Xformer users, Mac Xformer users, and whatever else comes along. I don't want to see more and more emulators pop up, each trying to use a different disk format. That doesn't help anybody. The Atari market is small, the Atari emulator market is even smaller, and if everybody could settle on a common method of transferring files it would help everybody, including my users of PC Xformer. Yes, I have selfish reasons. <grin>

So here is what I have decided to do. I will re-release the ST Xformer source code this weekend. It is ST Xformer 3.0 source code, which is almost identical to ST Xformer 2.55 source code released in 1989 except that it has bug fixes to some common bugs (such as the "font doesn't look right the first time you boot" bug).

All you budding emulators writers out there are free to take the code and port it to a TT or Falcon or Mac or any other 680x0 based machine. Use me as a reference. I will answer any questions you might have about the code, help you get around the 68030 problem, help you understand the workings of the Xformer Cable should you plan to support that, and any other such question. The only catches are: I will not write any code for you, I will not supply you with any PC Xformer code (sorry), and anything you develop and release to the public CAN'T BE CRAP!

If you are such a budding emulator writer, send me email at brasoft@halcyon.com and we'll talk some more. Everyone else, you can download a copy of ST Xformer 3.0 and source code from the Branch Always Software web page at http://www.halcyon.com/brasoft/. Again, I will post it in a few days so it may not be up when you read this.

- Darek

--
==
Darek Mihocka, email:brasoft@halcyon.com http://www.halcyon.com/brasoft/
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 Compuserve:73657,2714 AOL:brasoft

144. Re: Thunder Child Update/Review

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: sloopy@alaska.magpage.com
Message-ID: <3r2ela$jfo@alterdial.UU.NET>
Source record: 91068

hhhmmmmm..... interesting.... you can install a fan on a 600xl.... install the fan itself on top of the machine with holes drilled for the screws and the fan area cut/drilled out.... i did this on my 1200xl years ago.... i had the multi pia upgrad and 4 megs ram and 2megs rom with a 68000 accelerator board in it with no problems....(there was a hd on the 68k board inside the system but it never worked:(

sloopy.

145. Re: 8-bit files from Mac -> Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: sloopy@alaska.magpage.com
Message-ID: <3r2f3a$jfo@alterdial.UU.NET>
Source record: 91069

what you need is a regular Mac 512 modem cable.... look in an ish of macworld/ macuser in the back for a comapny that sells older macs (plus's etc...) and call them for a modem cable for your 512....

sloopy.

146. Re: Xf25.ZIP (HELP!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3r0it2$8p@nic-nac.CSU.net>
Source record: 91070

The easiest way to make a new disk image is, for example:

In MSDOS:
COPY DEMOS.XFD BLANK.XFD
XFORMER DOS25.XFD BLANK.XFD
In Atari DOS:
I (format)
2 (drive 2)
Y (yes)
Quit back to MSDOS..
COPY BLANK.XFD filename.XFD

Now you have a blank disk supply (BLANK.XFD) and a blank disk (whatever you put in for filename.XFD) to put stuff onto. Every time you need more blank disks, simpyl copy BLANK.XFD into a new file... Easy!

To get files onto it (say, ones you FTPed or downloaded from a BBS):

XFORMER DOS25.XFD filename.XFD filename.ext

Where DOS25.XFD is your boot disk, filename.XFD is the disk image you want to put the new file(s) and filename.ext is the new file (list).

Example, say I got a new game called "GAME" (how original). It's in an ARC and within that ARC there's the program ("GAME.COM"), the docs ("GAME.DOC") and a support file ("GAME.DAT").

The EASIEST way to make a bootable, instant-play copy of GAME for XFormer follows:

In MSDOS:
COPY BLANK.XFD GAME.XFD
XFORMER DOS25.XFD GAME.XFD GAME.ARC
In Atari DOS:
L (load) UNARC.COM
In the unARCer program:
A (unarc) D3:GAME.ARC (source) D2: (destination)
Quit back to Atari DOS:
E (rename) D2:GAME.COM,AUTORUN.SYS (make it auto-load on boot)
H (write DOS) 2 (drive 2) Y (yes) (make the disk bootable, of course!)

Now, to automatically start XFormer with that game, just go:

XFORMER GAME.XFD in MSDOS

The things that will happen are:
(1) DOS.SYS is booted
(2) AUTORUN.SYS is loaded

For MyDOS, remember that autorun fileS are named "filename.AR#" where
"filename" is whatever the name is (or whatever you want it to be), and
"#" is a number from 0 to 9 (MyDOS first loads "*.AR0", then "*.AR1", etc.
if any of them are found, otherwise (and afterwards) it returns to the DOS
menu (DUP.SYS))

Now, say you got some DCM (DIskCommunicator 3.2) disk images... you don't
need to do something like this:

MSDOS:
COPY BLANK.XFD ABC.XFD
XFORMER DOS25.XFD ABC.XFD ABC.DCM
Atari DOS:
load DiskCommunicator
DiskCommunicator
tell it to expand the disk image "D3:ABC.DCM" onto D2:

you can simply get a copy of the latest version of DCM2DSK or DCMTOATR
and convert the DCM into an ATR (SIO2PC/PCXFORMER disk image) disk image
in MSDOS like this:

DCMTODSK ABC.DCM ABC.ATR

or

DCMTOATR -Q ABC

Good luck and read my FAQ! ("Unofficial Atari 8-bit New User, Emulator Help
FAQ v.0.7")

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

147. Re: gif to rgb for unix for atari? :)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3r0j9k$e7@nic-nac.CSU.net>
Source record: 91071

Well, yeah Jeff! :) I know WHAT to do, but SHOULD I waste my time?
>I< don't do any graphics viewing on the 8bit lately since my PC has
(although it sucks) better graphics..

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

148. Re: Thunder Child Update/Review

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <3r0j18$evj@news.umbc.edu>
Source record: 91072

Kit Kimes (kimes@iwtqg.att.com) wrote:

: #==========b.poehland@genie.geis.com, 6/2/95==========
: #
: # Is it even possible to reliably upgrade a 600XL to 256K? I
: #think so.

: I think that it should be possible. I have a 600XL with a 256K upgrade
: that was designed by a friend of mine here at Bell Labs many years ago.
: It uses a custon PAL that we burned ourselves. The trouble is that we
: were only able to access 192K of the 256K because he couldn't figure out
: how to get enough bit lines for 256K access. That kind of design isn't
: my field, so I was no help.

: However, the machine runs great and has been operated for hours at a time
: with no ill effect. I'm pretty sure he has bypass caps in his design.

Are the details for this 256K 600XL upgrade available?

Tom

-=-=-=

149. Re: Archiver/Editor software

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: classics@en.com
Message-ID: <3r0kj1$m1e@antares.en.com>
Source record: 91073

Kent Degroff (kdegroff@rainbow.rmii.com) wrote:
: Steven J Tucker (classics@en.com) wrote:
: : Anyone know where I can get the newest version of the Archiver/Editor
: : software for the 810?

: You can get it from:
: Computer Software Services
: P.O. Box 17660
: Rochester N.Y. 14617
: Phone: (716)467-9326

: If Bob Puff is still selling Atari stuff.

I thought they sold upgrade boards for the 1050 and the black
box products?

Steve

150. Re: 3 slave MUX for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: sloopy@alaska.magpage.com
Message-ID: <3r2f51$jfo@alterdial.UU.NET>
Source record: 91074

what price?>

sloopy.

151. atari 800 ramdisks for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: bob@jriver.com
Message-ID: <bob.28.00D92EE7@jriver.com>
Source record: 91075

I have a pair of ramdisks for the atari 800, they are 128k w/o ram chips.
I don't think I have the software any more but if anyone is interested in
these, I'll try and dig it up.

For sale at B.O.

If interested, send me mail at bob@os9.jriver.com

Thanks.

On an unrelated question, I saw the percom and 720k disk articles and am
wondering what version of atari DOS lets you access 720k??

Robert E. Brose II bob@jriver.com (N0QBJ)	James River Group Inc
WWW http://www.jriver.com/~bob/	125 North First Street
Compuserve:72067,3021	Minneapolis, MN 55401
HOME: bob@os9.jriver.com	612-339-2521

152. Re: Corvus - Omninet

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: sloopy@alaska.magpage.com
Message-ID: <3r2fok$jfo@alterdial.UU.NET>
Source record: 91076

Ben Corr (bjcorr@delphi.com) wrote:
: I have on loan a Corvus Omninet file server that works in conjunction with a
: Corvus HD to act as a network server. What I do not have is the Corvus
: Omninet Manual! Does any one have ANY info on the Omninet server, manuals,
: cables, connectors, anything? I really want to see if this sucker works!
: Any one have any experience with Corvus networks?
: bjcorr@delphi.com

i had one of those.... i gutted it and used it as a external drive case for a couple of 85 meg drives....i got full manuals and everything...(mine was an apple II networking system....) i used the netwroking connectors to do a small network on my ataris (wrote the software myself...worked.... but was very hevily dependant on the phase of the moon:) my opinion would be to do the same

sloopy.

153. Re: ATARI Driving Controllers

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: shawstad@mhd1.moorhead.msus.edu
Message-ID: <3r0jv6$cus@urvile.MSUS.EDU>
Source record: 91077

J. F. Goodwin (smrgoodw@reading.ac.uk) wrote:
: In article Cnx@tc.fluke.COM, jeep@tc.fluke.COM (Dale A. Chaudiere) writes:
: >What is with the ATARI Driving Controller? This is the controller that looks

: I don't know any specifics about interfacing with the steering controllers but

The Driving controllers work just like the steering wheel did in the Night Driver arcade game, though using mechanics instead of optics. (I believe the N.D. was optical) Depending on which way you turn the controller, a different set of pulses is set. One way sends back (in joystick terms) forward, fwd+back, backward, no-direction. The other way reverses the series.

Unlike 'absolute' positions like the Paddles, the D.C.s can freewheel and state rate of change, and the 'position' is kept track of in the computer. If the wheel in my Night Driver arcade machine ever breaks down, it looks as if one of the D.C.'s will at least sort of work, though not with that optical smoothness. Just if anyone ever has an oppurtunity to hack one.

: I believe that a pair of steering controllers only came with the Atari 2600
: game Indy 500. I haven't seen any copies of this around for years and it used
: to be one of my favourites. The only problem is the controllers, when damaged,
: are hard to replace.

The design is much like a mouse, which uses a similar method to determine direction and rate of movement. I would think one of those 'Driving Wheel for your Mouse' type things, which put a mouse on the shaft would work for this purpose, though the speed may be way off. Anyone want to try a conversion?

- Mike Shawstad

154. Re: Help! MYDOS Error 130 w/SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: classics@en.com
Message-ID: <3r0lf8$p3b@antares.en.com>
Source record: 91078

Scott Butler (sydtech@skypoint.com) wrote:
: Scott Butler (sydtech@skypoint.com) wrote:
: :OK, I've just installed SIO2PC version 3.19i. I'm using the MYDOS45 that came
: :with it. I created an huge disk file - 65535 sectors. I followed the
: :instructions in the SIO2PC documentation. I then went in and used the Set
: :Configuration command to setup the number of sectors and the other drive
: :info.

: :The problem I'm having now is that, after only copying roughly 1 disk full of
: :files to it, I keep getting an 'Error 130' from MYDOS when I attempt to copy
: :more stuff to the drive. I don't know what this error code means, since I don't
: :have a copy of the MyDOS docs. I can only guess - is it a disk full error?
: :Can anyone offer any hints on what's up?

: Well, I did manage to get the manuals, and the errors I'm getting seem to
: be timeout and device not found errors. I'm not sure why I'm getting these
: - could I have a bad SIO2PC cable? I don't think it's the PC - I've got an
: old Epson 386sx with a 65 meg hard drive that I've dedicated to SIO2PC
: duties....but I've had the same problems on my Dell Pentium 60.

: I've actually managed to get this to work on a moderately large (16384
: sector) drive. But I will still occasionally get error 130s or error 160s
: when I attempt to copy to them. It got to the point last night, after
: successfully filling up about 1/3 of the disk, that ANY attempt to write
: more stuff to it resulted in an error 160.

: AHHHRRGH! HELP! This stuff is SO cool, but it's getting pretty
: frustrating....

Your not running windows or some other multitasking (sic) layer are you?

These programs will inturrupt the transfer of data from pc<->atari and
may cause an SIO timeout. Try doing a real mode boot with no TSR's
loaded and see if that helps.

Also, try using the sio2pc cable by itself with no other devices, something
may be going online when it should not. I have an Indus GT that does
that occasionally.

Steve

155. Re: Need monitor recommendation for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: shawstad@mhd1.moorhead.msus.edu
Message-ID: <3r0lj2$cus@urvile.MSUS.EDU>
Source record: 91079

Robert Rumpf (rumpf.1@osu.edu) wrote:
: I'm looking to get a monitor for my 800XL so I don't have to tie up the TV
: set all day. It's been a while since I've used a monitor on an 8-bit, and
: I don't have any manuals - what exactly do I need in the way of a monitor
: and cables? And where's the best place to find them? Thanks in
: advance...

The 800XL has a Super VHS style output. Though back then it was called Luma/Chroma. I think it is the same as modern ones, the 800XL being a 5-pin DIN jack. One pin is composite color, one is strait luminance, one is chromiance (though I have heard on at least some 800XL's, it isnt hooked up), one audio, and the last I think is a ground.

If you cant buy a cable, you should be able to make one fairly easily. The C-64 used a similar, possibly identical cable. It works for composite, though maybe not Luma/Chroma. (I actually use a C-64 cable to hook my 800XL up to my composite monitor.) If you want L/C output on an 800XL that doesnt have a chroma output, wire the composite color to the chroma input and it will work almost as well.

As for what kind of monitor to use, you will need an older style composite (B&W or color) like used with the Apple 2, C-64, etc. Since these monitors are hard to find, it may just be better to buy another TV...

- Mike Shawstad

156. Re: gif to rgb for unix for atari? :)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3r0sep$307@news4.primenet.com>
Source record: 91080

The mortal William Kendrick wrote:

: Well, yeah Jeff! :) I know WHAT to do, but SHOULD I waste my time?
: >I< don't do any graphics viewing on the 8bit lately since my PC has
: (although it sucks) better graphics..

You mean better still-graphics, right? You have what, an 8088 or 286
with ISA-bus EGA or VGA? That still probably can't blit software sprites
or scroll as well as the Atari8.

157. Looking for...

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <3r0tvt$ea6@news.yab.com>
Source record: 91081

Help! Does anyone know Keith Ledbedder's (sp?) e-mail address?

Thanks.

158. Dos 2.0d, 815's, and some other stuff ...

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: heller@blue.crayola.cse.psu.edu
Message-ID: <3r0u9k$8k8@psuvax1.cse.psu.edu>
Source record: 91082

Having recently played with "Inside Atari Dos" for dos 2.0s and now
having a nice Double Density version working on my Indus (ahahhahaha)
I started diving into Dos2.0d.

If anybody has source listings or any dos 2.0 utilities from ATARI
for 2.0D or 2.0SD please let me know.

I recenlty ran across a program called "fixdump Dos 2.0SD 10/3/1980"
"FOR INTERNAL USE ONLY" it looks like a pre-coding of diskfix from
dos 2.5. Allows for sector editing, chain mapping, vtoc editing...
very nice... wish atari had released that.

I am still looking for 815 drives!!!! I would like to atleast
have 1 in my lifetime. anybody got one to part with?
also.. any manuals on dos2.0D would be very NICE!!!

Also, anybody know if AC is still publishing? I would love to write
an article about all this nice stuff =)

The author of "Inside Atari DOS" has no knowledge (or so I gathered
from back COMPUTE! issues) or rather history of what dos2.0d was all
about. Interesting though, how it can switch densities on my 1050's
and INDUS. Percom must have worked somehow on this in order to
support the configuration block.

If anybody has any info on any of these ramblings..let me know..
I havn't been this interested in burried atari knowledge since the
1090's and 14xxXLx's.

Andrew

159. WTB 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: cfipaul@ix.netcom.com
Message-ID: <3r0u9u$a45@ixnews5.ix.netcom.com>
Source record: 91083

I would like to buy an 130XE system (or 800/1200XL). If you have any
disk drives I will buy them also. If you have such an item, please
E-mail me here.

Thanks!

160. Super Mario Bros games for XL?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3r11nq$9ku@nic-nac.CSU.net>
Source record: 91084

Ok, I've seen "Bros" and it's a pretty poor excuse (not to mention HARD to play, esp. jumping, _esp._ with a Sega controller)..

What else is out there already and where can I get it?

And speaking of them, add yet ANOTHER game to the list of games I'm working on.. I don't know what to call it yet, but it steals a lot of SMB stuff (turtles, bad mushrooms, spiny guys w/ eggs, working pipes, springboards, fish/birds, squids, etc... to be honest, too much stuff to handle!) AND it's going to be in UltraColor IRG mode (IRG5: 40 x 12 x 9 color characters)

I've already tested some of the graphics and it looks pretty nice (of course a bit flickery but I think I'm going to try to hack an APAC/CV type DLI.. hmm.. i wonder if Flick80 mode would look much better with that?)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

161. Re: Old, yet new I've come back to atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3r12h0$a11@nic-nac.CSU.net>
Source record: 91085

Unfortunately, last I've heard, SpartaDOS still refuses to work with Xformer. Get ahold of the following files: mydos453.dcm and dcmtoatr.zip or dcm2dsk2.zip

The first file is a compressed disk image made with the Atari program "Disk Communicator 3.2". The other two are both programs for the PC which convert .DCM files into SIO2PC .ATR files. (SIO2PC is the "fileserver" like software/hardware setup for PCs which makes the PC think it's an Atari disk drive. PC Xformer also supports .ATR files and I and others prefer .ATR files over the older, less versatile .XFD format.)

All you need to do is download both the .DCM file and one of those programs and then process the DCM file and you can boot XFormer with the newly created ATR file (and you can go ahead and delete the DCM file).

A few things to remember:

(1) "DOS" command in BASIC gets to the DOS interface (menu)
(2) "L" in AtariDOS and MyDOS loads an executable
(3) "LOAD "D:FILENAME.EXT"" loads a BASIC program in BASIC
"RUN "D:FILENAME.EXT"" loads and runs a BASIC program in BASIC

For more details, see my "Unofficial Atari 8-bit New User, Emulator Help FAQ" to be posted in a moment to both comp.sys.atari.8bit and comp.emulators.misc.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

162. Wanted: 600XL/800XL/65XE/130XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: zalewk@rpi.edu
Message-ID: <3r1q8l$f9c@usenet.rpi.edu>
Source record: 91086

I am looking to buy a new or used Atari 8-bit computer, preferably one
of the 600XL, 800XL, 65XE, or 130XE. (I might also be interested in the
XE Game System as an alternative.)

If you have one for sale, or know someone who has one, please send
me e-mail (zalewk@rpi.edu). Thanks much. -- kennyz

--
Kenny Zalewski -- Software Engineer ** President, Capital District USA Hockey
IFS International, Rensselaer Technlgy Park, 185 Jordan Road, Troy, NY, 12180
E-mail: zalewk@rpi.edu <A HREF="http://www.cs.rpi.edu/~zalewskk/">KennyZ</A>

163. Re: UNIX for atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: madaras@kosice.upjs.sk
Message-ID: <3r0qrl$2co@ccnews.ke.sanet.sk>
Source record: 91087

Tim (bodysurf@netcom.com) wrote:
: tommy@mcs.com (tom) wrote:

: >where can i get a version of UNIX that will run on an atari 800. right

??? IS there any UNIX for 8bit Ataris ???
Tommy

164. HP 22707F FX-80 Emul Cart for DJ500

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: mpook@freenet.niagara.com
Message-ID: <D9ro1H.Es2@freenet.niagara.com>
Source record: 91088

I have recently purchased a Hewlett-Packard DeskJet 500 printer.
It works fine, but not all my software supports this printer.
I understand that the HP 22707F Epson FX-80 Emulation Cartridge
is still available from mail order sources, including HP Direct.

Would someone who already has this Cart, please advise me if it
correctly emulates graphics modes of a FX-80. I would like to
use my DeskJet 500 with programs like Printmaster Plus, Print
Shop, and others that have graphics output but no printer driver
available for the DeskJet 500. Hewlett-Packard (Boise)
was kind enough to FAX me copies of the following documents;
"DeskJet Epson FX-80 Emulation ERS" and "Using the HP22707E
or HP22707F Hewlett-Packard EPSON FX-80 Printer Emulation
Cartridge". Both documents do not specifically state that
the cartridge will emulate Graphics Modes control codes,
but neither do they state that it is NOT supported. The local
HP Customer Information Centre and HP DIRECT Customer Support
(Mississauga) have been unable to answer my question.

Please respond via E-mail. Thank you.

--
Michael Bernard Pook TEL 905-684-9563 FAX 905-988-1137
#22-68 Louth Street, St. Catharines, ON L2E 3X2 Canada
Post Office Box 2274, Niagara Falls, NY 14302-2274 USA
Internet Electronic Mail: <mpook@freenet.niagara.com>

165. Long Island AtariMeet!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199506070457.AA052951045@relay1.geis.com>
Source record: 91204
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

June 6, 1995

Fellow Atarians!

Get a pencil and mark your calendars! Grab a phone and call your friends! On June 17th, 1995, NEAR*US will be having an AtariMeet on Long Island!

What's an AtariMeet? Well, it's a get-together with other Atarians from around the NorthEast. It's informal with guest speakers, demos, and Atari goodies to buy, sell & trade. It's where to meet people interested in Atari computers and related products. It's a place to make friends with common interests. It's a place to share information, tips and techniques. Best of all, attendance is FREE!

Our main speaker will be from Wizztronics. Wizztronics continues to support the Atari community with many products like CartMaster, Compatibility Plus, Deka 2 Keyboard interface, and the Falcon Rack. They have brand new products including the Barracuda 040 Accelerator for the Falcon 030 and are continuing work on a several new and exciting projects. This is your chance to find out all the latest, right from the source!

At this time, several other notable Atari developers/vendors have expressed real interest in attending. They represent both 8-bit and ST areas. Some have not committed as of this date, but Nir Dary of OHAUG has shipped his PAL-upgraded 130XE to Ben Poehland in Pennsylvania. Barring unforseen mail snafus, Ben plans to demonstrate this latest 8-bit upgrade which reportedly permits North American 8-bits to run European PAL software without compromising the ability to run NTSC software as well.

There will be tables available for vendors, developers & users wishing to sell and trade Atari related items. Reservations for tables are required, and a small donation is requested to help offset costs. If you are interested in reserving a table, please contact me ASAP!

If you are a vendor or developer of any Atari related products and would like to address the group and/or demo your products, there is time to make your plans right up to the day of the AtariMeet! We want to meet you and will be keeping this AtariMeet as informal as practical to accommodate all interested parties.

During the last 8 months, NEAR*US meetings have drawn Atarians from Connecticut, Massachusetts, New Jersey, New York, and

Pennsylvania. Atarians using many different platforms and with varied backgrounds and skill levels found many common interests, but all with a need for support! Finding support is what NEAR*US is about!

Jonathan C. Mordosky
NEAR*US Interim Chairman

If you need further information, would like to reserve a vender table, or represent a Atari supporting company and would like to address NEAR*US, please feel free to contact me at the following:

on GEnie: J.C.MORDOSKY
on the Internet J.C.MORDOSKY@genie.geis.com
on the IAN & NEAR*US Nets: Jonathan Mordosky
on ACUTE BBS (610) 261-0620: Feedback to SysOp
via US Mail: Jonathan C. Mordosky
P.O. Box 796
Whitehall, PA 18052-0796

What is NEAR*US?

NEAR*US is an association of 8/16/32/64 bit Atari users. It is in a continuing process of reformation. It is non-profit and self-funded. It is not affiliated with Atari Corporation, its subsidiaries or any commercial enterprise. We do not support piracy either directly or implied, or the use of computers for any illegal activity. A short history and more information about past meetings can be found on GEnie and many BBSes.

NEAR*US AtariMeet

Saturday, June 17, 1995 - 12:00 AM to 5:00 PM

Admission is FREE!

Plainview-Old Bethpage Library
999 Old Country Road
Plainview, New York USA

The Plainview-Old Bethpage Library is located in the middle of western Long Island in New York. It is located on a major roadway and is easily accessible from major highways.

Directions from the Long Island Expressway:

Take the Long Island Expressway to Seaford Oyster Bay Expressway (Rt. 135). Take the Expressway south to Exit 10 (Old Country Road). Travel east on Old Country Road about four (4) blocks, the library is on the right. It is a large library with a parking lot in front. Across the street is a large shopping area. The meeting rooms are in the basement.

Directions from the Southern State Parkway:

Take the Southern State Parkway to Exit 28AN (not 28N), the Seaford Oyster Expressway. Take the Expressway north to Exit 10 (Old Country Road). Travel east on Old Country Road about four (4) blocks, the library is on the right. It is a large library with a parking lot in front. Across the street is a large shopping area. The meeting rooms are in the basement.

---------=====>>>>> S E E Y O U T H E R E ! ! <<<<<=====---------

---

166. Super Mario Bros.. followup..

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-06 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3r16kq$br9@nic-nac.CSU.net>
Source record: 91205

but to me, it's great news!
/
I'm an IDIOT! :) I can't do math or something... I for some reason
thought that IRG mode has 64 characters, not 128 available at a time!

Because of that, I limited my SMB game's UIRG chset to 32 2-character-wide
shapes. Now, after starting work on it, I find I have 32 MORE 2-ch-wide
shapes I can add! AMAZING! I may actually get in all of the nasties and
backgrounds and foregrounds from the NES SMB into my XL SMB! NEATO!

Well, with 32 characters to spare (it for some reason doesn't sound like
much, but now that I've gotten the overhead of MOST of the enemies and
90% of the NES version's background shapes done with, it's nearly all free!)
does anyone have any spiffy ideas for me to add to good ol' Jump&Run? :)

I've already added a "clock" weapon to freeze the enemies and countdown
clock... :) (oops.. I need to remember to add a DLI to give me text chars
somewhere on the screen too! :))

(And how about a name? So far it's "GAME.ACT" :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

167. Re: 1040 st

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-07 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <140007@cup.portal.com>
Source record: 90956

No, wrong place for ST info, if you haven't found it yet there's comp.sys.atari.st on the net. FTP atari.archive.umich.edu for software, but you're only supposed to try at off hours, like 6pm to 6am or something like that. Format 720k disk on the MS DOS machine & they can be used by both the ST & clone.
Rick

168. Re: Disk image formats (was: ST Xformer 3.0 with source code)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-07 00:00:00 UTC
From: zu02523@uabdpo.dpo.uab.edu
Message-ID: <3r59a9$ii5@maze.dpo.uab.edu>
Source record: 90957

>Yes, I know of many disks that get this gruesome and even worse. A better
> solution is to provide patches/unprotected versions of these titles. I
> dont know of any 8 bit title that has not been made SD compliant, including
> Alternate Reality, EA, Synapse and other super-protected titles.

Where did you find the Alternate Reality cracks? I have The City
and The Dungeon, which I used to play on my 800XL years ago, and would
love to port it over to run on my PC if I can get past the copy
protection.

Thanks,
Mike

169. HELP: 850 "Rn:"-Info (to set Baudrate etc.)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-07 00:00:00 UTC
From: kraemer@ranec.mathematik.Uni-Osnabrueck.DE
Message-ID: <3r4eju$da7@deimos.rz.Uni-Osnabrueck.DE>
Source record: 90958

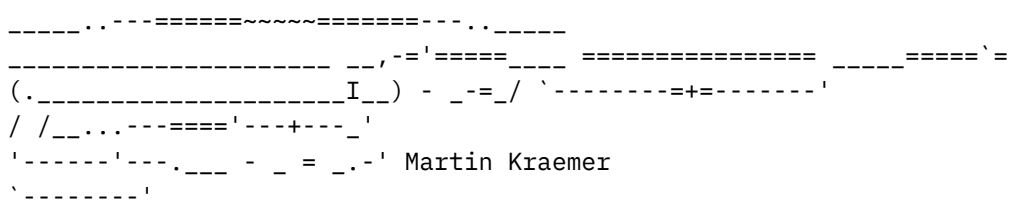
Hi,

I want to connect a Atari 800 via Atari 850 "R1"-port to my PC.
I have built a null-modem cable with the right pin-layout, but
now I need the parameters for setting the baud-rate, stop-bits
and such things, i.e. the meaning of the two aux-bytes in the
open command (OPEN #1,AUX1,AUX2,"R1:").

A further question is than, what programs I used best (error
detection/correction!!) for transferring many files from the
Atari to my PC (MS-DOS, OS/2 or Linux)?

Please e-mail also to me, because I can't read the news group every
day.

Thanks and bye



Martin Kraemer

```
**************************************************************
* Is there one Deanna Troi out there - please contact me *
**************************************************************
* E-mail: kraemer@mathematik.Uni-Osnabrueck.DE *
**************************************************************
```

170. unix2atr.c 0.5 released

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-07 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3r5brt$8lc@dartvax.dartmouth.edu>
Source record: 90959

```
Unix2atr: Convert a Unix directory tree into an ATR disk image file,
using the MyDOS format for subdirectories.

unix2atr [-dump] #sectors atarifile.atr [directory]
Flags:
-d Double density sectors
-u Convert filenames to upper case
-m MyDOS format disk image
-p print debugging stuff

I'm releasing a partially-functioning version of unix2atr.c. It's not
fully tested, and is missing some of the functionallity that is
required for real use (writing the boot sectors and the bitmap). I
may not get to this again for a while, and the documentation I've
found on the formats for the boot and bitmap sectors is a bit sketchy,
so I would really appreciate it if someone else would like to help out
and get it completed.

--PC
--
Luke Skywalker: "My name is Luke Skywalker. You are my father. Prepare
to die!"
Darth Vader: "Stop saying that!"
Luke Skywalker: "You are my father. Prepare to die!" [Oops, wrong movie.]
```

171. Re: unix2atr.c 0.5 released

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-07 00:00:00 UTC
From: Preston Crow <crow@wildcat.cs.dartmouth.edu>
Message-ID: <3r5cgb$9ej@dartvax.dartmouth.edu>
Source record: 90960

Oops. I forgot to mention where I've put it:

ftp://ftp.cs.dartmouth.edu/pub/crow/Atari/unix2atr.c

--PC

172. Calling MR. ZIEGLER.....

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-07 00:00:00 UTC
From: tom.brammer@mercopus.com
Message-ID: <11006.862.uupcb@mercopus.com>
Source record: 90961

```
Please e-mail me as i have lost your address........
and lots of butter !

----
+-------------------------------------------------------------------------+
| Mercury Opus BBS - St. Petersburg, Florida, USA - +1-813-321-0734 |
| 2000 Conferences - 100,000 Files - One of America's Top 100 BBS Systems |
+-------------------------------------------------------------------------+
```

173. Re: High capacity SIO2PC images

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-07 00:00:00 UTC
From: kevina@clark.net
Message-ID: <3r5mr6$8kl@clark.net>
Source record: 90962

I hav't tried his method but if you can't seam to get it to work save yourself the trouble and download my hand-made pre-formated sparta dos images.

There avalible at ftp.clark.net:/pub/atari/spartad. Be sure to first see the readme file in that dir.

--
* Kevin Atkinson, Clarknet I'net Serv., Maintainer of the Usenet Info Center *
* Finger usenet-i@clark.net for more info on Usenet Info Center. *
* Or send mail to usenet-i@clark.net with a subject line of HELP. *
* This is in its beginning stages and I could use any help I could get! *

174. Re: Disk image formats (was: ST Xformer 3.0 with source code)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-07 00:00:00 UTC
From: classics@en.com
Message-ID: <3r3ts7$qbq@antares.en.com>
Source record: 91089

Preston F. Crow (crow@coos.dartmouth.edu) wrote:
: brasoft@coho.halcyon.com (Darek Mihocka) writes:

: >I also want to see some common disk format being used by all these
: >emulators. Right now there seem to be 3 formats in use: the XFD format
: >used by ST Xformer and PC Xformer, the ATR format used by PC Xformer and
: >the SIO2PC cable, and the DCM format used by 8-bit BBSs. If possible I
: >would like to standardize on one of these formats and have it be used by
: >everybody - real 8-bit users, ST/TT/Falcon Xformer users, PC Xformer
: >users, Mac Xformer users, and whatever else comes along. I don't want to
: >see more and more emulators pop up, each trying to use a different disk
: >format. That doesn't help anybody. The Atari market is small, the Atari
: >emulator market is even smaller, and if everybody could settle on a
: >common method of transferring files it would help everybody, including
: >my users of PC Xformer. Yes, I have selfish reasons. <grin>

: There are problems with all the formats. I don't know much about the
: XFD format, but I think that it, like DCM, is restricted in the size
: of the disks that can be represented. ATR is the only format that is
: general enough to support arbitrarily sized disks of both single and
: double density.

: Unfortunately, ATR has several shortcomings, itself. First, it only
: stores 128 bytes for the first 3 sectors, regardless of the density.
: I don't have a real DD drive, but I suspect that they are physically
: DD sectors, even if the standard DOS boot code uses them as 128-byte
: sectors.

Even if you look at the disk level magnetic domains and see that the
drive controller is writing DD sectors, facts are that no atari drive
will return 256 bytes on a call to sectors 1-3.

Filling 129-256 of sectors 1-3 in the ATR image would actually make
managing the file easier, but its honestly pointless.

:Second, it doesn't allow for the storing of copy-protection
: data. This is critical for those who wish to completely eliminate the
: use of their Atari drives.

This is pretty much impossible. There are forms of copy protection that
would be extremely difficult/impossible to emulate with software drive.

Crc: Easy.
Bad: Easy.
Phantom: Ok, possible.
Crc/Phantom Combinations: Errr, if you stretch it.
Drive Timing: Ok.

Drive Timing + Skewed Sectors: ok
Drive timing + Specially formatted Tracks + Crc + Phantom...

Yes, I know of many disks that get this gruesome and even worse. A better solution is to provide patches/unprotected versions of these titles. I dont know of any 8 bit title that has not been made SD compliant, including Alternate Reality, EA, Synapse and other super-protected titles.

: So my proposal is: Enhanced ATR.

: For disks where the ATR format is sufficient, the old ATR format is
: used. For other cases, the checksum is incremented by one,
: indicating:
: * If the disk is DD, even the first 3 sectors are stored as DD sectors,
: regardless of how the program returns the data to the Atari

I really have to ask WHY on this? No drive will send 256 bytes.

: * Before the first sector, a series of copy-protection information bocks
: are added with the format:
: 2-bytes: number of blocks
: For each block:
: 2-bytes: length of the block (at least 4)
: 2-bytes: type of the block
: 0+ bytes: type-specific data
: The definition of the copy-protection blocks will be left unspecified
: until someone decides to implement one, at which time, the type number
: will be reserved once the implementation is announced. With a
: community as small as ours, this should work--there aren't too many
: people implementing emulators or SIO2PC servers.

Again, copy protection on the physical disk is just far too complicated for software emulation IMHO. Even if I were to plug such excessive futurism in the emulator, you would require:

1) a pc -> sio cable to talk to modified physical drives (archiver, etc)
2) a gruesome detailed knowlege of such devices in order to obtain and understand the raw images.

Just my 0.02 :)

Steve

175. Re: Thunder Child Update/Review

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-07 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <hw3cVYo.jeking7@delphi.com>
Source record: 91090

Actually, in the XL series you'd only be able to access 192k or a 256k
upgrade ANYWAYS -- since the remaining 64k would be used as BASE memory
as opposed to ramdisk memory.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

176. Re: Thunder Child Update/Review

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-07 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <D9t5uE.BAF@jackson.napervilleil.attgis.com>
Source record: 91091

```
#==========James King, 6/7/95==========
#
#Actually, in the XL series you'd only be able to access 192k or a 256k
#upgrade ANYWAYS -- since the remaining 64k would be used as BASE memory
#as opposed to ramdisk memory.

But we can only access 192K max, which means a 128K ramdisk.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM
```

177. Posting binaries (was bros2b0.arc (1/1))

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-07 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <D9t6x8.BKK@jackson.napervilleil.attgis.com>
Source record: 91092

#==========William Kendrick, 6/6/95==========
#
(4) I'm beginning to think we (or perhaps I? :)) need a
#c.s.a.8.binaries newsgroup.

I would suggest that we use c.b.a.st as a group that we can
all relate to. I'm not too sure how the ST users would feel
about that or whether it violates some group charter, but it
is as close as we can get to an 8bit Atari group. Unfortunately,
there isn't even a misc binary group.

Obviously, we would have to preface the subject with something
meaningful like 8BIT: or XE: but it should be doable.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM

178. Re: ATR->DCM

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-07 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3r36in$lns@nic-nac.CSU.net>
Source record: 91093

It seems from "Anybody who can run Atari software" that he means anyone
with an Atari, be it an emulator or a real machine..

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

179. Re: [--- Transformer Disk Images ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-07 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3r36nq$lp6@nic-nac.CSU.net>
Source record: 91094

Hmm... good excuse (all XL/XE users having SIO2PC) UNTIL an ATR2DCM program comes out.. then you can simply convert all of those bloated ATRs back into DCMs so Atarians without SIO2PC (and those with SIO2PC, thanks to DCM2DCM/ DCMTOATR) can use them.. (if you ever get users on your BBS who dont have SIO2PC :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

180. Re: ST Xformer 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-07 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3r36sh$lsb@nic-nac.CSU.net>
Source record: 91095

I don't believe there is an ST Xformer 3.0.. only went up to 2.5 from what
I remember hearing..

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

181. Re: gif to rgb for unix for atari? :)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-07 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3r370j$lsv@nic-nac.CSU.net>
Source record: 91096

Oh! Sorry! :) Yeah Glenn, more colors (262,144 avail., 256 at a time
on my PC vs. 4096 avail., 4096 at a time) and better resolution (320x200
in 256 color vs. 80x192 in 4096 color and 320x192 in 8 color)

Why am I spitting these numbers out again? :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

182. Re: atari 800 ramdisks for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-07 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3r376i$m5u@nic-nac.CSU.net>
Source record: 91097

MyDOS and SpartaDOS both currently let you access up to 16MB of drive space.
Did I not hear something about a MyDOS 5.0 coming out sometime soon with
even more space accessable!? (Well, I mean, I DID, so I guess my question
is, is this really going to happen and when?)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

183. Re: WTB 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-07 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3r37dp$m8t@nic-nac.CSU.net>
Source record: 91098

Be warned that XE keyboards can really suck! :) 1200XLs, while having what 90% of the people around here consider the BEST keyboard, they have the brain damaged 1200XL OS..

For the best compatibility, an ok keyboard and easy upgradability, go for an 800XL.. (I got a good Newell 256K one for only $35! :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

184. Re: [--- Transformer Disk Images ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-07 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9506062343591.DLITE.bjcorr@delphi.com>
Source record: 91099

```
>NNTP-Posting-Host: haven.ios.com
>X-Newsreader: TIN [version 1.2 PL2]
>
>: And finally, with TWO (count 'em, TWO) DCM -> ATR conversion utilties,
>: it SHOULD be clear that DCM is the disk image format of choice, no matter
>: if you're on Unix, MSDOS (or, if dcmtoatr compiles on a Mac, a Mac..
>: 'course, we need an Atari emulator for the Mac.. or at least >I< _want_
>: one :) )
>
>Soon, I've heard some big rumours!
>
>
>: FINALLY, as I said BEFORE, many Atarians just HAVE disk drives, so if
they
>: want an ED disk, they'll want the disk image not to be BIGGER than their
>: measly ED drive can handle!
>
>Well all I can say is I want an 8-bit version of ATR2DIR for use on any
>hard drive setup! My current problem which is preventing me from using
>the MAC65 on the PC-XFORMER is that I don't have an SIO2PC yet, and I'd
>Like to get the files back to native turf!
>
>Billy Bob
>ATR2DIR.CMD for PRO! (Yummmmm)
>
>
I believe there is an Atari ST emulator for the Mac at Toad ( MAgiC ) but
no 8-bit emulator that I know of....
bjcorr@delphi.com
```

185. Re: ATR->DCM

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-07 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <3r3ank$ni2@news.yab.com>
Source record: 91100

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: It seems from "Anybody who can run Atari software" that he means anyone
: with an Atari, be it an emulator or a real machine..

: -bill!
: kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
: William (Bill) Kendrick / | \ ** New Breed Software **
: http://zippy.sonoma.edu/~kendrick

186. Disk image formats (was: ST Xformer 3.0 with source code)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-07 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3r3emv$6ki@dartvax.dartmouth.edu>
Source record: 91101

brasoft@coho.halcyon.com (Darek Mihocka) writes:

>I also want to see some common disk format being used by all these
>emulators. Right now there seem to be 3 formats in use: the XFD format
>used by ST Xformer and PC Xformer, the ATR format used by PC Xformer and
>the SIO2PC cable, and the DCM format used by 8-bit BBSs. If possible I
>would like to standardize on one of these formats and have it be used by
>everybody - real 8-bit users, ST/TT/Falcon Xformer users, PC Xformer
>users, Mac Xformer users, and whatever else comes along. I don't want to
>see more and more emulators pop up, each trying to use a different disk
>format. That doesn't help anybody. The Atari market is small, the Atari
>emulator market is even smaller, and if everybody could settle on a
>common method of transferring files it would help everybody, including
>my users of PC Xformer. Yes, I have selfish reasons. <grin>

There are problems with all the formats. I don't know much about the
XFD format, but I think that it, like DCM, is restricted in the size
of the disks that can be represented. ATR is the only format that is
general enough to support arbitrarily sized disks of both single and
double density.

Unfortunately, ATR has several shortcomings, itself. First, it only
stores 128 bytes for the first 3 sectors, regardless of the density.
I don't have a real DD drive, but I suspect that they are physically
DD sectors, even if the standard DOS boot code uses them as 128-byte
sectors. Second, it doesn't allow for the storing of copy-protection
data. This is critical for those who wish to completely eliminate the
use of their Atari drives.

So my proposal is: Enhanced ATR.

For disks where the ATR format is sufficient, the old ATR format is
used. For other cases, the checksum is incremented by one,
indicating:
* If the disk is DD, even the first 3 sectors are stored as DD sectors,
regardless of how the program returns the data to the Atari
* Before the first sector, a series of copy-protection information bocks
are added with the format:
2-bytes: number of blocks
For each block:
2-bytes: length of the block (at least 4)
2-bytes: type of the block
0+ bytes: type-specific data
The definition of the copy-protection blocks will be left unspecified
until someone decides to implement one, at which time, the type number
will be reserved once the implementation is announced. With a

community as small as ours, this should work--there aren't too many
people implementing emulators or SIO2PC servers.

--PC
--
"I'm guilty of a lot of things, but I didn't ever do that.''
--Bill Clinton, on why he had astroturf lining the
back of his pickup truck

187. Re: The Atari 8Bit is ALIVE!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-07 00:00:00 UTC
From: ichdwick@mail.transdata.ca
Message-ID: <3r45ec$603@mars.worldlinx.com>
Source record: 91102

I'm glad to hear the Atari 8-bit isn't dead and there are still some fans around. I always thought it was a great machine, very
advanced and great fun to hack, but the turmoil in Atari Corp was a contributing factor to its demise.

Ian Chadwick - author: Mapping the Atari
@
------------ _[]-=*
..... (o)Z_/(o)

Cruising on two wheels along the Information Highway!
email at: ichdwick@mail.transdata.ca

188. Very sick 800 for parts or surgery: $10 + shipping

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-07 00:00:00 UTC
From: skarg@eskimo.com
Message-ID: <D9t526.BKw@eskimo.com>
Source record: 91103

I've got an Atari 800 that freezes shortly after bootup, and has a kind of sticky keyboard. I got it in this condition (it also has someone's name carved with a knife into the side) hoping to augment my Atari collection with a 4-controller port 8-bit for Asteroids, etc... but it won't even get that far. However I imagine there might be a diehard or two out there that would either want to try to heal this old warrior or canabalize its parts to restore another 800, and I would be happy to mail it to someone for $10 + whatever it costs to ship it.

It has the ROM module and a full three 16K RAM modules. They look fine. I don't have a spare power supply or cables or basic cart for it, though.

Email if interested.

189. Re: Posting binaries (was bros2b0.arc (1/1))

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-07 00:00:00 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9506071940.AA11043@zippy.sonoma.EDU>
Source record: 91104

```
I'll look INTO it.. (said melodically with a lot of pessimism :) )
but I really dont think the c.s.a.st'ers would like us posting our binaries
to their group... unless we called them "STXF files" or something <hehe>
:)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
```

190. Re: Disk image formats (was: ST Xformer 3.0 with source code)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-07 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3r53os$kuj@dartvax.dartmouth.edu>
Source record: 91105

classics@en.com (Steven J Tucker) writes:
>Preston F. Crow (crow@coos.dartmouth.edu) wrote:
>: brasoft@coho.halcyon.com (Darek Mihocka) writes:

>: >I also want to see some common disk format being used by all these
>: >emulators. Right now there seem to be 3 formats in use: the XFD format
>: >used by ST Xformer and PC Xformer, the ATR format used by PC Xformer and
>: >the SIO2PC cable, and the DCM format used by 8-bit BBSs.

>: There are problems with all the formats. I don't know much about the
>: XFD format, but I think that it, like DCM, is restricted in the size
>: of the disks that can be represented. ATR is the only format that is
>: general enough to support arbitrarily sized disks of both single and
>: double density.

>: Unfortunately, ATR has several shortcomings, itself. First, it only
>: stores 128 bytes for the first 3 sectors, regardless of the density.

>Even if you look at the disk level magnetic domains and see that the
> drive controller is writing DD sectors, facts are that no atari drive
> will return 256 bytes on a call to sectors 1-3.

Ok. I guess I was wrong on that point. I still find it very odd,
since the number of boot sectors is determined by the software--this
would be a real pain for anyone who re-wrote the DOS boot code to use
only 1 or 2 sectors (I'm quite certain that this could be done.)

>:Second, it doesn't allow for the storing of copy-protection
>: data. This is critical for those who wish to completely eliminate the
>: use of their Atari drives.

>This is pretty much impossible. There are forms of copy protection that
> would be extremely difficult/impossible to emulate with software drive.

>Crc: Easy.
>Bad: Easy.
>Phantom: Ok, possible.
>Crc/Phantom Combinations: Errr, if you stretch it.
>Drive Timing: Ok.
>Drive Timing + Skewed Sectors: ok
>Drive timing + Specially formatted Tracks + Crc + Phantom...

Right. The point is to minimize the number of disks that require an
actual Atari drive--we might not get them all to work, but we can get
a lot of them.

>Yes, I know of many disks that get this gruesome and even worse. A better
> solution is to provide patches/unprotected versions of these titles. I
> dont know of any 8 bit title that has not been made SD compliant, including
> Alternate Reality, EA, Synapse and other super-protected titles.

So are you going to provide copies to us? I think emulating at least
the simpler protection schemes is a better idea.

>: So my proposal is: Enhanced ATR.

>: For disks where the ATR format is sufficient, the old ATR format is
>: used. For other cases, the checksum is incremented by one,
>: indicating:
>: * Before the first sector, a series of copy-protection information bocks
>: are added with the format:
>: 2-bytes: number of blocks
>: For each block:
>: 2-bytes: length of the block (at least 4)
>: 2-bytes: type of the block
>: 0+ bytes: type-specific data
>: The definition of the copy-protection blocks will be left unspecified
>: until someone decides to implement one, at which time, the type number
>: will be reserved once the implementation is announced. With a
>: community as small as ours, this should work--there aren't too many
>: people implementing emulators or SIO2PC servers.

>Again, copy protection on the physical disk is just far too complicated
> for software emulation IMHO. Even if I were to plug such excessive
> futurism in the emulator, you would require:
>
>1) a pc -> sio cable to talk to modified physical drives (archiver, etc)
>2) a gruesome detailed knowlege of such devices in order to obtain
> and understand the raw images.

I wouldn't expect every emulator to support every type of
copy-protection, but that's the point of an extensible format. And
yes, it might be a pain to create the images, but it's can be much
simpler than cracking the copy-protection.

--PC
--
Only be careful, and watch yourselves closely so that you do not forget the
things your eyes have seen or let them slip from your heart as long as you
live. Teach them to your children and to their children after them.
Remember the day you stood before the Lord your God... --Deut 4:9-10a

191. Re: [--- Transformer Disk Images ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <140057@cup.portal.com>
Source record: 90963

Bill, have you done a lot of stuff with DCMTODSK? I think some of the complaints people have been making about things not working my have some validity. I finally FTP'd to the archive & downloaded several Sparta related files in the /bin mode. Turned out FTESD32F.DCM crashes DCM2DSK after about 130 sectors. Ditto for Disk RX and if I recall correctly, 32g ARC file gave a CRC error. Same thing with sio2pc 3.19 listed as the .EXE, won't run, self extract, or unarc for me. I repeated most of the down loads & ran MS DOS FC on them, no differences. It could be that I was doing everything exactly wrong the same way every time, but I'm awfully suspicious there's some busted files there.
Rick

192. 65C02,65C816,DMA CTRL,and RGB monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: xebec@delphi.com
Message-ID: <RCy+te9.xebec@delphi.com>
Source record: 90964

Hi, I've got few questions for the 8bit-community:
1. My co14806-12 (11151-12) is dead. Since it 's rather hard to find in
Europe has anybody ever tried to use a 65c02 or 65c816?
2. There's an unknown chip in a damaged 800xl I bought in a garage sale,
it seems to be used for Dma Ctrl and memory ctrl it is co61922; any info?
3. I am fed up of poor quality of xl video output, does anybody have the
pinout on gtia to get rgb signals to use my sony 15sf S-vga monitor?
Atari for ever Xebec

193. Where to find a great graphic adventure game...

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <3r6jt7$1j51@moka.ccr.jussieu.fr>
Source record: 90965

The demo version of my graphic adventure game, FREE, is available in at least
two FTP sites, that is:
umich (atari.archive.umich.edu) and its mirrors (wuarchive.wustl.edu and others)
in atari/8bit/Games
Jeking (ftp.xmission.com) in pub/users/j/jeking/8bit/games as ATR or DCM files.

You are free to download and distribute these files.

ENJOY!

Bertrand Le Roy

194. Lemmings for 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: Marek Wojciechowski 19-93 Bp4 <mw@altis>
Message-ID: <Pine.SOL.3.91.950608123307.12300A-100000@altis>
Source record: 90966

Does any body know whether Lemmings for Atari XL/XE has been released ?
Some time ago there was an article in Polish magazine "Magazyn Atari" with
several snapshots of the game and information that it's going to be released
soon :)

Perhaps somebody know (especially Polish atarians) if it's available anywhere ?

Marek Wojciechowski

-- mw@altis.chem.pg.gda.pl ---

195. MYUTIL woes (IBM -> Atari disk transfers)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <199506081556.LAA13344@postbox.acs.ohio-state.edu>
Source record: 90967

Okay, chombattas, here's the deal. I dl'd MYUTIL and some Atari progs, put it all on a 3.5 PC disk. Formatted a single-density Atari disk with my Indus GT drive. Took them both to a local PC and shoved 'em in the drives. Ran myutil with the following parameters:

MYUTIL -wb b: arcx.com

Hoped this would write (in binary format) the file arcx.com onto the Atari-formatted 5 1/4 disk in drive b. Instead I got an error saying that the Atari VTOC couldn't be read. WHAT DOES THIS MEAN? Argh. I'm planning on going null-modem as soon as I can get my hands on an 850, but for now it sure would be nice to transfer files this way...can anyone help?

Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"

*** Magic: The Gathering: It's not just a hobby anymore... ***
http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html
---

196. Re: MYUTIL woes (IBM -> Atari disk transfers)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D9v4rB.JpK.0.-s@cs.vu.nl>
Source record: 90968

The 5.25 floppy should be formatted in Double Density. True double density
that is. (720 sectors, 256 bytes/sector)

Ivo

197. Re: Disk image formats (was: ST Xformer 3.0 with source code)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <140064@cup.portal.com>
Source record: 90969

Preston; all Atari drives have single density sectors for the 1st 3 sectors.
Matter of fact, I think IBM may do the same thing, but it's irrelevant.
One scheme is as good as the next, but you may want to change your concept
a little for compatibility. For instance, I don't know of a single copy
protected disk that is anything other then single density or enhanced density
so supporting double density is really not necessary. Since you only have
to support 720-1040 sectors a bit map in the sector 721 or 1041 would
probably be all you need to ID stuff. Nothing ever came out with 720
copy protected sectors or 1040 for that matter so about 5 bytes would be
be enough to flag 40 or so sectors. If you stick whatever you want on the
end, stuff may still work with existing software. Wes Newell just said he
created a large SD image by binary loading a small one into his EPROM
burner software, changing a device ID to a huge EPROM & I think a couple of
bytes for disk size, then wrote the whole thing out as a single file. I
could check & see if this type scheme would work with most software since
I have most of it. Just a matter of how SIO2PC, PCXformer determine how
many bytes to load & allocate memory for it. If it doesn't work having
a few extra bytes on the end, it would be better if you kept any schemes
in a seperate file.
Rick

198. Directly read Atari diskettes?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: "Mark E. Huss" <meh@bis.adp.com>
Message-ID: <3r7968$cbq@igthost.bis.adp.com>
Source record: 90970

```
Does anyone know of a utility program that will allow a PC to directly
read old Atari single-sided 70K diskettes?

--
// Mark E. Huss == meh@bis.adp.com
// "But the sun is going down!" "No, no, you're confused:
// the horizon is moving up" (Firesign Theatre)
```

199. Re: Disk image formats (was: ST Xformer 3.0 with source code)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: eyvind@pvv.unit.no
Message-ID: <jpbg2lkrbij.fsf@iq.pvv.unit.no>
Source record: 90971

In article <3r3ts7$qbq@antares.en.com> classics@en.com (Steven J Tucker) writes:

[...]

> Even if you look at the disk level magnetic domains and see that the
> drive controller is writing DD sectors, facts are that no atari drive
> will return 256 bytes on a call to sectors 1-3.
>
> Filling 129-256 of sectors 1-3 in the ATR image would actually make
> managing the file easier, but its honestly pointless.

Ah. But MyDOS supports 256-bytes in sectors 1-3. Check the docs.
Don't know if any drives support this, but the software does :)

--
Eyvind Bernhardsen

200. Re: ATARI Driving Controllers

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3r7e3h$cup@news2.delphi.com>
Source record: 90972

The driving controller is more like a mouse than a paddle. The paddle returns a variable resistance which changes the time a capacitor takes to charge. On the 2600, you actually have to check in a loop to see how many cycles it takes for the cap to charge, but on the 800, there is a crude A/D circuit to make this number a nice register value. (The PC, BTW reads its analog joystics via the 1st method).

The driving controllers, on the other hand, return alternating patterns of joystick up & joystick down. This makes it work like 1/2 of a trackball or ST/Amiga mouse (PC mice work the same way, but have an extra serial interface). If the paddle is turned one way, you get:

(U=up, D=Down, B=Both, N=None)

N,U,B,D,N,U,B,D,N....

turn it the other way, and you get:

N,D,B,U,N,D,B,U,N....

so you can easily tell direction from the returned pattern. The driving controller only has 16 positions per rotation, so it can easily be checked via a VBL routine.

-Bry

201. Re: Disk image formats (was: ST Xformer 3.0 with source code)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: eyvind@pvv.unit.no
Message-ID: <jpbeo14rbd9.fsf@iq.pvv.unit.no>
Source record: 90973

In article <3r3emv$6ki@dartvax.dartmouth.edu> crow@coos.dartmouth.edu (Preston F. Crow) writes:

[...]

> Unfortunately, ATR has several shortcomings, itself. First, it only
> stores 128 bytes for the first 3 sectors, regardless of the density.
> I don't have a real DD drive, but I suspect that they are physically
> DD sectors, even if the standard DOS boot code uses them as 128-byte
> sectors. Second, it doesn't allow for the storing of copy-protection
> data. This is critical for those who wish to completely eliminate the
> use of their Atari drives.

You missed the most important one, IMO; no compression. The ATR format stores 128 or 256 * nsectors, no matter how many of the sectors are actually used. Some form of compression should be used, or at least some way of flagging sectors as blank, and not storing them in the file.

--
Eyvind Bernhardsen

202. Re: [--- Transformer Disk Images ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3r7jve$1dqr@seminole.gate.net>
Source record: 90974

In article <140057@cup.portal.com>,
<Rick_Michael_Cortese@cup.portal.com> wrote:
>be that I was doing everything exactly wrong the same way every time, but
>I'm awfully suspicious there's some busted files there.

I have quite a bit of the umich stuff archived, so something must have
happened to these archives between when I archived them and now, my dcm
of ftesd32f.dcm extracted fine under dcmtodsk and dcmtoatr. I have found
corrupted files on umich's mirror sites, so there must be something wrong
with a few of the archives there.
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

203. Re: [--- Transformer Disk Images ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3r7lbh$m9e@nic-nac.CSU.net>
Source record: 90975

Have I done a lot w/ DCM2DSK you ask!? I'm in the credits! (Well, ok, I found one bug.. still dunno why I'm standing out right there when you load it up, but >I< don't care!)

I've moved to DCMTOATR for the time being since I can do it on my Unix box.. and now thanks to ATR2UNIX I can extract the files from a DCM right into a Unix directory..

that's SOOOO killer! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

204. Re: 65C02,65C816,DMA CTRL,and RGB monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3r7lih$mhf@nic-nac.CSU.net>
Source record: 90976

(1) RGB output out of an Atari is quite difficult.. not worth the hassle.
Two choices: Go chroma/luma (unfortunately 800XLs, at least most of
them I think, don't have the chroma out, so at best you get B/W or
can steal the composite and make it pretend to be chroma). That
needs a 4-RCA-out monitor cable. Oh, and a supporting monitor like
the Commodore 1084.
Or, get a SuperVideo upgrade.. I know little details on it but it
was published in _Atari_Classics_ a while back. Ben Poehland knows,
of course.. I think it's his hack.. :)
(2) Dunno about hooking up different CPUs (65c02) in replace of the 6502c
or whatever it is.. probably won't work :) .. but for $70US or so
you can get a Sweet16 65816 CPU upgrade from Fine Tooned Engineering.
Or of course you can contact one of the US Atari vendors like BEST
Electronics (they've got most everything!) and get a new CPU.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

205. Re: The Atari 8Bit is ALIVE!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3r5gmb$85g@nic-nac.CSU.net>
Source record: 90977

WOWOWOW! :) Ian Chadwick! COOL! :)

So, what new stuff have you heard of? When did you leave the Atari 8bit
(community) and do you still have any 8bits around?

Of course.. you could emulate :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

206. Re: Posting binaries (was bros2b0.arc (1/1))

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <3r5jlq$of@news.yab.com>
Source record: 90978

Kit Kimes (kimes@iwtqg.att.com) wrote:

: #==========William Kendrick, 6/6/95==========
: #
: # (4) I'm beginning to think we (or perhaps I? :)) need a
: #c.s.a.8.binaries newsgroup.

: I would suggest that we use c.b.a.st as a group that we can
: all relate to. I'm not too sure how the ST users would feel
: about that or whether it violates some group charter, but it
: is as close as we can get to an 8bit Atari group. Unfortunately,
: there isn't even a misc binary group.

: Obviously, we would have to preface the subject with something
: meaningful like 8BIT: or XE: but it should be doable.

: Kit Kimes
: AT&T Resource Link (under contract to ATT-GIS)
: Naperville, IL USA
: kimes@iwtqg.att.com or
: KitKimes@AOL.COM

207. Beta testers...

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9506082040.AA28359@zippy.sonoma.EDU>
Source record: 90979

```
If anyone would like to beta test the current versions of:

Cooltris 2 - playable (2-player Tetris w/ weapons)
Simple Shanghai - graphics test (Mah Jongg)
Bros 2 - partially playable (Super Mario Bros)

please e-mail me at kendrick@zippy.sonoma.edu

These games require any Atari with 48K of RAM.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
```

208. New Breed Software Home Page

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9506082045.AA28416@zippy.sonoma.EDU>
Source record: 90980

```
Web wanderers point your navigator to:

http://zippy.sonoma.edu/~kendrick/nbs

for information on New Breed Software, NBS's current titles (most of which
aren't too great) and NBS's upcoming titles!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
```

209. Re: Posting binaries (was bros2b0.arc (1/1))

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <D9vADF.51B@jackson.napervilleil.attgis.com>
Source record: 90981

```
#==========William Kendrick, 6/7/95==========
#
#I'll look INTO it.. (said melodically with a lot of pessimism :) )
#but I really dont think the c.s.a.st'ers would like us posting
#our binaries
#to their group... unless we called them "STXF files" or something <hehe>
#:)

To a degree, that was my point. Many ST'er were 8bit users at one time
and a lot probably have 8bit emulators for their ST's. Even those that
don't probably would be sympathetic to Atari 8biter's who have no place
else to post binaries. Besides, I don't think that the ST binaries group
is all THAT busy. I haven't checked lately though, so I have to qualify
that a bit.

There really should be a misc group for binary posting for the rest of the
machines that don't have a binary group.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM
```

210. dcmtoatr.c 1.2 now available

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3r7td7$s52@navajo.gate.net>
Source record: 90982

I put the latest version of dcmtoatr.c online. You can get it from:

ftp://ftp.gate.net/pub/users/cmwagner/msdos/atari/dcmatr12.zip

or

ftp://ftp.gate.net/pub/users/cmwagner/msdos/atari/dcmatr12.tar.gz

If you don't have unzip. This release fixes double density bugs found in
all previous versions.
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

211. Re: Disk image formats (was: ST Xformer 3.0 with source code)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: classics@en.com
Message-ID: <3r7tv3$lb3@antares.en.com>
Source record: 90983

Preston F. Crow (crow@coos.dartmouth.edu) wrote:
: classics@en.com (Steven J Tucker) writes:
: >Preston F. Crow (crow@coos.dartmouth.edu) wrote:
: >: brasoft@coho.halcyon.com (Darek Mihocka) writes:

: >: >I also want to see some common disk format being used by all these
: >: >emulators. Right now there seem to be 3 formats in use: the XFD format
: >: >used by ST Xformer and PC Xformer, the ATR format used by PC Xformer and
: >: >the SIO2PC cable, and the DCM format used by 8-bit BBSs.

: >: There are problems with all the formats. I don't know much about the
: >: XFD format, but I think that it, like DCM, is restricted in the size
: >: of the disks that can be represented. ATR is the only format that is
: >: general enough to support arbitrarily sized disks of both single and
: >: double density.

: >: Unfortunately, ATR has several shortcomings, itself. First, it only
: >: stores 128 bytes for the first 3 sectors, regardless of the density.

: >Even if you look at the disk level magnetic domains and see that the
: > drive controller is writing DD sectors, facts are that no atari drive
: > will return 256 bytes on a call to sectors 1-3.

: Ok. I guess I was wrong on that point. I still find it very odd,
: since the number of boot sectors is determined by the software--this
: would be a real pain for anyone who re-wrote the DOS boot code to use
: only 1 or 2 sectors (I'm quite certain that this could be done.)

Actually its not very hard. I think DOS 2.0 only uses part of sector
1 for its boot code. All this code has to do is locate DOS.SYS, load
it using the next-sector markers and then pass control.

You can do quite alot in 375 bytes of 6502 machine code :)

: >:Second, it doesn't allow for the storing of copy-protection
: >: data. This is critical for those who wish to completely eliminate the
: >: use of their Atari drives.

: >This is pretty much impossible. There are forms of copy protection that
: > would be extremely difficult/impossible to emulate with software drive.

: >Crc: Easy.
: >Bad: Easy.
: >Phantom: Ok, possible.
: >Crc/Phantom Combinations: Errr, if you stretch it.
: >Drive Timing: Ok.
: >Drive Timing + Skewed Sectors: ok

: >Drive timing + Specially formatted Tracks + Crc + Phantom...

: Right. The point is to minimize the number of disks that require an
: actual Atari drive--we might not get them all to work, but we can get
: a lot of them.

: >Yes, I know of many disks that get this gruesome and even worse. A better
: > solution is to provide patches/unprotected versions of these titles. I
: > dont know of any 8 bit title that has not been made SD compliant, including
: > Alternate Reality, EA, Synapse and other super-protected titles.

: So are you going to provide copies to us? I think emulating at least
: the simpler protection schemes is a better idea.

I think your missing the point. 50%+ of copy protected disks work in such
a way that not only would you need to know exactly how the disk was
laid out physically, you would absolutely have to know what the program
was doing with that data.

And if your going to disassemble to program to find out what timing values,
CRC values, and 1771 status bits its expecting during the proctection check,
its far easier to just crack it while your in there and forget about it.

: >: So my proposal is: Enhanced ATR.

: >: For disks where the ATR format is sufficient, the old ATR format is
: >: used. For other cases, the checksum is incremented by one,
: >: indicating:
: >: * Before the first sector, a series of copy-protection information bocks
: >: are added with the format:
: >: 2-bytes: number of blocks
: >: For each block:
: >: 2-bytes: length of the block (at least 4)
: >: 2-bytes: type of the block
: >: 0+ bytes: type-specific data
: >: The definition of the copy-protection blocks will be left unspecified
: >: until someone decides to implement one, at which time, the type number
: >: will be reserved once the implementation is announced. With a
: >: community as small as ours, this should work--there aren't too many
: >: people implementing emulators or SIO2PC servers.

: >Again, copy protection on the physical disk is just far too complicated
: > for software emulation IMHO. Even if I were to plug such excessive
: > futurism in the emulator, you would require:
: >
: >1) a pc -> sio cable to talk to modified physical drives (archiver, etc)
: >2) a gruesome detailed knowlege of such devices in order to obtain
: > and understand the raw images.

: I wouldn't expect every emulator to support every type of
: copy-protection, but that's the point of an extensible format. And
: yes, it might be a pain to create the images, but it's can be much
: simpler than cracking the copy-protection.

Actually it would be easier to crack the software.

STeve

212. Re: Disk image formats (was: ST Xformer 3.0 with source code)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: classics@en.com
Message-ID: <3r7u45$lb3@antares.en.com>
Source record: 90984

zu02523@uabdpo.dpo.uab.edu wrote:
: >Yes, I know of many disks that get this gruesome and even worse. A better
: > solution is to provide patches/unprotected versions of these titles. I
: > dont know of any 8 bit title that has not been made SD compliant, including
: > Alternate Reality, EA, Synapse and other super-protected titles.

: Where did you find the Alternate Reality cracks? I have The City
: and The Dungeon, which I used to play on my 800XL years ago, and would
: love to port it over to run on my PC if I can get past the copy
: protection.

I made them from my originals. If I ever get my hands on another
Omnimon chip, ill make a patch for everyone to use. Im pretty sure
Alternate reality can still be had for like $5 from US sources.

Steve

213. Re: Disk image formats (was: ST Xformer 3.0 with source code)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: classics@en.com
Message-ID: <3r7u6j$lb3@antares.en.com>
Source record: 90985

Eyvind Bernhardsen (eyvind@pvv.unit.no) wrote:
: In article <3r3ts7$qbq@antares.en.com> classics@en.com (Steven J Tucker) writes:

: [...]

: > Even if you look at the disk level magnetic domains and see that the
: > drive controller is writing DD sectors, facts are that no atari drive
: > will return 256 bytes on a call to sectors 1-3.
: >
: > Filling 129-256 of sectors 1-3 in the ATR image would actually make
: > managing the file easier, but its honestly pointless.

: Ah. But MyDOS supports 256-bytes in sectors 1-3. Check the docs.
: Don't know if any drives support this, but the software does :)

You still cant store any data on those sectors, right? :)

Steve

214. Re: Wanted: M.U.L.E. for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: classics@en.com
Message-ID: <3r7uke$lb3@antares.en.com>
Source record: 90986

Bruce Tomlin (btomlin@crl.com) wrote:
: John Matthews (jm@vcd.hp.com) wrote in comp.sys.atari.8bit:
: >Sorry if this is an obvious question, I'm new to this group.
: >I remember as a kid hearing about this great economic
: >game for the Atari 800 called "M.U.L.E." I never had a chance
: >to play it, and now I can't seem to locate a copy. It was a
: >commercial, floppy disk only game. Any ideas? Thanks,

: I see in my lists that there was an NES version of this made by Mindscape.
: I can't be sure how perfect a translation this is after going through the
: Nintendo cens^H^H^H^H APPROVAL board.

Heh, I just got a copy and the 800 version is far better.

Steve

215. Re: Connecting devices to the 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: classics@en.com
Message-ID: <3r7uok$lb3@antares.en.com>
Source record: 90987

```
: In article <D9HrCv.E20@world.std.com>,
: John w Pruitt <pruittj@world.std.com> wrote:
: >
: >
: >Hi, I understand that I can hook up to 8 devices to an atari 1200xl how
: >do I do it I recently purchaed a 410 tape deck and saw that their was
: >only one port for hook up how do I hook up other things?

The 410 has no extra SIO port because the cable that its perminatly attached
to does not carry all the connectors required to support other devices.

I suggest you get one of the multi-splitter SIO cables. I think some of the
traditional atari 8 bit houses sell them.

Steve
```

216. that bbs in new york?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: classics@en.com
Message-ID: <3r7vep$lb3@antares.en.com>
Source record: 90988

I recall awhile back there being a rather large atari 8 bit BBS in
new york (?) that supported 14.4 and was the home of some BBS program.

Anyone have this #?

Steve

217. Re: Wanted: M.U.L.E. for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <3r7mt9$n28@chuangtsu.acns.carleton.edu>
Source record: 90989

New copies of M.U.L.E. are sold by B&C ComputerVisions as well.

Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

218. Re: bros2b0.arc (1/1) - small beta demo release; how're the graphics?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <3r7o4k$n52@chuangtsu.acns.carleton.edu>
Source record: 90990

Kit Kimes writes:

>I would suggest that we use c.b.a.st as a group that we can
>all relate to. I'm not too sure how the ST users would feel
>about that or whether it violates some group charter, but it
>is as close as we can get to an 8bit Atari group. Unfortunately,
>there isn't even a misc binary group.

There is alt.binaries.misc, which Bill Kendrick has used some.

I explored using comp.binaries.atari.st and comp.sources.atari.st ages ago.
The moderator was adamantly against the idea, due to the many automated
archives
created out of postings on those groups.

We don't need a binary group anyway. Our major archive at Merit/UMich is
easily accessible by e-mail, FTP, AFS, and Gopher. Who here can't do any of
those?
(Yes, there are Usenet participants who really can't do any of those, i.e.,
Usenet sites that *aren't* on the Internet, but they are quite rare by now.)

Binaries people wish to share should be e-mailed, FTP'd, or AFS'd to
Merit/UMich, or whatever your favorite Internet site is these days. Binaries
of any length should not be posted on comp.sys.atari.8bit for a variety of
reasons.
Do we need to rehash those reasons again?

Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

219. Re: Wanted: Black Box

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <3r7ofe$n5j@chuangtsu.acns.carleton.edu>
Source record: 90991

>Can anyone tell me where I can acqquire one of these puppies? New or
>used is fine. Just have always wanted one and figure I should get it
>while I am thinking about it.

Computer Software Services
See also: Bob Puff
P.O. Box 17660
Rochester, NY 14624
United States
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super E-Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

220. Re: MYUTIL woes (IBM -> Atari disk transfers)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <140074@cup.portal.com>
Source record: 90992

Robert, you meant Double Density disk right? If not, that explains it
rather quickly.
Rick

221. Re: Cooling fan freeses 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <hW9f9Ay.lmcclure@delphi.com>
Source record: 90993

In a message dated 6-4-95, Mathy Van Nisselroy said:

"Should I buy one of these heat-sensitive "fan sound/speed"
dampeners or can I just unplug the fan (install a switch)"

One compromise would be to add a resistor to the power feed to the fan,
cutting the speed (and thus the noise).

222. Re: Repair for an XEP80 possible?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <h0199y7.lmcclure@delphi.com>
Source record: 90994

In a message dated 6-5-95, Marlin Bates said:

"SHould I just junk it and buy a new one?"

If you were serious about the possibility of junking it, I would pay
the cost of shipping to save that XEP-80 from the landfill.

223. Re: 8-bit files from Mac -> Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <h028FU5.lmcclure@delphi.com>
Source record: 90995

In a message dated 6-5-95, Winston Smith said:

"The regular mini-8 to D-25 cable I can pick up at my local
computer outlet does not appear to work with any MAC 512K I
have encountered."

Um, if you were really using a cable with a mini-DIN 8, you must have had a problem plugging it in, as the first Macs (including the 512K model), used a DB-9 for the serial ports. (I believe the change to the mini-DIN 8 occurred with the Mac SE, as the Mac Plus was still using the DB-9 ports).

For the moment, I will assume you had tried to use a standard DB-9 to DB-25 modem cable, which is actually intended for a PC AT or compatible. For a proper Mac modem cable, you might check at places such as Office Depot or Computer City, or check the pages of Computer Shopper, or the back pages of one of the Mac mags.

Just be certain to get the modem cable (to use with a female-to-female null modem cable to use with the modem cables on your Mac and Atari 8-bit), rather the printer cable, which appears to be identical, but is wired differently.

One place to find the cable you need is Cables America (1-800-348-8648). In the June issue of Computer Shopper, they list "6 ft. Mac+ to Hayes Modem Cable" for only $2.25 (and $2.75 for the 10 ft. version).

224. Re: WANTED: M.U.L.E. for ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <3r5n6u$pa8@news1.halcyon.com>
Source record: 90996

In article <5nGO5tS4zHB@peter.soemtron.sb.sub.de>,
Thomas Havemeister <peter@soemtron.sb.sub.de> wrote:
>Howdy !
>
>M.U.L.E. is very rare in this time . But i know an adress were you can
>became it still:
>
>Avatar (Ulf Petersen)
>Postfach 1103
>D-24318 Luetjenburg
>Germany

If it's from Ulf, I'd be careful about what I was getting.
He's been caught red handed selling questionable copies of
PC Xformer at double the price of what the legitimate dealers
in Germany were charging. I'm sure he's got swamp land for sale too.

- Darek

--
==
Darek Mihocka, email:brasoft@halcyon.com http://www.halcyon.com/brasoft/
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 Compuserve:73657,2714 AOL:brasoft

225. Re: The Atari 8Bit is ALIVE!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: Richard Ziegler <rziegler@sover.net>
Message-ID: <3r5ra9$cln@morgan.sover.net>
Source record: 90997

Wow!! Ian Chadwick, the author of the book every self respecting Atarian has!!
Glad you found us!!

226. Re: unix2atr.c 0.5 released

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3r5u6v$ht1@nic-nac.CSU.net>
Source record: 90998

YES! Hooray for Preston Crow!! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

227. Re: The Atari 8Bit is ALIVE!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <3r68v5$nae@susscsc1.rdg.ac.uk>
Source record: 90999

[No readable article body recovered]

228. Re: The Atari 8Bit is ALIVE!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <3r693p$nae@susscsc1.rdg.ac.uk>
Source record: 91000

In article 603@mars.worldlinx.com, ichdwick@mail.transdata.ca writes:
>I'm glad to hear the Atari 8-bit isn't dead and there are still some fans around. I always thought it was a great machine, very
>advanced and great fun to hack, but the turmoil in Atari Corp was a contributing factor to its demise.
>
>Ian Chadwick - author: Mapping the Atari
> @
>------------ _[]-=*
> ..... (o)Z_/(o)
>
>Cruising on two wheels along the Information Highway!
>email at: ichdwick@mail.transdata.ca
>
>

Ian, I still use that great book of yours all the time. I had no idea you were still into the 8-bit scene - there have been so many casualties over the years... sigh.

- Joel G.

P.S. I apologise if there's a blank post from me prior to this one.

229. Re: MYUTIL woes (IBM -> Atari disk transfers)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <rumpf.1-0806952111540001@slip1-56.acs.ohio-state.edu>
Source record: 91001

In article <140074@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com wrote:

> Robert, you meant Double Density disk right? If not, that explains it
> rather quickly.
> Rick

Right, thanks to all who responded - big duh on my my part, I should have
been using double density disks. Now the question before the house is -
can I use the Indus GT double-density format, or must I use something like
MyDos, or does it really make a difference? Thanks again, all!

Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"

*** Magic: The Gathering: It's not just a hobby anymore... ***
http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html
---

230. Re: binary load analyzer

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-08 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D9vCLt.2GJ@itex.jct.ac.il>
Source record: 91002

: Ok, the version there now will create a new file after cleaing up all
: the garbage. Specifically, it:

: * removes secondary FFFF headers appearing before load blocks other
: than the first one in the file (I found real cases of this).
: * discards any load block loading only a single byte into an address
: where the high and low bytes are the same, along with any
: remaining data in the file (Usually indicitive of XMODEM padding
: data).
: * moves the run address, if found, to the end of the file.

There's a really nice program, Streamliner by James Hague, which not only
does the above but also compresses adjacent binary loading blocks,
which makes files created with certain lowly assemblers (which includes
Mac/65) load faster. It doesn't mess with init addresses and such though..

I don't know whether it's up at umich, in any case I have it. It's a very
short binary file.

-iT!!!!!!!?

Itay Chamiel bruck@brachot.jct.ac.il Pull down the blinds and run for cover

231. Graphics formats

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: ivan@rcp.co.uk
Message-ID: <cSB2vAgLBh107h@rcp.co.uk>
Source record: 91003

Hi,

I have just taken some screen shots of Tube Baddies to whet your appetites. I was wondering what graphics format would be best to but them in - JPEG, GIF etc and where should I upload them.

Note I have never been able to connect to atari.archive.umich.edu, so uploading to there could be quite a problem.

Ivan
ivan@rcp.co.uk

--

232. Re: Archiver/Editor software

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: heller@blue.crayola.cse.psu.edu
Message-ID: <3r8oiq$gdp@psuvax1.cse.psu.edu>
Source record: 91004

Kent Degroff (kdegroff@rainbow.rmii.com) wrote:
: Steven J Tucker (classics@en.com) wrote:

: Regarding CSS selling Archiver/Editor:

: : I thought they sold upgrade boards for the 1050 and the black
: : box products?

: I bought the Super Archiver (hardware mod) and Super Archiver II
: (software) from CSS several years back for my 1050. Super Archiver II is
: an enhanced version of the original Archiver/Editor. Maybe this isn't
: what you're interested in. Is there another archiver/editor?

: --

yes, the original was for the 810 called "the chip" or archiver editor.

233. Re: Disk image formats (was: ST Xformer 3.0 with source code)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: eyvind@pvv.unit.no
Message-ID: <jpbsppju66n.fsf@iq.pvv.unit.no>
Source record: 91005

In article <3r7u6j$lb3@antares.en.com> classics@en.com (Steven J Tucker) writes:

> Eyvind Bernhardsen (eyvind@pvv.unit.no) wrote:
> : In article <3r3ts7$qbq@antares.en.com> classics@en.com (Steven J Tucker) writes:
>
> : [...]
>
> : > Even if you look at the disk level magnetic domains and see that the
> : > drive controller is writing DD sectors, facts are that no atari drive
> : > will return 256 bytes on a call to sectors 1-3.
> : >
> : > Filling 129-256 of sectors 1-3 in the ATR image would actually make
> : > managing the file easier, but its honestly pointless.
>
> : Ah. But MyDOS supports 256-bytes in sectors 1-3. Check the docs.
> : Don't know if any drives support this, but the software does :)
>
> You still cant store any data on those sectors, right? :)

Don't know, never dared to use it. I suspect most drives won't use
the full 256 bytes anyway, and the boot will presumably fail if the
Atari expects 256 bytes and the drive only sends 128. But, for stuff
like SIO2PC (and the RSN-and-has-been-for-a-while SIO2Amiga), it might
be useful.

--
Eyvind Bernhardsen

234. Portfolio Software

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: agabas@Direct.CA
Message-ID: <3r98sv$rbt@stud.Direct.CA>
Source record: 91006

I have an Atari Portfolio, are ther any shareware (utilities, games, programs) out there that will be compatible with my computer. Can somebody tell me the address or homepage.

Thanks,
Agabas@direct.ca

235. Re: Disk image formats (was: ST Xformer 3.0 with source code)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: eyvind@pvv.unit.no
Message-ID: <jpbrb53u5yu.fsf@iq.pvv.unit.no>
Source record: 91007

Ah, yeah, should have thought of the problem with writing to
compressed ATRs. The reason I'd like to see a compressed format isn't
that I lack HD space, though, it's because it's impossible to put a SD
.atr-file on a SD floppy. So, it looks like DCM is gonna be around
for a while longer.

--
Eyvind Bernhardsen

236. Re: [--- Transformer Disk Images ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3r873c$r2q@charm.magnus.acs.ohio-state.edu>
Source record: 91008

In article <3r7lbh$m9e@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>Have I done a lot w/ DCM2DSK you ask!? I'm in the credits! (Well, ok, I
>found one bug.. still dunno why I'm standing out right there when you
>load it up, but >I< don't care!)

You forgot to ask if Rick is using DCM2DSK2.
^
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

237. Re: Disk image formats (was: ST Xformer 3.0 with source code)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3r872a$6m1@nic-nac.CSU.net>
Source record: 91009

Ah, but if you compress ATRs it becomes EXTREMELY difficult to write back to them.. For example, SIO2PC has 540K of free space. I have a 720K boot disk with MyDOS and a ton of utilities.

If I were to create that 720K disk image, it'd have to be access physically.. I'd end up with a tiny .ATR file (since nothing is on it yet) so writing to it would be tremendously slow, especially on my 4MHz PS/2 which takes 15 seconds to load a >200K< file!

I believe PC Xformer also does physical access to disk images...

Telling a filesystem "go to byte XXX of the file" is relatively simple (extremely simple on most filesystems, in fact), but having to somehow stick an extra sector inside the middle of a file is quite difficult at best, I'm sure!

And THAT's why ATRs aren't compressed..

Now, being able to, say, compress/uncompress ATRs (quickly) when opened and closed (again, _not_ loaded and saved.. hell, I NEVER load any ATR images in SIO2PC.. it's just too slow, even 90K SD ones!) would be real nice!.. of course, you'd need XX free space on your PC when you do that though.. (say you had a 720K disk image which was compressed down to 20K (ie, it was pretty empty).. when you open it, an uncompressed copy is accessed... now 720K more is being taken up. Then you fill the disk.. At this point, you have ORIGINAL.ATR: 20K, UNCOMPRESSED.ATR: 720K. You close the disk image. ORIGINAL is deleted, UNCOMPRESSED gets compressed.. say it doesn't save any space compressing it, it's now 720K as well. For that instant, you have 1440K of space being used.. yikes)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

238. Re: WTB 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3r87bt$r38@charm.magnus.acs.ohio-state.edu>
Source record: 91010

In article <3r37dp$m8t@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>Be warned that XE keyboards can really suck! :) 1200XLs, while having
>what 90% of the people around here consider the BEST keyboard, they have
>the brain damaged 1200XL OS..

What's so brain-damaged about the 1200xl OS? The only program I've
tried that doesn't run on it but does run on the 800xl is Copymate
4.4.

--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

239. Re: bros2b0.arc (1/1) - small beta demo release; how're the graphics?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3r87q7$r43@charm.magnus.acs.ohio-state.edu>
Source record: 91011

In article <3r7o4k$n52@chuangtsu.acns.carleton.edu>,
Michael Current <mcurrent@carleton.edu> wrote:
>We don't need a binary group anyway. Our major archive at Merit/UMich is
>easily accessible by e-mail, FTP, AFS, and Gopher. Who here can't do any of
>those?

I think that Bill's problem with umich is that nothing ever gets
deleted (look at all the versions of sio2pc there!), and he wants to
make binaries available that nobody will care about in maybe a few
months.

Bill, I think the best solution for what you want to do may be to just
make the things available at your site by FTP or WWW. Then announce
it on the newsgroup. If (like me) you can only put things up for WWW
access and not FTP, have people who can't do WWW ask you to email it.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

240. Re: 65C02,65C816,DMA CTRL,and RGB monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3r8959$r7p@charm.magnus.acs.ohio-state.edu>
Source record: 91012

In article <RCy+te9.xebec@delphi.com>, <xebec@delphi.com> wrote:
>Hi, I've got few questions for the 8bit-community:
>1. My co14806-12 (11151-12) is dead. Since it 's rather hard to find in
>Europe has anybody ever tried to use a 65c02 or 65c816?

The Atari 6502 (actually 6502C) has some extra logic that isn't in
standard 6502's and their descendents. I believe early 800s had that
logic on the board, and used the standard CPU.

There are 65816 upgrades, though. They put that extra logic on an
adapter board, which could conceivably also be used to adapt a normal
6502 or 65C02.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

241. Re: MYUTIL woes (IBM -> Atari disk transfers)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3r89g0$r8g@charm.magnus.acs.ohio-state.edu>
Source record: 91013

In article <rumpf.1-0806952111540001@slip1-56.acs.ohio-state.edu>,
Robert Rumpf <rumpf.1@osu.edu> wrote:
>In article <140074@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com wrote:
> Now the question before the house is -
>can I use the Indus GT double-density format, or must I use something like
>MyDos, or does it really make a difference? Thanks again, all!

What Indus GT double-density format? It's probably the same as
Mydos format. There are really only two basic disk formats: Atari
Dos/MyDos, and SpartaDos.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

242. Re: Archiver/Editor software

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: kdegroff@rainbow.rmii.com
Message-ID: <3r8ba2$qrl@natasha.rmii.com>
Source record: 91014

Steven J Tucker (classics@en.com) wrote:

Regarding CSS selling Archiver/Editor:

: I thought they sold upgrade boards for the 1050 and the black
: box products?

I bought the Super Archiver (hardware mod) and Super Archiver II
(software) from CSS several years back for my 1050. Super Archiver II is
an enhanced version of the original Archiver/Editor. Maybe this isn't
what you're interested in. Is there another archiver/editor?

--

243. Re: Lemmings for 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: toastman@armory.com
Message-ID: <3r8be6$jn6@news.scruz.net>
Source record: 91015

```
KE> Does any body know whether Lemmings for Atari XL/XE has
KE> been released ? Some time ago there was an article in Polish
KE> magazine "Magazyn Atari" with several snapshots of the game and
KE> information that it's going to be released soon :)
KE>
KE> Perhaps somebody know (especially Polish atarians) if it's
KE> available anywhere ?
```

Psygnosis, for an unknown reason, created Lemmings for the Commodore 64. A preview of one level (albeit a really lame level) was released a couple of years ago, and the full game a few months later. Lemmings really is more suited to the Atari 8-bit due to all the high-resolution work and the screen scrolling that must be done, but the Commodore 64 versioin has been out, more or less, for over a year. I don't even know if Psygnosis is even selling it.

But you know what, now that the Commodore version has all the levels and everything converted into 160x200-resolution, ambitious programmers could possibly port it if they were feeling really ambitious.. and really lucky, considering that Psygnosis might not like it if someone else came in on this.

--
Burnt <toastman@deepthought.armory.com>

244. Re: Need monitor recommendation for 800X

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9506082339591.DLITE.bjcorr@delphi.com>
Source record: 91016

```
>I'm looking to get a monitor for my 800XL so I don't have to tie up the TV
>set all day. It's been a while since I've used a monitor on an 8-bit, and
>I don't have any manuals - what exactly do I need in the way of a monitor
>and cables? And where's the best place to find them? Thanks in
>advance...
>
>_____________________________________________________________________
>Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"
>_____________________________________________________________________
> *** Magic: The Gathering: It's not just a hobby anymore... ***
> http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html
>_____________________________________________________________________
>
Any decent monitor with composite input will do, but I have always been a
fan of the Commodore monitors ( high quality and split video inputs,
sepperate inouts for Chroma and Luminance, very sharp picture. ) I have in
the last 3 months or so gotten 3 different models ( 1701,1702, 1902 ) used
from my local used computer store for about $30 - $40 each and love each
one. Cables can be hand made or gotten at a few vendors in the vendors FAQ (
B & C and Best come to mind. ) Do it, you won't believe the difference!
bjcorr@delphi.com
```

245. Re: Dos 2.0d, 815's, and some other stuf

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9506082339592.DLITE.bjcorr@delphi.com>
Source record: 91017

>
> Having recently played with "Inside Atari Dos" for dos 2.0s and now
>having a nice Double Density version working on my Indus (ahahhahaha)
>I started diving into Dos2.0d.
>
> If anybody has source listings or any dos 2.0 utilities from ATARI
>for 2.0D or 2.0SD please let me know.
>
> I recenlty ran across a program called "fixdump Dos 2.0SD 10/3/1980"
>"FOR INTERNAL USE ONLY" it looks like a pre-coding of diskfix from
>dos 2.5. Allows for sector editing, chain mapping, vtoc editing...
>very nice... wish atari had released that.
>
> I am still looking for 815 drives!!!! I would like to atleast
>have 1 in my lifetime. anybody got one to part with?
>also.. any manuals on dos2.0D would be very NICE!!!
>
> Also, anybody know if AC is still publishing? I would love to write
>an article about all this nice stuff =)
>
> The author of "Inside Atari DOS" has no knowledge (or so I gathered
>from back COMPUTE! issues) or rather history of what dos2.0d was all
>about. Interesting though, how it can switch densities on my 1050's
>and INDUS. Percom must have worked somehow on this in order to
>support the configuration block.
>
> If anybody has any info on any of these ramblings..let me know..
>I havn't been this interested in burried atari knowledge since the
>1090's and 14xxXLx's.
>
> Andrew
Where can I get a copy of 2.0d? I need it for my Corvus!
bjcorr@delphi.com

246. Re: Xf25.ZIP (HELP!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: Gary Zgeb <73700.1100@CompuServe.COM>
Message-ID: <3r8d4ghmj1@mhadg.production.compuserve.com>
Source record: 91018

I've just aquired XF252 and am thrilled to have found it. Now the
trick is, does anyone have the plans for the mysterious SIO2PC
cable, and possibly a short explanation of how to use the MYDOS45
software that comes with XF252.
Thanks .... Gary

247. Re: atari 800 ramdisks for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9506090046591.DLITE.bjcorr@delphi.com>
Source record: 91019

```
>On an unrelated question, I saw the percom and 720k disk articles and am
>wondering what version of atari DOS lets you access 720k??
>
>
>| Robert E. Brose II bob@jriver.com (N0QBJ) | James River Group Inc |
>| WWW http://www.jriver.com/~bob/ | 125 North First Street |
>| Compuserve:72067,3021 | Minneapolis, MN 55401 |
>| HOME: bob@os9.jriver.com | 612-339-2521 |
>
I use MyDos v4.53
bjcorr@delphi.com
```

248. Re: WTB 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9506090046592.DLITE.bjcorr@delphi.com>
Source record: 91020

```
>NNTP-Posting-Host: zippy.sonoma.edu
>
>
>Be warned that XE keyboards can really suck! :) 1200XLs, while having
>what 90% of the people around here consider the BEST keyboard, they have
>the brain damaged 1200XL OS..
>
>For the best compatibility, an ok keyboard and easy upgradability, go for
>an 800XL.. (I got a good Newell 256K one for only $35! :) )
>
>-bill!
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
>William (Bill) Kendrick / | \ ** New Breed Software **
>http://zippy.sonoma.edu/~kendrick
>
Or get a 1200 and put in an 800XL OS ( and a PBI if so inclined. ) Best
of both worlds.
bjcorr@delphi.com
```

249. Re: Lemmings for 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3r8kie$gum@nic-nac.CSU.net>
Source record: 91021

Yes, it's called "The Brundles" I believe.

Also, ARGS released a little demo (ONLY a demo, there IS no game) which had a Lemmings-like screen (single screen) with tons of little Lemmings-like characters wandering around.

Anyone who knows: How does the Brundles compare to ARGS' Lemmings demo? (Demo's avail. at UMich WRONGLY placed in the Games directory I THINK..)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

250. Re: bros2b0.arc (1/1) - small beta demo release; how're the graphics?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3r8km7$h4u@nic-nac.CSU.net>
Source record: 91022

THERE'S AN ALT.BINARIES.MISC!?

And >I'VE< used it!?!? WHoa! When! If so, I've totally forgotten!!!!!!

Well.. that said, I'm going to go post Bros 2 beta 2, Cooltris 2 beta 1
and Simple Shanghai beta 1 to alt.binaries.misc... if it exists..

thanx Michael!!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

251. Re: MYUTIL woes (IBM -> Atari disk transfers)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3r8ksi$h5d@nic-nac.CSU.net>
Source record: 91023

I believe MYUTIL and all of the other programs like it (except MULE which is 1050 only and a PAIN to use, unfortunately) can only handle DOUBLE density, not single.

Didn't the docs say that!??!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

252. Re: WTB 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3r8l0i$h5n@nic-nac.CSU.net>
Source record: 91024

Ah, Rob.. I'm a EuroDemo freak.. I LOVE those demos... most of them and probably quite a few EuroGames don't work with the raw 1200XL OS..

The hack to replace it is easy-peasy, however.. I believe.. if the thing's socketed for the right CPU (or something.. I know there's some #-of-pins-on-the-CPU-chip difference or something between the 800XL and the 1200XL..)

Bob Woolley would of course know EVERYthing you'd ever want to know about the 1200XL :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

253. Re: MYUTIL woes (IBM -> Atari disk transfers)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: heller@blue.crayola.cse.psu.edu
Message-ID: <3r8oo7$gdp@psuvax1.cse.psu.edu>
Source record: 91025

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: In article <rumpf.1-0806952111540001@slip1-56.acs.ohio-state.edu>,
: Robert Rumpf <rumpf.1@osu.edu> wrote:
: >In article <140074@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com wrote:
: > Now the question before the house is -
: >can I use the Indus GT double-density format, or must I use something like
: >MyDos, or does it really make a difference? Thanks again, all!

: What Indus GT double-density format? It's probably the same as
: Mydos format. There are really only two basic disk formats: Atari
: Dos/MyDos, and SpartaDos.

better to do a "util /i b:" or whatever.
then write the stuff.

For some reason my pc wont recognize atari disks (well, at least
well) formated on my mod 1050..but the 1050 will read the
util /i disks.
ZZ
: --
: ------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
: "A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
: One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
: -- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

254. For Sale: Atari 7800 system (mammoth!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3r87r1$a5h@ccshst05.cs.uoguelph.ca>
Source record: 91026

Hi Everyone,

A while back I put my Atari 7800 system and games up for sale.
While I received a huge number of resposes and offers, my annoying system
got rid of many of them so I was never able to get rid of the set,
except for a few of the games. I'd like to try again, now that technical
problems are cleared up and exams are finished with. I have a couple of
rules.

1. I will accept bids on the system from now until June 16th. This
will give everyone a chance to reply, but won't overflow my box.

2. This is not an auction per-say. I will not be posting the highest
bids or anything like that. If people ask, I will tell them what the
current best offer is, but I will not publically state it.

3. I would like to sell the entire set. While I will accept offers
for individual cartridges, I will wait and review them after all system
bids are in and if I haven't seen an offer I like. Things just get
complicated when people try to buy bits and pieces, so I'd like to
seperate the two types of offers. Saves for confusion.

4. I reserve the right to refuse offers if I think the person making
the offer is going to resell my stuff. Some of my things are rare (ie.
the European Joypads) and would rather they went into the hands of a
collector, not a seller. I'm very pro-classic gaming and despite the
practice of people buying up rare games for low prices and selling them
for 5-10 times what they paid. It ruins it for the rest of us.

5. Buyer agrees to pay UPS shipping. UPS is traceable and insurable
at a fair price ... must better than Canada or US post.

6. Please state the funds you are bidding in. If you are bidding in
US funds, you must agree to pay an extra $1.50 to cover the cost of
getting a foreign check cashed at my band.

7. I can't do COD unless you live in Canada. UPS won't allow it.
However, I've done enough net trades in the past so feel free to ask
around about me.

That's about it! Thanks for hearing me out. I hope my rules have
seemed fair. Now, down to business.

This is my darling 7800. This is not an FTP pack, but rather my
own collection built up steadily since 1988. I've invested more than
$1200 in this system, though I wouldn't dare ask for anything remotely
like that now. Everything has been tried and tested and some things (ie.

joysticks, power supply) are replacements from my original setup. I would like to see another classic gaming fan get as much fun out of it as I have. This machine and I have been through a lot together ... including Atari Corporation's horrible customer service ... write me if you want to know some stories! :-)

Included in here are:

1. Atari 7800 console. This is the version without an expansion port. It seems to play "Robot Tank" fine.

2. Two Atari Proline joysticks. These are replacements for the original two that came with the system.

3. Two Atari joypad controllers. These are the rare European NES like pads you see in the "Atari Advantage Posters." They cost me a fair bit to import from Best Electronics, but I found them to be quite worth it.

4. An Atari Lightgun. Zap away with "Crossbow" and "Alien Brigade"

5. One Epyx 500jx joystick. Fits snugly in your hand.

6. Four Atari Cartridge libraries. These interconnect and store 14 carts each. One has never been used.

7. All three issues of "The Atarian" video game magazine. They're in kind of rough shape, but I thought I'd throw them in for nostalgia purposes.

8. Games: (this is what everyone really wants to know)

I got rid of most of the boxes for space reasons, but kept the instructions for almost everything. I could never understand why people got rid of them in the first place. Anyway:

Atari 7800 specific carts
==========
1. Ace Of Aces
2. Alien Brigade ("Operation Wolf clone)
3. Asteroids
4. Ball Blazer (must have!)
5. Basketbrawl
6. Choplifter!
7. Commando
8. Crack'ed
9. Crossbow
10. Dark Chambers ("Gauntlet" clone)
11. Fatal Run (Similar to "Road Blasters)
12. Fight Night
13. Ikari Warriors
14. Jinks
15. Joust
16. Karateka
17. Mat Mania Challenge
18. Mean 18 Golf

19. Midnight Mutants (Awesome quest game!)
20. Motor Psycho
21. Ninja Golf
22. One On One Basketball
23. Pete Rose Baseball
24. Planet Smashers
25. Pole Position II
26. Robotron 2084
27. Scrapyard Dog (Atari's answer to Mario!)
28. Summer Games
29. Super Huey
30. Tower Toppler
31. Winter Games
32. Xenophobe!
33. Xevious

Atari 2600 titles:
==========
1. Adventure
2. California Games
3. Kangaroo
4. Midnight Magic
5. Off The Wall
6. Pac-Man
7. Solaris (INCREDIBLE game!)

Interested? Give me a shout via E_Mail! Thanks again.

>> Mark <<

255. ANADISK can read single density disks!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <3r8vuq$hrk@pinot.ext.jussieu.fr>
Source record: 91027

In article <3r8ksi$h5d@nic-nac.CSU.net>,
kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>
>I believe MYUTIL and all of the other programs like it (except MULE which
>is 1050 only and a PAIN to use, unfortunately) can only handle DOUBLE
>density, not single.
I use ANADISK very often, and it can read about 50% of my single density
disks. But it doesn't work on any PC. I had to try three different ones before
it worked. The problem is that you have to try with a disk that you know will
be accepted. But how do you know this?
All this to say that it works on some PCs with very peculiar controllers. And
the only way to know is to try.
Hope this helps.

BTW, try the FREE demo! You can find it in games in xmission and umich.

Bertrand

+---+
Bertrand Le Roy	A Darwinian theory of Gravitation:
bleroy@ccr.jussieu.fr	In the beginning, mature apples fell
tel. 44.27.72.95	in all directions. But only the trees
fax. 44.27.72.87	whose apples fell down have survived.
+---+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+---+

256. Re: Disk image formats (was: ST Xformer 3.0 with source code)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: classics@en.com
Message-ID: <3r8vuk$l6m@antares.en.com>
Source record: 91028

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: Ah, but if you compress ATRs it becomes EXTREMELY difficult to write back
: to them.. For example, SIO2PC has 540K of free space. I have a 720K
: boot disk with MyDOS and a ton of utilities.

: If I were to create that 720K disk image, it'd have to be access physically..
: I'd end up with a tiny .ATR file (since nothing is on it yet) so writing to
: it would be tremendously slow, especially on my 4MHz PS/2 which takes 15
: seconds to load a >200K< file!

Exactly! DCM and other compressed formats are teriffic as ARCHIVAL
formats, but not so teriffic as random access formats. Whats involved
with a compression/decompression on the fly file is basically a mini
Stacker type operation. Call STAC, i dont want anything to do with it :)

I suggest if your concerned about the size of the ATR images on your
hard drive is this:

1) Establish a .ZIP file with all your ATR images in it
2) Write a batch file to:
a) Unzip this before SIO2PC starts
b) Update/add any changed/new images opon its exit
c) re-erase the ATR files.

If you think that will be too slow, you dont want on-the-fly compression, which
would be MUCH slower and possibly cause timing problems with the program.

: I believe PC Xformer also does physical access to disk images...

I would think so unless its loading all those images into extended
memory, which I doubt. RAM access is really only required for very slow
machines, and you wouldnt be running an emulator on that anyway. :)

Im currently debating if its even worth the effort to code memory
buffering routines into my emulator. Physical access even on my 386/16
has always been fast enough for the atari, even with 65535 sector
double density images.

: Telling a filesystem "go to byte XXX of the file" is relatively simple
: (extremely simple on most filesystems, in fact), but having to somehow
: stick an extra sector inside the middle of a file is quite difficult at
: best, I'm sure!

Exactly, your looking at:

1) A big in-memory index of where each compressed sector boundry is
2) Rewriting the whole image after every write

I doubt any kind of acceptable speed doing this IN RAM could be achived
even on a 386 machine.

: And THAT's why ATRs aren't compressed..

: Now, being able to, say, compress/uncompress ATRs (quickly) when opened
: and closed (again, _not_ loaded and saved.. hell, I NEVER load any
: ATR images in SIO2PC.. it's just too slow, even 90K SD ones!) would be
: real nice!.. of course, you'd need XX free space on your PC when you
: do that though.. (say you had a 720K disk image which was compressed
: down to 20K (ie, it was pretty empty).. when you open it, an uncompressed
: copy is accessed... now 720K more is being taken up. Then you fill the
: disk.. At this point, you have ORIGINAL.ATR: 20K, UNCOMPRESSED.ATR: 720K.
: You close the disk image. ORIGINAL is deleted, UNCOMPRESSED gets compres-
: sed.. say it doesn't save any space compressing it, it's now 720K as well.
: For that instant, you have 1440K of space being used.. yikes)

After writes to the disk though, your still looking at some kind of
'close disk' procedure before the writes become final in the compressed
image. I personally prefer straightforward physical access becuase of
its simplicity and reliability.

On very slow machines as you pointed out, even loading a disk image
into ram is not worth the time becuase physical access on PC disks
is plenty fast.

The PKZIP idea seems ok to me right now, a batch file for uncompressing
your disks, running atariem and recompressing them would be something
like this:

```
@echo off
C:
cd C:\your\atr\directory
pkunzip atrfiles.zip
call atariem.exe
pkzip -f atrfiles.zip *.ATR (this will only touch files that are changed)
erase *.atr
```

Steve

257. past few articles

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: wolfgang@connix.com
Message-ID: <3r9e5s$9ki@comet.connix.com>
Source record: 91029

Since I couldn't figure out how to do a direct public reply to many of the messages here, I ended up E-mailing the authors personal replies to many of the topics going on here.

So here's my 2 cents worth.

On the mac Modem cabling. I suggested to find either a standard Mac 512 modem OR Imagewriter cable, whichever is cheaper, getting a null modem adapter, so in the long wrong wither cable could do the function of the other. So if you use the Imagewriter cable alone, it would be like what is known as a null modem cable, and no BBS or modem would be involved, just a direct connection. You could get that same function by using the Mac modem cable with the null modem adapter. And you can reverse the function of either cable with the null adapter (it just switches the send and receive lines for proper handshaking). So go with the one you can find cheaper or availability.

I have the cable that came with the Magic Sac+ Mac + emulator made for the Atari ST. This cable was intended with special software on both ends to transfer an entire Mac disc to the Atari serially, took about 12 minutes a disc.

On the SIO2PC discussion I've been reading:

Someone mentioned they thought the images they were getting were corrupted because the system locked around sector 130. Well I had this problem on my 130XE also, until I realised when I used SpartaDos with Discomm not to use the option "Use all 130XE memory (Y/N)" Well hit N if you have a 130, because in a nutshell SpartaDos uses banked memory (shadowed memory in the PC world) the same memory that Discomm was going to use. So you get memory overwritten and you end up with a lockup. And I know this is the problem, since my computer ALWAYS locked up at exactly sector 130 (if all the sectors till that point contained sectors with data) else you'd get 130 sectors worth of data in the buffer (some sectors were empty to they didn't count).

And the last thing is,,, I'm sour on PC Xformer 3.0 after buying and not getting much support from the author. He can flame me if he reads this, but I went though alot of trouble to get the latest update, and I got grilled from him big time to prove I was an owner, well I did what I had to get proof (hell I payed for this thing!). Well I didn't get the latest update, so I'm thinking twice about purchasing Gemulator 3.0, 4.0, X.0

So if your looking for PC Xformer 3.0, you can buy my original disc for $.25

I don't want to have anything to do with it.

Eric

258. past few articles

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: wolfgang@connix.com
Message-ID: <3r9edp$9ki@comet.connix.com>
Source record: 91030

Well whoever was selling illegal copies of PC Xformer, I feel sorry for him.

But some lucky person (ehhu) can buy my original copy for the cost of postage, because I refuse to use it now for bad customer relations.

So if anyone want to have it (can't find the manual) I mail it with an extra disc I can put together with my favorite arcade games). Then you can deal with the author.

Eric

259. Anyone got a reply from Brasoft on XF3.1 upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: dderhak@xmission.com
Message-ID: <3r9s8t$9qs@news.xmission.com>
Source record: 91031

I purchased Xfrmr 3.0 a several months ago. A few weeks later I got a
newsletter from Branch Always software announcing an update for
owners to 3.1. They said the upgrade could be received via E-mail.
I've sent them two messages in the span of three weeks and heard
nothing back. Has anyone got a reply from them concerning the upgrade
for registered users?

dderhak@xmission.com

Silence is often misinterpreted, but never misquoted.
Silencio es a menudo mal interpretado, pero nunca mal citado.
---

260. Re: [--- Transformer Disk Images ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: jasond@uranus.kendall.mdcc.edu
Message-ID: <3r9tl8$3pl@uranus.kendall.mdcc.edu>
Source record: 91032

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: Hmm... good excuse (all XL/XE users having SIO2PC) UNTIL an ATR2DCM program
: comes out.. then you can simply convert all of those bloated ATRs back into
: DCMs so Atarians without SIO2PC (and those with SIO2PC, thanks to DCM2DCM/
: DCMTOATR) can use them.. (if you ever get users on your BBS who dont have
: SIO2PC :))

I don't see what your big gripe with ATR image files is. By using PKZIP, you
achieve much better compression ratios on them than you would with DCM.

Oh, by the way, I'm working on the following projects (some are further along
than others)

DSK2DCM - I haven't started yet, but it shouldn't be too hard to do

DSK2FILE - reads a DOS image file (currently only SpartaDOS) and
spits out the corresponding directory structure under MSDOS

SCOPYDSK - converts a SpartaDOS "SCOPY" file to a SIO2PC disk image

I'll see about putting test copies up on ftp.kendall.mdcc.edu.

Jason Duerstock
jduersto@kendall.mdcc.edu
jasond@mdcs2.cs.mdcc.edu

261. Beta Testers Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: classics@en.com
Message-ID: <3ra6d3$phu@antares.en.com>
Source record: 91033

I need some current sio2pc users to help beta test my version of sio2pc software. Right now its pretty buggy, but I hope to get these problems worked out through wider (than just me) testing, and then I can get down to adding more features.

Anyone interested please contact classics@en.com

Steve

262. Re: Disk image formats (was: ST Xformer 3.0 with source code)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3ra8m9$467@dartvax.dartmouth.edu>
Source record: 91034

eyvind@pvv.unit.no (Eyvind Bernhardsen) writes:

>Ah, yeah, should have thought of the problem with writing to
>compressed ATRs. The reason I'd like to see a compressed format isn't
>that I lack HD space, though, it's because it's impossible to put a SD
>.atr-file on a SD floppy. So, it looks like DCM is gonna be around
>for a while longer.

My initial reaction is that it probably makes a lot more sense to do the compression separate from the disk image format. I haven't tried it, but I suspect that even an ARC'd .ATR file would take less space than the equivalent .DCM, with a .ZIP file doing even better.

The problem is that people using only an Atari are hosed. You can't uncompress the .ATR file, since it's larger than your disk, so you need a modified decompression program that writes the .ATR file directly to the raw disk.

In the long run, I think this is a better way of doing it, but we need someone to hack a decompression program to deal with it.

--PC
--
"If guns were outlawed, only outlaws would shoot people."
"Guns don't kill people, lack of structural integrity of the brain does."
"I wasn't aborted, and I vote!"

263. Comments on an On-line Atari Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <igK2vksjYRjU083yn@IBM.NET>
Source record: 91035

After seeing the comments about Atari Classics a few weeks ago, I started thinking of starting an electronic Atari magazine. With the size of the Atari community, this is really the most economical way to support the Atari 8-bits. Here are my ideas so far:

Problem: What format to put it in?

- I was thinking of doing it in HTML, since there is a HTML viewer for about every operating system under the sun. The problem comes from people that exclusively use the 8-bits. So, a HTML viewer must be written. I know Bill K. has started on one, but I don't know how far along he has gotten with it. There would be two distributions of the magazine, one exclusively for the 8-bits, and one for everything else. The reason being I thought of this would be the fact that pictures can get big very fast, so with two versions you could put different formats of the pictures.

Problem: How to distribute it?

- I don't have access to a Web site to put it on, so I would just put it in the regular archives (umich and xmission).

Problem: Getting people to contribute.

- I don't have a good answer for this one, I'm just hoping there is enough people out there that would like to see an Atari specific magazine!!

Here are a few of the columns and features that I have thought of to include in the magazine:

Table of Contents:

Departments

-Editor's Memo
-Letters to the editor
-About Atari Memo Pad

Articles

Features

-Software Tips&Tricks
-Hardware Modifications
-What's New
-Atari Basic
-Action!

-Machine Language Tutorial

If anyone is interested in writing for these columns, or have other ideas for columns, let me know!!

I am very excited about this project, and the possibilities that electronic publishing has for the Atari 8bits!!

Any comments or suggestions?

Ryan 'Gozar' Collins rlcolli@ibm.net
---

264. Re: Where to find a great graphic adventure game...

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <D9x4qq.Kzt@jackson.napervilleil.attgis.com>
Source record: 91036

```
#==========Bertrand LE ROY, 6/8/95==========
#
#
#The demo version of my graphic adventure game, FREE, is
#available in at least
#two FTP sites, that is:
#umich (atari.archive.umich.edu) and its mirrors
#(wuarchive.wustl.edu and others)
#in atari/8bit/Games
#Jeking (ftp.xmission.com) in pub/users/j/jeking/8bit/games as
#ATR or DCM files.

What is the name of the file? There are a lot of files
there! I guess I'll just grab them all. :-)

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM
```

265. Re: Xf25.ZIP (HELP!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3rabm2$kpf@nic-nac.CSU.net>
Source record: 91037

SIO2PC plans are available at UMich in the "atari/8bit/Sio2pc" directory.
MyDOS 4.50 docs are available at UMich in the "atari/8bit/Os" directory,
along with MyDOS 4.50 in the same ARC. A small bootable disk image
version of MyDOS 4.53/4 was put there as well (the ARCd DCM is like 12K)
DCM2DSK2 for the PC is also at UMich, I think in the Sio2pc directory.
You may want to get DCMTOATR as well since it handles multi-part DCMs
in case you ever run across any.

UMich, as you probably know is:

ftp: atari.archive.umich.edu
amiga....
msdos...
gopher: gopher.archive.umich.edu under Merit Archives, Atari archives, 8bit

and you can e-mail it and get files UUencoded in the mail via BART, or
you can ftp to one of UMich's many mirror sites, for example:

ftp: wuarchive.wustl.edu under systems/atari/umich.edu/8bit

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

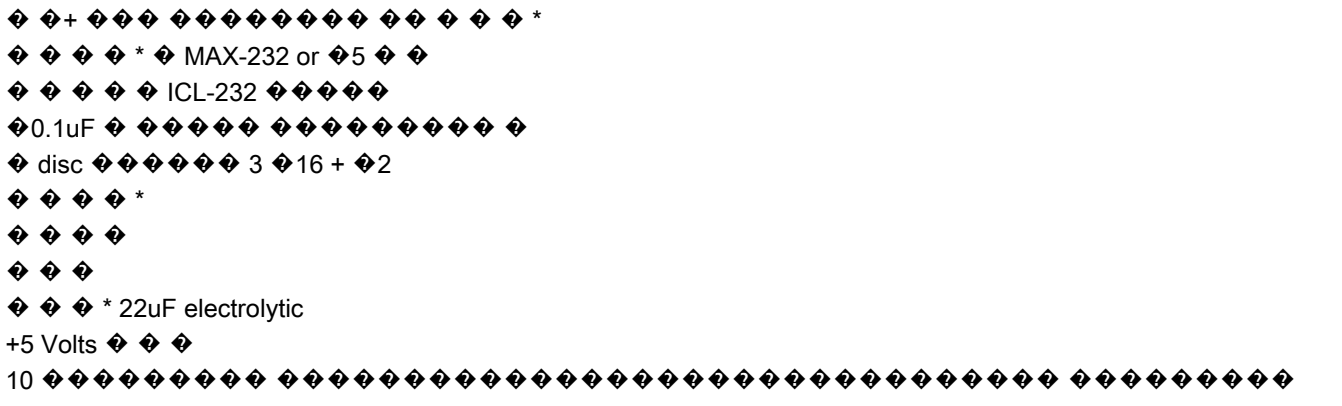
266. Re: Xf25.ZIP (HELP!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <140175@cup.portal.com>
Source record: 91038

MyDOS is menu driven, if you are in BASIC, just type "DOS"<return> &
go from there. The SIO2PC cable only really does you any good if you
are willing to have a real Atari computer set up. People with an Atari
computer & at least one real drive have been using it for it's intended
purpose as well as porting files back & forth to use with the emulator
or just because their modem is on their clone. Anyway I don't think
there has been a public post of the 1 chip SIO2PC cable yet so with
one slight mod ('>') to his original file & my admonition to use pin
#4 logic ground instead of Nick's pin #6 shield ground.

Atari: 232 PC:
DATA OUT 11�\ 14 DATA IN
5 ����������������Ĵ
>�� 2 (3)
Green �/ Black

4.7K
/\/\/\

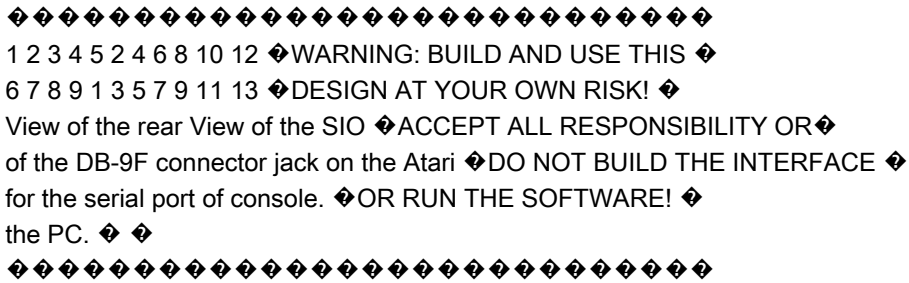


SIO2PC SCHEMATIC Page 2 of 3 Pin #'s @ PC are for 9 pin
by Nick Kennedy except (#) for 25 pin.

NOTES: (THIS IS THE NEW "ONECHIP VERSION" OF SIO2PC.)

There is one integrated circuit, all of the little triangle symbols belong
belong to it. The 232 sections convert TTL logic (Atari)
to RS232 logic (PC) levels and vice versa.

Atari SIO connector pin #'s are given on the left. The colors are what I
find when I cut a standard SIO cable in half. The pin #'s on the right are
for the PC's serial port connector. The colors are arbitrary. For some
troubleshooting, here's what I find when the interface is plugged into the
Atari but not the PC: (with respect to ground)
Pin 2 of PC connector: -9.4 volts (approx)
Pin 9 of PC connector: +9 volts; Pin 2 of 232: +10 volts;
Pin 6 of 232: -10 volts; Pin 16 of 232: +5 volts
Pin 15 of 232: 0 volts


1 2 3 4 5 2 4 6 8 10 12
6 7 8 9 1 3 5 7 9 11 13
View of the rear View of the SIO
of the DB-9F connector jack on the Atari
for the serial port of console.
the PC.

WARNING: BUILD AND USE THIS
DESIGN AT YOUR OWN RISK!
ACCEPT ALL RESPONSIBILITY OR
DO NOT BUILD THE INTERFACE
OR RUN THE SOFTWARE!

SIO2PC SCHEMATIC pg 3 of 3

267. Re: Disk image formats (was: ST Xformer 3.0 with source code)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <140176@cup.portal.com>
Source record: 91039

Bill, you may want to consider any cheap ram expansion you can get. For instance, on an old Toshiba laptop I found a 1 meg memory expansion for $5 so I just use it as a ramdisk. I don't know if your PS/2 is only microchannel, but the old memory expansion boards can be had dirt cheap. I just added a 2 meg board to my clone that cost $15 for the board & I had that many 256k drams laying around. I've been offered these boards for 3megs/$40 fully populated. Figure the PS/2 is held in such low regard you can probably get parts dirt cheap. Just post a message to: ba.market.computers.forsale & I'm sure you'll find what you need.
Rick

268. Re: Graphics formats

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3rabrd$ku0@nic-nac.CSU.net>
Source record: 91040

Ivan, GIF would be the best since everyone can decode GIFs.
Also, if you can't FTP to "atari.archive.umich.edu"
~~~~~
then try FTPing to "amiga.archive.umich.edu" which I can get in 99% of the time
~~~~~
but be warned that the "cd" command:

(1) thinks you mean 'go to root', or "cd /" when you say "cd .."
(2) doesn't let you supply a full path like "cd atari/8bit/New",
you *must* do it one at a time: "cd atari", then "cd 8bit", then
"cd New"

(Remember, "binary" mode! hehe :))

Can't wait to see 'em!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

269. Re: [--- Transformer Disk Images ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3ra987$5jl@dartvax.dartmouth.edu>
Source record: 91041

jasond@uranus.kendall.mdcc.edu (Jason Duerstock) writes:

>Oh, by the way, I'm working on the following projects (some are further along
>than others)

> DSK2DCM - I haven't started yet, but it shouldn't be too hard to do

Someone else is also working on a ATR2DCM program--The two of you
should probably coordinate your efforts. Talk to cmwagner@gate.net.

> DSK2FILE - reads a DOS image file (currently only SpartaDOS) and
> spits out the corresponding directory structure under MSDOS

I've done this for Unix and MyDOS images. See
ftp://ftp.cs.dartmouth.edu/pub/crow/Atari/atr2unix.c
It should compile for DOS with just a few changes.
The reverse program, unix2atr.c, is mostly done, but it doesn't write
the boot sectors or the bitmaps.

> SCOPYDSK - converts a SpartaDOS "SCOPY" file to a SIO2PC disk image

>I'll see about putting test copies up on ftp.kendall.mdcc.edu.

--PC
--
"Everything is permissible"--but not everything is beneficial.
"Everything is permissible"--but not everything is constructive.
--I Corinthians 10:23

270. Re: PC Xformer support (was past few articles)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <D9x811.MCK@jackson.napervilleil.attgis.com>
Source record: 91042

```
#==========Eric D. Palm Jr., 6/9/95==========
#
#Well whoever was selling illegal copies of PC Xformer, I feel
#sorry for him.
#
#But some lucky person (ehhu) can buy my original copy for the cost of
#postage, because I refuse to use it now for bad customer relations.

Customer Relations has never been Darek's long suit. He doesn't
suffer fools easily. But he does try hard to fix bugs and help
anyone out who tries to work with him. And he's one darn good
programmer. Sure would hate to lose him as an 8bit supporter.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM
```

271. Re: Anyone got a reply from Brasoft on XF3.1 upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3rakmg$qv3@nic-nac.CSU.net>
Source record: 91043

```
What e-mail address did you send the requests to and did you included your
registration number with it?

Branch Always' current e-mail addresses include:

brasoft@aol.com
brasoft@halcyon.com

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
```

272. Re: Where to find a great graphic adventure game...

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3rakrs$qvj@nic-nac.CSU.net>
Source record: 91044

Kit Kimes asks what the name of the "FREE" demo version files are:

Try starting with "free*.*", Kit!

hehehe

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

273. Re: Comments on an On-line Atari Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ral7q$re7@nic-nac.CSU.net>
Source record: 91045

Ryan.. I'm game. I have a WWW home page as well, AND I'm willing to do
the following:

write viewer software for the Atari
write the Atari-format-to-HTML conversion for Unix
perhaps write viewer software for IBMs (in QBASIC)?

Although I think sticking to HTML 100% would be the easiest... BUT!!..
a few problems:
(1) People would have to conform to what my HTML viewer supports.. which
would, esp. in the beginning, not be much..
(2) Making a simple, HTMLish format (or an editor on the Atari) and THEN
an "HTMLish" viewer for the Atari and an "HTMLish-to-HTML" converter
would be very feasable, and of course, FUN! :)

btw, this is both posted and e-mailed..

get back to me.. i'm very interested!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

274. Atari 8-bit Support From Richard Gore

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <4A9C0C7945@east-01.novell.leeds.ac.uk>
Source record: 91046

```
ATARI 8-BIT SUPPORT FROM RICHARD GORE
-------------------------------------

ARENA XL/XE 64K Disk only PRICE: #5 ($10)
----- The full 50 level version of the excellent puzzle game that
was a demo bonus on Page 6's issue 66 disk. You must guide
a set number of balls to the exit by strategically positioning pieces
of wall. Good graphics and very addictive.

BUBBLE ZONE XL/XE 64K Disk only PRICE: #5 ($10)
----------- A fast blast em set on a grid being invaded by expanding
bubbles. Collect the tokens and see how far you can
advance. Original gameplay and top notch graphics make
this a game of high quality.

JAWBREAKER 16K Disk, Tape, Rambit Turbo tape PRICE: #4 ($8)
---------- Classic maze game based on Pac-Man, munch the sweets but
don't forget that important dental hygiene! Two
different mazes are supplied which were originally sold as separate
games for nearly $30 each on release. Double the value and a bargain
price as well.

MOUSEKATTACK 48K Disk, Tape, Rambit Turbo tape PRICE: #4 ($8)
------------ Another classic maze game, but this one involves you
plumbing the levels of Rat Alley. Addictive arcade
action with a simultaneous two player option.

MAZE GAMES OFFER: Buy both Jawbreaker and Mousekattack in one pack
^^^^^^^^^^^^^^^^ for the bargain price of #6.95 ($14)!!!!

TUBE BADDIES 64K XL/XE only, disk only PRICE: #4.95 ($11)
------------ Tube Baddies is an arcade, strategy type game. The
Tubular Underworld is being attacked by Tube Baddies,
you must stun these baddies, and then bounce them off the walls into
the collection bucket before the Inspector arrives. The graphics and
sounds are top class and the gameplay is great even if it is hard to
describe. Tube Baddies was to be launched by Atari UK several years
ago, but they changed their mind, but now its available at last!

BLACK LAMP 64K XL/XE only, disk only PRICE: #4.95 ($11)
---------- This is a wondeful gothic arcade platform adventure. As
Jolly Jack the Jester you must collect the Lamps in
order to restore peace to Allegoria. Excellent music and fx and some
of the best graphics ever seen on an 8-bit Atari game couple with good
gameplay and a genuine aim to make this a must for your collection.
```

SPECIAL LAUNCH OFFER: Buy both Tube Baddies and Black Lamp for only
^^^^^^^^^^^^^^^^^^^^ #9.50 ($20).

GTRACKER XL/XE 64K Disk only PRICE: #6.50 ($14)
-------- A new sequencer program for Replay (or Parrot) compatible
digitised sound samples. You can construct your own digi-
tunes using your own samples. Supplied with several sample tunes, a
player program, 6 page manual and a free PD demo disk showing just
what can be achieved. Now also supports stereo editing of mono
samples, ie you can play your mono sample on either the left or right
channel or even on both channels simultaneously and switch between
channels at will. Playback via the separate Player program (supplied)
is as you designated when you edited your 'digi-tune'. Of course you
need a suitable upgraded stereo (Gumby compatible) machine to take
advantage of the stereo features. Compatible with mono machines, all
the sounds will come from just the one speaker.
We will also be releasing extra tune data disks in the future as well
as new utilities and a XE version using the extra banked memory.
Updates, where desired, will be available on receipt of your master
disk and for the price of return postage and packing.

SUPER PRINT LAB XE XL/XE 128K Disk only PRICE: #6.95 ($15)
------------------ A new monochrome design and print program
developed for 128k (130XE type memory) users.
Features include the usual arrary of drawing tools as well as programs
to create icons, split a screen, mix 2 screens and a mini database for
creating labels. Printer support is included for Atari 1029, Epson
compatibles and the Atari 1020 in upto 4 colours!! Yorky compatible.

YORKY 256K MEMORY UPGRADE

A 256k memory upgrade that simply plugs into the PBI port of your
800XL (or internal 64k 600XL). NO soldering is required. Supplied
ready to plug in and use with all the necessary RAM chips, the manual
and a disk of support software.
VERY FEW UNITS LEFT. THIS COULD BE YOUR LAST CHANCE TO OBTAIN ONE.

PRICE: #50 +p&p (UK #2, EC #3.50, WORLD #5) or $90 complete.

I also have limited stocks of the following commercial software items.
The software items below are brand new, in their original packaging,
with English manual(s) and most are still shrink wrapped. You are
advised to check availability before ordering.

Halley Patrol (disk) #3.00 ($6) Antic educational software.
Summer Games (disk) #5.00 ($10) great olympics sports action.
Solar Star (disk) #5.00 ($10) also known as Sun Star!

ONE ONLY: Gauntlet Deeper Dungeons (disk)- Mindscape version #2 ($4)
-------- Miner 2049er (rom)- no box or docs #2 ($4)
Desert Falcon (rom)- sealed brand new #6 ($14)
Dropzone (disk)- sealed brand new #5 ($10)
These items are offered on a first come first served basis.

E-mail me to reserve anything you might want.

All software prices include postage and packing to UK addresses,
overseas please add #2 per order. Prices in US$ include shipping but
payment must be made in US$ cash (notes only please - no coins).
UK pounds are accepted in cash, cheque (made payable to Richard Gore),
IMO or postal order. From within Europe Eurocheques are acceptable.
Contact address:-

RICHARD GORE, 79 SPROTBROUGH ROAD, SPROTBROUGH, DONCASTER, DN5 8BW,
ENGLAND

Telephone: (01302) 784642 after 7pm (GMT) weekdays
any reasonable time at the weekends

E-mail: chmrig@leeds.ac.uk

Coming soon..... Golf Tour 95, Gtracker XL Utilities and more....

275. Re: XF551 -- known bugs?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: dwh@delphi.com
Message-ID: <Rw-8lPF.dwh@delphi.com>
Source record: 91047

Chad Wagner <cmwagner@news.gate.net> writes:

>I would like to know about what known bugs there is with the XF551? I heard
>of a density switching problem. I seem to have encountered this. It is
>apparent when I booted a single density disk then I reboot and try to boot
>a double density Sparta disk, I get Error: No DOS, then I have to reboot again
>and it boots. How is this problem resolved? I heard of a fix. But I don't
>want to do the CSS fix where you have to upgrade the drive as well. Doesn't
>the CSS fix fix this problem and upgrade it to a 3.5" drive, but can it write
>720K or is it still 360K?

The density switching bug can hit harder with other DOSes. With any DOS other
than Sparta, you will boot cleanly into DD and you can switch from DD to ED or
SD... however, when you are in SD or ED and attempt to go to DD by reading
a directory or file the drive will "lock up". You can access SD again to
"reset" things, but to go back to DD you have to issue a command from either
BASIC or use the DOS density switching routines (if your DOS supports that).

SpartaDOS -will- switch cleanly between any density AS LONG AS THE DISK IS IN
SPARTA FORMAT. If the disk is standard Atari DOS format, you'll have the same
problem as with any other DOS. The "Error: No DOS" you are getting has a
software fix. There is a BASIC patch program that will take care of this
little "problem" with SpartaDOS 3.2d and 3.2f. You loose automatic drive
sensing (you have to tell the program what you have & where), but that is
no big deal if you always use the same drive configuration on your system.
The patch works very well... I use it all the time... It also makes a new copy
of XINIT that will write the boot sectors to avoid the problem with future
disks (and you can non-destructivly fix your existing boot disks).

The CSS fix is a new ROM for the drive (and other stuff as well). It fixes
the problem with -any- DOS. You can keep your existing 5 1/4" mech or upgrade
to a 3 1/2 720K mech with an add-on option. A second option allows you to
keep your 5 1/4" mech and -add- a 3 1/2" mech to the drive... 2 drives in 1!
I don't have these, but they sound interesting.

__Darryl Howerton__

276. Bench marks

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <140194@cup.portal.com>
Source record: 91048

No big thing, but I thought I might run that bench mark that showed
an IBM PC finishing it in about 5.5 seconds & Atari comming in at
9+seconds. So I ran it with my fast FP ROM, 2.96 seconds with the
screen on, 2.03 with it off. But... the new FP routines are not that
much faster. So with the original routines, 3.3 & 2.25 respectively.
Not a really big thing, but unless there was something about running
3 iterations in the article, it seems a little screwy.
To be fair, it seems like my old 7 & change MHz Tandy sort of 286 will
do it for a seed of 1500 rather then 150 in 6 seconds. This translates
to about an equivalent of 2.4 seconds on a PC, but since it looks like
a bubble sort, it's supposed to be much slower as the size of the array
increases, but these times seem all out of wack. I have a math coprocessor
in the Tandy, but my 80C88/10 MHz laptop seems to turn in a lot quicker
of times then could be explained by just clock speed & I'm pretty
sure it doesn't have a coprocessor. The basic ratios of speed are right,
but the actual times are screwy.
Rick

277. Re: 65C02,65C816,DMA CTRL,and RGB monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <ZU1edBJ.lmcclure@delphi.com>
Source record: 91049

In a message dated 6-8-95, xebec@delphi.com said:

"I am fed up of poor quality of xl video output, does
anybody have the pinout on gtia to get rgb signals to
use my sony 15sf S-vga monitor?"

The GTIA chip does not output RGB signals. At present, the only RGB mod for the Atari 8-bit taps into the the luma level output at a point where they exist in digital form, and uses those to drive an RGBI monitor (which could be converted for use with an RGB analog monitor). While fine for text, the result with games and graphics programs would be rather strange, as different luma levels translate to different colors (i.e, if you had a display of that used 8 shades of the same color, this RGB mod would give you 8 different colors instead).

Another approach would be to build an NTSC-to-RGB convertor, similar to the one detailed in an issue of Radio-Electronics many moons ago.

One could also purchase a device with similar transcoding capabilities and hack it for use. I purchased an old Amiga 1300 genlock (the one Commodore sold for the A1000) for just such a purpose, but have not had the time to hack a separate power supply for it. (Unlike most genlocks, this one output the combined graphics to not only the composite output, but the RGB monitor output as well. When set to "source only" mode, it simply translated the external composite input to RGB).

Another method would be to use the RGBI mod mentioned in my first paragraph, and add a 16-palette RAMDAC. The only problem with this would be hacking the RAMDAC into the A-8's address space, but one could not doubt follow the approach used for adding additional PIA's. With this, the output would be directly compatible with RGB analog monitors, and the colors could be selected from a palette of 4096, allowing them to more accurately match those from the composite output, or be changed to something totally different when desired. The last time I brought this issue up, exactly zero interest was expressed, however.

If you have access to a split video monitor (such as a Commodore 1701, 1702, 1802, 1902, 1080, 1084), or a TV/monitor with S-video, the SuperVideo 2.1XL mod detailed in the December 1993 issue of Atari Classics would no doubt be the best approach.

278. Re: 8-bit Echonets?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-09 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <3rakup$5ts@ankh.iia.org>
Source record: 91050

Christopher Friend (76101.1012@CompuServe.COM) wrote:
: I am going to Co-Sysop the Rockdale Dump BBS the the sysop is
: going on echonets (He has a small 8-bit section in the Video
: Games forum and I use 8-bits). Is there any Atari 8-bit BBS's on
: Echonet?

: Reply to 76101.1012@CompuServe.Com
: Thanks, Chris

: P.S. His number is 508-234-0466 (located in Rockdale, MA).

PPS. If your in MA anyway, and an 8-bitter, try: 508-820-3089
The Underdog BBS

Running Express Pro!

279. Re: Question to the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3rckoq$ktd@link.xs4all.nl>
Source record: 90856

```
i >From: ipoorten@cs.vu.nl (Ivo van Poorten)
i >Subject: Re: Question to the 8-bitters...
i >Date: Mon, 15 May 1995 13:02:34 GMT
i >
i >
i >>Wasn't someone also working on TCP and/or PPP or something?
i >
i >Marty van Nieselrooy (spelling is most likely incorrect :-)

Hmm, that sounds like me, Mathy Van Nisselroy (if your name is missspelled
(not sure about the three s'es but...) you get real good at decifering your
name).

But NOPE, not me, I aint no programmer.

Charles Loupe (sp?) is working on it (he sais).
Try to contact him at root@link.xs4all.nl

CU Mathy Van Nisselroy mathniss@link.xsall.nl

---
* PabQwk 2.0 *
```

280. Re: David Deaven`s I.R. g

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3rckos$ktf@link.xs4all.nl>
Source record: 90857

```
r >From: rlcolli@ibm.net (Ryan 'Gozar' Collins)
r >Subject: Re: David Deaven's I.R. gatew
r >
r >mathniss@link.xs4all.nl (Mathy Van Nisselroy) wrote:
r >>Howdy folks
r >>
r >>Some time ago, I found a project by David Deaven, with which it is possible
r >>to scan IR remote controles, load the commands into the classic Atari and
r >>send them back out again. (I downloaded the files from Beco Tel. SysOp
r >>Bernard Kok had found them on the Internet)
r >
r >Could you tell me where the files are on the internet?

Howdy Ryan

I'm sorry, but the SysOp I mentioned above found them on the InterNet. Maybe
at the atari archive. Maybe Bernard will read this message. I'll ask him
next time I see/hear him (if I don't forget).

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

281. Re: David Deaven`s I.R. g

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3rckov$kth@link.xs4all.nl>
Source record: 90858

```
d >From: deaven@ishmael.ameslab.gov (David Deaven)
d >Subject: Re: David Deaven's I.R. gatew
d >Date: 16 May 1995 23:06:13 GMT
d >
d > If Radio Shack has stopped carrying them, you can get them from
d >digi-key by mail order. I'll look up the part number and have it
d >available in case anybody wants to get the IR recv box that way.
d >
d > One of these days I will probably get back into this project and
d >release some better software for the thing. Especially if people are
d >actually interested in this stuff... seems perfect for the "Atari
d >Classic" machines, which you can get for cheap.
d >
d > Oh, by the way I have some ASCII versions of the schematics if
d >anybody is having a hard time viewing the postscript. I use a Unix
d >workstation to do all my 6502 development so postscript is my format
d >of choice.
d >
d >--
d >David Deaven deaven@ishmael.ameslab.gov

Howdy David

Addresses are always welcome here.

Please do release new software. I like the idea of using my classic Atari to
I.R. controle all kinds of stuff (especially if it's cheap).

Please release the ASCII version of the schematics. I was lucky, I know
somebody at NedCar (the company that builds Volvo 440, 460, 480's and
Mitsubishi's in the Netherlands).

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

I found a supplier overhere in the Netherlands for the piece of hardware
that is described above, but they don't sell under 1000 (yep, one thousend)
pieces.

---
* PabQwk 2.0 *
```

282. Re: 320k XE for sale/trad

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3rckro$kuq@link.xs4all.nl>
Source record: 90859

```
k >From: kendrick@zippy.sonoma.edu (William Kendrick)
k >Subject: Re: 320k XE for sale/trad
k >Date: 19 May 1995 05:31:54 GMT
k >
k >GIFNCODE by Jeff Potter converts plain Graphics 8, 9 and 15 images and
k >Koala-style compressed Graphics 15 images into GIFs.
k >
k >(I wish we could see APAC and ColorView to GIF some day!)
k >
k >-bill!

Or vice versa

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

283. Old Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3rckrs$kuu@link.xs4all.nl>
Source record: 90860

r >From: rfunk@magnus.acs.ohio-state.edu (Rob Funk)
r >Subject: Re: FS:Atari 400/800/1200/Mags/Books/Carts/MORE
r >Date: 24 May 1995 02:54:09 GMT
r >
r >>#ANALOG - March 1984 - 100 pages (NO cover/WORN) $10.00
r >
r >If they are, I have a gold mine in the garage.
r >
r >I can see some rare ones going for more than $2, but still not $10.
r >--
r >---------- R o b F u n k -------------------> funk+@osu.edu <--------

Lot's of stuff deleted upthere.

Talking bout rare, was the 8bit Extra by ANALOG any good. Don't know if that is the right name. It's the issue they advertised in there regular magazines but was not sold in the shops.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

284. Sweet16 ware?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3rckrv$kv1@link.xs4all.nl>
Source record: 90861

```
k >From: kendrick@zippy.sonoma.edu (William Kendrick)
k >Subject: Sweet16 ware?
k >Date: 25 May 1995 07:19:53 GMT
k >
k >Is there any software yet that supports the Sweet16 upgrade?
k >(I'm still waiting for mine, and also a nice high-level language for it,
k >heheh...)
k >
k >
k >I'd like to see Object-Oriented Action!... we could call it:
k >
k > Objection!
k >
k >(and I'm serious, too (in both matters... wanting the language and wanting
k >it named that, hehe))

Well, you've got you work cut out for you.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS would be nice if this language would be compatible with Bob Woolley's
65816 dual CPU upgrade project.

---
* PabQwk 2.0 *
```

285. Atari SwapFest & NTSC/PAL

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3rcks3$kv3@link.xs4all.nl>
Source record: 90862

```
b >From: b.poehland@genie.geis.com
b >Subject: Atari SwapFest & NTSC/PAL Demo
b >Date: 29 May 1995 00:46:24 -0500
b >
b > For 8-bitters, I'm hoping to demo Nir Dary's NTSC/PAL upgrade. I spoke
b >to Nir earlier this week & he promised to send me either one of his upgrade
b >kits or an already-modified 130XE in time for the Fest. This upgrade holds
b >the promise of opening up the entire North American 8-bit market to European
b >software producers who currently are isolated by the incompatability between
b >European PAL & North American NTSC video technology.

Would you consider writing an article for the New Atari Classics? Please.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

286. XE Keyboard Woes

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3rcks4$kv5@link.xs4all.nl>
Source record: 90863

```
b >From: b.poehland@genie.geis.com
b >Subject: XE Keyboard Woes
b >Date: 29 May 1995 01:17:20 -0500
b >
b >XE Keyboard Woes
b >
b >[ If someone will loan me a spare fourier-transform 500MHz nuclear magnetic
b >resonance spectrometer, I'll be glad to nail down the molecular structure
b >for you precisely. :) ]

Check your mailbox tomorrow :-)

b >
b > The one remedy no one mentioned for the oxidized foil traces is one that
b >the simplest & cheapest of all: a soft pink rubber pencil eraser.

Been there. Done that. Doesn't always work. Finally I just ordered a new
mylar from Best Electronics.

b >Hmmm... but something like silver polish or Brasso might be worth
b >a try.

Maybe tooth paste will also help (for those who never heard of this, tooth
paste's main component is sand.)

b > Someone mentioned a technique that I'll second: snipping off a few
b >millimeters of the connector to expose fresh trace.

But you can only do this a couple of times.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

287. FTe`s status

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3rcksc$kvf@link.xs4all.nl>
Source record: 90864

```
Howdy Mike

Now that you're in Arizona;

When can we expect to see you products?
Does your BBS have a number already?
When are the catalogs comming out?
Etc.
Etc.
Etc.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

288. Infocom games for sale...

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: jcrios@reuna.cl
Message-ID: <D9z56C.IM9@reuna.cl>
Source record: 90865

```
For sale:

Suspect, Spellbreaker, Zork II, The Hitchhikers Guide to the Galaxy.

Used, but mint condition, complete manuals, maps, boxes etc.etc.

Best offer, minimun price: $ US 200 per 4 games plus S/H.

Offers:

jcrios@reuna.cl
```

289. Re: Help with 6502 Program

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: kevina@clark.net
Message-ID: <3rd49v$ma4@clark.net>
Source record: 90866

```
In article <3rb773$3e3@clark.net>, Kevin Atkinson <kevina@clark.net> wrote:
>Hi there;
> I am fairly new to programming in assembly lang and I can't
>figure ouy what's wromg with the program. The program does what it is
>suppose to do but it goes in an endless loop!
>
> What it does is read from the command line in sprtados and send
>the command to sio2pc through disk #9.

Nevert mind, I had it stored to low. Its was intefeairin with the
assembl;er I guess;

>
>(Compiled using kasm)
>
> ORG $3000
>
>COMTAB = 10
>
>DSKINV = $E453
>
>DDEVIC = $0300
>DUNIT = $0301
>DCOMND = $0302
>DSTATS = $0303
>DBUFLO = $0304
>DBUFHI = $0305
>
>;initilize x and y
>
> LDX #0
> LDY #63
>
>;read in command string
>
>STRIP LDA (COMTAB),Y
> INY
> CMP #32
> BNE STRIP
>
>LOAD LDA (COMTAB),Y
> STA $0600,X
> INX
> INY
> CMP #155
```

```
> BNE LOAD
> DEX
> LDA #32
> STA $0600,X
> INX
> LDA #155
> STA $0600,X
>
>
>;now send it to drive 9
>;the sio2pc special drive
>
> LDA #$57 ;WRITE
> STA DCOMND
> LDA #$80
> STA DSTATS
> LDA #9
> STA DUNIT
> LDA #$06
> STA DBUFHI
> LDA #$00
> STA DBUFLO
> JSR DSKINV ;Run It
> RTS
>
> END $3000
>
>Thanks for any help you can offer....
>
>--
>* Kevin Atkinson, Clarknet I'net Serv., Maintainer of the Usenet Info Center *
>* Finger usenet-i@clark.net for more info on Usenet Info Center. *
>* Or send mail to usenet-i@clark.net with a subject line of HELP. *
>* This is in its beginning stages and I could use any help I could get! *

--
* Kevin Atkinson, Clarknet I'net Serv., Maintainer of the Usenet Info Center *
* Finger usenet-i@clark.net for more info on Usenet Info Center. *
* Or send mail to usenet-i@clark.net with a subject line of HELP. *
* This is in its beginning stages and I could use any help I could get! *
```

290. Flickerterm-R:handlers for the 1030 modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: ac393@detroit.freenet.org
Message-ID: <3rdb4g$fp0@detroit.freenet.org>
Source record: 90867

I'd like to know if anyone has been sucessful with using Flickerterm using an Atari 1030 modem. If you have been sucessful,what R:handler did you use and did you load it separately or append FLICK80.COM to it as part of a AUTORUN.SYS file? The trouble I'm having is that the 1030 won't initialize. I've tried the different R:handlers available on the FTP sites,and a couple that I had already,but either I couldn't get Flickerterm to run,or if I got the Flickerterm screen,it doesn't seem like it's seeing the modem. I've downloaded thee program twice,the last time I downloaded it uudecoded to see if it would be any different-I got the same results. Any Suggestions?

Jack Heaphy
ac393@detroit.freenet.org

291. Re: WTB 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9506110021.AA26126@zippy.sonoma.EDU>
Source record: 90868

AHH! Rich! With BASIC INSTALLED!? BLEAHRG! :)

My poor 1200XL+256K+800XLOS had BASIC removed and a special 800XLOS which Mr. Woolley burned which let me reboot with Ctrl+F4.. man, I got used to that.. now it's "Hold [RESET], Pull out the Action! cart, let go, hold [RESET] again, stick the cart in, and hope my 192K RAMdisk didn't get trashed (which 50% of the time it does! >:^( )"

Oh yeah! And in place of BASIC it had an 800 OS.. the switch between them was the RF-out channel switch (i used monitor ports so I didnt need RF aymore)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

292. Re: 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: "McMahon, Rory" <rmcmahon@eagle.ais.net>
Message-ID: <85644.rmcmahon@eagle.ais.net>
Source record: 90869

On 29 May 1995 03:01:23 GMT,
jr shields <kokid@teleport.com> wrote:

>Loking for 1050 diskdrive for atari.
>Willing to pay up to $65.00.
>Can reply to kokid@teleport.com by E-MAIL.
>
> Thanks kokid
>
I have 1050's for $35 + shipping
that is 1050+power supply (sorry no serial cable)

Rory
rmcmahon@eagle.ais.net

Rory McMahon

293. Re: FS:Atari 400/800/1200/Mags/Books/Carts/MORE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: "McMahon, Rory" <rmcmahon@eagle.ais.net>
Message-ID: <85664.rmcmahon@eagle.ais.net>
Source record: 90870

On Tue, 23 May 1995 17:23:15 GMT,
Kit Kimes <kimes@iwtqg.att.com> wrote:

>
>#==========SteveR, 5/13/95==========
>#
>#Magazines
>#---------
>#ANALOG - March 1984 - 100 pages (NO cover/WORN) $10.00
>
>[Much deleted]
>
>Are the old magazines worth anywhere near what Steve is asking?
>
>I just dumped a bunch of old Analogs and Antics because I figured
>it would cost more to ship them than people would be willing to
>pay. I still have several years though, so if you are interested in
>old Atari magazines, email me and I'll tell you what I have.
>
>Kit Kimes
>AT&T Resource Link (under contract to ATT-GIS)
>Naperville, IL USA
>kimes@iwtqg.att.com or
>KitKimes@AOL.COM
>
Kitt.... is that you????

This is Rory McMahon from the LAUG group in St. Charles... I run an Atari
BBS here in Geneva 708-232-7614 and 708-232-4932. We have an occaisional
meeting here at my house... Meeting dates are posted on the BBS...

Nice talking to you...

Rory

Rory McMahon

294. Re: 8bit files

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: "McMahon, Rory" <rmcmahon@eagle.ais.net>
Message-ID: <85676.rmcmahon@eagle.ais.net>
Source record: 90871

On Tue, 23 May 1995 11:58:49 GMT,
Callum Prentice <callum@hk.super.net> wrote:

>I've just got some 8bit files from the xmission site. The XFD ones
>work fine I can't get the others E.G. spelunkr.dcm or boulder.ash to
>work. Is there something else I have to do? I've tried loading DOS and
>then using the L option but DOS comes back with a BAD LOAD message for
>all of them. Any pointers appreciated.
>
>CP.
>
>
>
DCM is DisComm file structure... Use Bob Puff's DisComm to extract to a
floppy...

Rory

Rory McMahon

295. Re: 850 interface?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: "McMahon, Rory" <rmcmahon@eagle.ais.net>
Message-ID: <85698.rmcmahon@eagle.ais.net>
Source record: 90872

On 23 May 1995 05:28:53 GMT,
Scott Butler <sydtech@skypoint.com> wrote:

>I picked one of these up this weekend. Hope this isn't a FAQ, but:
>
>What kind of power supply does this thing take?
>
>Thanks!
>Scott
>
>
Standard 9VAC supply from atari...

Rory McMahon

296. Atari products....

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: "McMahon, Rory" <rmcmahon@eagle.ais.net>
Message-ID: <85712.rmcmahon@eagle.ais.net>
Source record: 90873

Mike (FTE),

Could you send me a list of products you have for Atari computers.

I can be reached at rmcmahon@eagle.ais.net

or you can call my bbs - Atari Signal BBS (708) 232-7614 (28.8k) or (708)
232-4932 (14.4k)...

Thanks..... Rory

Rory McMahon

297. Re: More stack stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9506110213.AA26588@zippy.sonoma.EDU>
Source record: 90874

RICK! Thanks for that info. about Action! & RESET! I'll remember that!
I always end up blaming either Action! or canned code for my woes, so I
could actually be RIGHT. :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

298. FS: Classic Atari HardWare: Catalog!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3rdofg$ic@kelly.teleport.com>
Source record: 90875

```
ATARI 8-BIT HARDWARE FOR SALE:

PS=Power Supply.

NEC Color Monitor with Audio/Video/
In & Out RCA Jacks.........$75 U.S.

Comrex Composite Color Monitor w/
Audio/Video/In RCA Jacks....$60 U.S.

NEC Green Screen Monitor with Audio/
Video/In & Out RCA Jacks....$40 U.S.

N.A.P./Magnavox Amber Monitor with
Audio/Video/In RCA Jacks....$25 U.S.

USI MonoChrome/Amber Video Monitor,
Industrial Grade............$25 U.S.

Atari 130xe, 320K w/ Special PS &
Manual.....................$100 U.S.

Atari 800xl, 64K
w/ Special PS..............$75 U.S.

Atari 800xl, 64k
w/PS.......................$50 U.S.

Atari 800xl, 64k
w/o PS.....................$40 U.S.

Atari 800, 48K
w/o PS.....................$25 U.S.

Atari 400, ??K
w/o PS, Good for Games......$10 U.S.

Atari xf551 Disk Drive, DS/DD, New
w/Box, Manual, Dos, PS.....$150 U.S.

Atari xf551 Disk Drive, DS/DD, New
Drive Only, w/o PS.........$100 U.S.

Atari 1050 Disk Drive, SS/DD, w/PS,
U.S. Doubler, DOS, Sector Copier
& SIO Cable................$75 U.S.

Atari 1050 Disk Drive, SS/ED, w/PS,
DOS, Manual & SIO Cable.....$60 U.S.
```

Atari 1050 Disk Drive, SS/ED, w/PS,
DOS, & SIO Cable.....$50 U.S.

Atari 1050 Disk Drive, SS/ED
w/o PS.....$40 U.S.

Atari 810 Happy Disk Drive, SS/SD
Excellent for Disk Copying. With/PS,
Manual & Happy SoftWare.....$50 U.S.

Atari 810 Disk Drive, SS/SD
w/PS.....$30 U.S.

Animation Station, Suncom Design Pad
& Graphics & Text Processor SoftWare
(Design Lab), Never Opened..$35 U.S.

Koala Pad with Micro Illustrator
SoftWare on Disk.....$25 U.S.

Atari 1020 Plotter (Color Printer)
Direct Connect, w/o PS.....$20 U.S.

Atari 1025 Dot Matrix 80 Column
Direct Connect Printer. Uses Type
Writer Ribbon. Built in PS..$30 U.S.

Atari 850 Interface
Lets your Atari use standard modems
and Printers, Bare 850.....$25 U.S.
add Power Supply for.....$15 U.S.
add SIO Cable for.....$5 U.S.
add Printer or MoDeM cable..$10 Each
add Manuals, $5 each, all 3.$15 U.S.
Buy a complete 850 with all above.
Complete for.....$75 U.S.

ICD Direct Connect SIO to Printer
Interface, 10 foot Long Cable.
No PS Needed.....$30 U.S.

MPP Direct Connect SIO to Printer
Interface, No PS Needed.....$25 U.S.

MPP-1100 Printer InterFace
No PS Needed, Plugs into Joystick
Port, "as is" no Docs or driver disk
.....$10 U.S.

MPP-1150 Direct Connect SIO to
Printer Interface, No PS Needed.
With Pass through Port and Docs.
.....$40 U.S.

Star Micronics Direct Connect SIO to
Printer Interface, No PS Needed.
.....$25 U.S.

Atari CX85 Numeric KeyPad
Plugs into Jostick Port......$8 U.S.

Atari XM301 modem, 300bps
Direct Connect, needs no PS..$8 U.S.

Atari 1010 Program Recorder
Cassette Storage, w/o PS.....$5 U.S.

Atari 410 Program Recorder
Uses standard cassette tapes
w/Built In PS.....$5 U.S.

JoySticks, makes/models
E-Mail or Call Voice for more info.
Starting at only .....$5 U.S.

All interested Parties Reply in E-Mail
to: bensmith@teleport.com or call
(503)256-9974 Anytime. Call for faster
service! Customer pays Shipping &
Handling.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Request Catalogs by E-Mail with Title: Catalog Request. Specify 8 Bit or ST.
Atari Catalogs updated monthly. All replies in E-Mail to bensmith@teleport.com

299. FS: Classic Atari SoftWare: Catalog!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3rdomi$ud@kelly.teleport.com>
Source record: 90876

ATARI 8-BIT SOFTWARE FOR SALE:

130xe Art Show
Disk.....$5.00 U.S.

Alphabet Zoo, Spinnaker
Cart.....$5.00 U.S.

An Invitation to Programming 1:, Atari
Cassette, Box & Docs.....$5.00 U.S.

An Invitation to Programming 3:, Atari
Cassette, Box & Docs.....$5.00 U.S.

Analog Issue 57, Aug. '87
Disk.....$5.00 U.S.

Analog Issue 64, Sept. '88
.....$5.00 U.S.

Antic Vol. 3 #10
Finance Issue
Disk.....$5.00 U.S.

Antic Vol. 4 #7
New Communications
Disk.....$5.00 U.S.

Antic Vol. 5 #6
Hard Disks, Education
Disk.....$5.00 U.S.

Antic June, 1988 Vol.7 #2
Disk.....$5.00 U.S.

The Atari Basic Compiler, DataSoft
Disk, Box & Docs.....$5.00 U.S.

Atari Mini Film Festival
Disk.....$5.00 U.S.

Atari Word Processor, Atari
Disks, Manual, Binder.....$5.00 U.S.

Atari Writer 80, Atari
XEP80 Required. W/Atari ProofReader,
Disks, Docs & QuickRef.....$15.00 U.S.

AtariWriter, Atari
Cart, QuickRef & Docs......$10.00 U.S.

Basic, Atari
Cart.....$5.00 U.S.

Basic A+ (with OS/A+), OSS
Disk, & Docs.....$10.00 U.S.

Battle of Antietam, SSI
Disk, Box, & Docs.....$20.00 U.S.

Big Bird's Special Delivery, CBS Soft
Disk, Cass, Ref, Box & Dox.$10.00 U.S.

Big Bird's Special Delivery, CBS Soft
Cart.....$5.00 U.S.

CardWare, Hi Tech Expressions
Side A/Commodore 64/128, Side B/ Atari
8 Bit. Disk.....$7.50 U.S.

Carrier Force, SSI
Disk, Box, & Docs.....$20.00 U.S.

Clear for Action, Avalon Hill
Disk, Box, & Docs.....$20.00 U.S.

Colonial Conquest, SSI
Disk, Box, & Docs.....$20.00 U.S.

Computer Ambush, SSI
Disk, Box, & Docs.....$20.00 U.S.

Computer Chess, Atari
Cart & Docs.....$5.00 U.S.

Computer Quarterback, SSI
Disk, Box, & Docs.....$10.00 U.S.

Conversational Spanish, Atari
Cass, Box & Docs. Complete..$5.00 U.S.

Deadline, Infocom
Disk.....$5.00 U.S.

Deadline, Infocom
Disk, Box, Maps, & Docs....$20.00 U.S.

Desk Top Video April 88, Antic
Disk.....$5.00 U.S.

Dog Daze, APX
Cassette, Box, & Docs.....$5.00 U.S.

Donkey Kong, Atari/Nintendo
Cart.....$5.00 U.S.

The Eidolon, Epyx/LucasFilm Games
Disk, Docs.....$5.00 U.S.

Encounter, Synapse
Disk.....$5.00 U.S.

Financial Asset Management System, APX
Disk, Box, & Docs.....$10.00 U.S.

Financial CookBook, Electronics Arts
Disk, Box & Docs.....$10.00 U.S.

A Financial Wizard, CompUtari
Disk & Manual.....$10.00 U.S.

Flight Simulator II, Atari/Sublogic
Cart, Maps, Ref & Docs.....$20.00 U.S.

Forbidden Forest, Cosmi
Atari/C64
Disk, Box, & Docs.....$10.00 U.S.

Frogger, Parker Brothers
Cart.....$5.00 U.S.

Frogger, Sierra On-Line
Disk.....$5.00 U.S.

FujiBoink, Atari???
Disk.....$5.00 U.S.

Gettysburg - The Turning Point, SSI
Disk, Box, & Docs.....$20.00 U.S.

Gorf, Roklan
Cart, Box, & Docs.....$5.00 U.S.

Hacker, Activision
Disk & Box.....$5.00 U.S.

The Home Filing Manager, Atari
Disk & Manual.....$5.00 U.S.

Humpty Dumpty & Jack and Jill
Thorne EMI Video
Cassette, Box, & Docs.....$5.00 U.S.

Infidel, Infocom
Disk.....$5.00 U.S.

Juggles' House, Atari
Cassette, Box, & Docs.....$5.00 U.S.

Kampfgruppe, SSI
Disk, Box, & Docs.....$20.00 U.S.

Knights of the Desert, SSI
Apple/Atari/ TRS-80
Cass, Disk, Box, & Docs....$20.00 U.S.

K-razy Shoot-Out, K-Byte
Cart & Docs.....$5.00 U.S.

Kyan Pascal, Kyan SoftWare
Disks, Manual, Box.....$5.00 U.S.

Legionnaire, Avalon Hill
Disk, Cass, Box, & Docs....$20.00 U.S.

Letter Go Round, CBS SoftWare
Cart, Box, KeyPad Overlay & Docs
.....$10.00 U.S.

Letter Perfect, LJK Inc.
Cart, Disks, QuickRef, Box & Docs
.....$10.00 U.S.

Lone Wolf Special Ramdisk Disk
Disk.....$5.00 U.S.

Lords of Conquest, Electronic Arts
Disk, Box, & Docs.....$10.00 U.S.

Match Racer, Gebelli
Disk & Reference.....$5.00 U.S.

Math Blaster! Davidson
Atari/Commodore 64/128
Disk, Box, & Docs.....$5.00 U.S.

Mech Brigade, SSI
Disk, Box, & Docs.....$20.00 U.S.

Memory Mania & Maxwell's Demon, Gentry
Disk.....$5.00 U.S.

Missile Command, Atari
Cart.....$5.00 U.S.

Music Composer, Atari
Cart.....$5.00 U.S.

Music Studio, Activision
Disk, Docs.....$7.50 U.S.

My First Alphabet, Atari
Disk, Box & Docs.....$5.00 U.S.

Nam, SSI
Disk, Box, & Docs.....$15.00 U.S.

Necromancer, Synapse SoftWare
Disk & Docs.....$7.50 U.S.

Operation Market Garden, SSI
Disk, Box, & Docs.....$20.00 U.S.

PAC Utility Disk #3
Disk.....$5.00 U.S.

Pac-Man, Atari
Cart.....$5.00 U.S.

Paris in Danger, Avalon Hill
Disk, Box, & Docs.....$20.00 U.S.

Pilot, with "Turtle Graphics", Atari
Programming Language: Pocket Reference
Users Guide, Teachers Primer, Student
Guide, Cart, Cass.....$10.00 U.S.

Pole Position, Atari
Cart.....$5.00 U.S.

Popeye, Parker Brothers
Cart.....$5.00 U.S.

Print Shop, Broderbund
Automatically Designs & Prints Cards,
Stationery, Flyers & Banners. Printer
Required. Joystick & KoalaPad Optional
with Bonus Colored Paper & Envelope
Sampler, Disk & Box. Plus Print Shop
Graphics, S*P*A*C*E #42/43 Side A/ 128
Graphics, Side B/ 40 Graphics. Both
together for.....$20.00 U.S.

BC002 Print Shop Picture Printer
Disk.....$5.00 U.S.

QIX, Atari
Cart.....$5.00 U.S.

Rails West!, SSI
Disk, Box, & Docs.....$20.00 U.S.

Reforger '88, SSI, Apple/Atari
Disk & Docs.....$10.00 U.S.

Rescue at Rigel, Atari
Disk.....$5.00 U.S.

Seven Cities of Gold, Electronic Arts
Disk, Box & Docs.....$5.00 U.S.

Shamus, Synapse Software
Disk.....$5.00 U.S.

Sorcerer, Infocom
Disk, Box, Ref, Docs.....$10.00 U.S.

Space Eggs, Sirius Software
Disk.....$5.00 U.S.

Space Journey, Roklan
Cart, Box, & Docs.....$5.00 U.S.

Spider-Man, Green Valley Publishing
Disk.....$5.00 U.S.

Star Fleet I, Cygnus
Disk, Refer, Box, & Docs...$20.00 U.S.

Star Raiders, Atari
Cart.....$5.00 U.S.

Stock Charting, Atari
Disk, Box & Docs.....$10.00 U.S.

Stratos, Adventure International
Disk, Box, & Docs.....$10.00 U.S.

Super Breakout, Atari. Uses Paddles
Add $5 for each set of Paddles. 2 per
JoyStick Port. Cart.....$5.00 U.S.

SynCalc, Synapse
Disk, Box, Reference Card & Docs
.....$20.00 U.S.

SynFile+, Synapse
Disk, Box, Reference Card & Docs
.....$10.00 U.S.

TAC - Tactical Armor Command
Avalon Hill
Disk, Box, Docs.....$20.00 U.S.

Tail of Beta Lyrae, DataMost
Disk.....$5.00 U.S.

Target Practice, Gentry SoftWare
Disk.....$5.00 U.S.

TeleLink 1, Atari
Cart, Docs.....$10.00 U.S.

TeleLink 1, Atari
Cart.....$5.00 U.S.

Telengard, Avalon Hill w/Docs
Cas/TRS-80/Comm64/Pet2001
Disk, Cassette, Box.....$20.00 U.S.

Temple of Apshai, Epyx
Disk, Box, & Docs.....$15.00 U.S.

Threshold, On Line Systems
Disk.....$5.00 U.S.

Tigers in the Snow, SSI
Apple/Atari, Disk, Docs....$15.00 U.S.

Tink! Tonk! Tink's Adventure, Sprout
Disk, Box & Docs.....$5.00 U.S.

Tink! Tonk! Tuk Goes to Town, Sprout
Disk, Docs.....$5.00 U.S.

Top Gunner Collection, Microprose
Disk, Box, & Docs.....$15.00 U.S.

U.S.A.A.F., SSI
Disk, Box, & Docs.....$20.00 U.S.

Ulysses, Sierra On Line
Disk.....$5.00 U.S.

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Disk.....$5.00 U.S.

ValForth, ValPar InterNational
Disk, Complete References & Docs
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VC, Avalon Hill
Disk, Box, & Docs.....$15.00 U.S.

VisiCalc, VisiCorp
Disk, Pocket Reference, Box, & Docs
.....$20.00 U.S.

Wayout, Sirius Software
Disk.....$5.00 U.S.

War, Adventure International
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War in Russia, SSI
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Disk, Box, & Docs.....$20.00 U.S.

Zork I, Infocom
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AdventureLand, Adventure International

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Simulations

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Effective Writing A: 1\Learn Logic
2\Sentences Errors, Atari

Effective Writing B: 1\Paragraphs
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Atari

Effective Writing D: 1\Caps & Hyphens
Spelling 2\Letters Reports & Papers,
Atari

Galactic Chase, Stedek SoftWare

Galactic Trader, Adventure
International

Ghost Hunter, Arcade Plus

Ghost Town, Adventure International

Graph It-Polar Plots, Atari

Introduction to Graphics, Atari

Introduction to sound, Atari

Invasion Orion, Automated Simulations

Invitation to Programming, Atari

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Physics A: 1\Force Motion 2\Dynamics
Matter, Atari

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2\Light Wave Motion, Atari

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Electricity 2\Electromagnetism &
Current Electronics, Atari

Physics D: 1\Elements & Atoms Atomic &
Nuclear 2\Using Nuclear Theory of
Relativity, Atari

Pilot "Turtle Graphics Demo", Atari

Planet Miners, Avalon Hill

Rear Guard, Adventure International

Space Invaders, Atari

Statistics I, Atari

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International

Voodoo Castle, Adventure International

Writing Programs One, Atari

Writing Programs Two, Atari

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Request Catalogs by E-Mail with Title: Catalog Request. Specify 8 Bit or ST.
Atari Catalogs updated monthly. All replies in E-Mail to bensmith@teleport.com

300. 256K 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199506110346.AA150092365@relay1.geis.com>
Source record: 90877

Mathy van Nisselroy's response to my earlier post on the 256K 600XL suggests he's either missed some mail or his mail is much delayed.

Mathy, in subsequent postings I pretty much got all the bugs cleaned up & got my 256K 600XL (which I named "THunder Child") working reliably. The main culprit was a weak CPU that crapped out when it tried to drive the extra memory. You mentioned something about "Mexican-made" CPU chips that you seem to have some negative experience with, but my experience suggests the country of origin of the chip is probably irrelevant. I believe the brand name on the chip is a more reliable indicator of how trustworthy it is. Chips made by IMP & by Rockwell seem to be most reliable. The ones I had several failures with were all made by Synertek (which went out of business some years ago).

The reason I say the country of origin is irrelevant is bacause most semiconductor companies have plants scattered all over the world. Third-world countries like Mexico, Singapore, Malaysia, Philippines, & Hong Kong seem the most popular. Regardless of the location of the actual plant, however, the chip produced (& the QC standards) are always set by the parent company, so that chips produced by the same company under the same brand name from plants in different locations around the world are all identical.

Well, theoretically anyway! :)

As a final note to my most recent "Update/Review" of Thunder Child, I had another thought concerning the DRAM stack thermal overload problem. I've noticed that older/slower DRAMs (200nS & 150nS units) seem to run hotter than newer/faster units (120nS & faster). I used 150nS DRAMs. I now wish I'd used 120's or 100's, which usually run cooler, & maybe the thing would have worked OK from the very beginning. (Except for the bad CPU, of course.) Well, kinda academic now, after three shots at it & with a machine that does at least work, I'm not about to rip it up & hack it again. After so much soldering/desoldering, the circuit board isn't exactly in the best shape anymore.

- Ben Poehland

301. FS: Classic Atari Books: Catalog!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3rdp36$1jf@kelly.teleport.com>
Source record: 90878

I have the following computer books
for sale, most are for the Atari
8-Bit line of computers.

Title; Author; Publisher; Description;
Price

6502 Assembly Language Subroutines;
Lance A. Leventhal & Winthrop
Saville; Osborne/McGraw Hill; Source
& Reference for Assembly Language
Routines;.....$5.00 U.S.

Advanced ATARI BASIC Tutorial; Robert
A. Peck; Computer Direct;...$7.50 U.S.

An Invitation to Programming 2:;
Atari; SoftWare Manual for Writing
Programs;.....$5.00 U.S.

Atari 400/800 DiskGuide; John Taylor &
David A. Wilson; Osborne/McGraw-Hill;
.....$5.00 U.S.

The Atari Assembler; Don Inman & Kurt
Inman; Reston Publishing; Reference
for the Atari Assembler Cartridge;
.....$3.00 U.S.

Atari Basic; Bob Albrecht, LeRoy
Finkel & Jerald R. Brown; John Wiley &
Son.; Basic Referen/Minus front Cover;
.....$3.00 U.S.

Atari Basic; Bob Albrecht, LeRoy
Finkel & Jerald R. Brown; John Wiley &
Son.; Basic Reference;.....$5.00 U.S.

Atari Basic Reference Guide; Atari;
Quick Reference for Atari Basic.;
.....$7.50 U.S.

Atari Graphics and Arcade Game Design;
Jeffrey Stanton with Dan Pinal; Arrays
Inc.;.....$7.50 U.S.

Atari Microsoft Basic Instruction
Manual; Atari; PhotoCopied and Bound

Manual;.....$5.00 U.S.

Atari Sound and Graphics; Herb Moore, Judy Lower, Bob Albrecht; Self Teaching Guide;.....$5.00 U.S.

Atari User's Guide; Mark Ellis, Robert Ellis & Larry Joel Goldstein; Brady Communicat Basic & Graphics for Atari 400/800/600XL/800XL/1200XL;$10.00 U.S.

Basic Atari Basic; James S. Coan & Richard Kushner; Hayden Book Comp Atari Basic Book for the 400, 800 and the XL Computers;.....$5.00 U.S.

Beyond Games. Systems SoftWare for your 6502 Personal Computer; Ken Skier; Byte Publishing;.....$7.50 U.S.

Bits, Bytes and Buzzwords; Mark Garetz; dilithium Press; Understanding Small Business Computers;...$5.00 U.S.

COMPUTE!'S FIRST BOOK OF ATARI GAMES; COMPUTE! Books; Type in Game Listings with info on Developing your own Games!;.....$5.00 U.S.

COMPUTE!'S FIRST BOOK OF ATARI GRAPHICS; COMPUTE! Books; Games, Tutorials, Programs & Other Helpful Information!;.....$7.50 U.S.

COMPUTE!'S SECOND BOOK OF ATARI GRAPHICS; COMPUTE! Books; Graphics, Utilities, Tutorials, Programs & Other Helpful Information!;.....$7.50 U.S.

Compute!'s First Book of Atari; Compute! Books;.....$5.00 U.S.

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Compute!'s Third Book of Atari; Compute! Books; Games, utilities, tutorials, & other helpful info. XL Compatible.....$7.50 U.S.

Computers for Kids; Sally Greenwood Larsen; Creative Computing Press; ClassRoom proven manual that effectively and easily teaches

children to operate and Program the Atari;.....$5.00 U.S.

The Creative Atari; Small, Small & Blank; Creative Computing Press; .....$5.00 U.S.

Disk Operating System II; Atari; Reference Manual, 100 Pages; .....$2.00 U.S.

DOS 3; Atari; An Introduction to DOS 3;.....$3.00 U.S.

Games Atari's Play; Hal Glicksman & Kent Simon; DataMost; Learn Programming the fun enjoyable way... By Gaming! With several Type in Listings;.....$5.00 U.S.

Gemini-10X/15X Users Manual; Star Micronics,; Manual for Gemini Printers;.....$10.00 U.S.

The Home Accountant; Continental Soft PhotoCopied and Bound Manual; .....$1.00 U.S.

The Home Filing Manager Users Guide; Atari; SoftWare Manual/Users Guide; .....$5.00 U.S.

The Home Filing Manager Users Guide; Atari; PhotoCopied and Bound Manual; .....$3.00 U.S.

HomePak; Russ Wetmore; Batteries Included Manual for HomePak; .....$5.00 U.S.

Inside Atari Basic; Bill Carris; Reston Publishin A Fast, Fun and Friendly Approach to the BASIC Language!;.....$5.00 U.S.

Introduction to Computers and Data Processing Shelly & Cashman; Anaheim Publishi Class Room Text Book, not necessarily about Atari Computers; .....$3.00 U.S.

Machine Language for Beginners; Richard Mansfield; COMPUTE! Books; Personal Computer Machine Language

Programming for the Atari, VIC,
Apple, Commodore 64 and PET/CBM
Computers;.................$5.00 U.S.

Making it Count; Boeing Computer;
Student Manual/Introduction to
Computers & their Applications;
.........................$3.00 U.S.

Mapping the Atari; Ian Chadwick;
COMPUTE! BOOKS; Comprehensive
sourcebook and memory guide for Atari
400/800;...................$5.00 U.S.

The Musical Atari; Hal Glicksman;
DataMost; Turn your Home Computer into
a Keyboard Organ;...........$7.50 U.S.

Music Construction Set; Will Harvey;
Electronic Arts; Just the Manual and
Reference Card;.............$5.00 U.S.

My First Alphabet; Atari; SoftWare
Reference;.................$3.00 U.S.

OS/A+; OSS; Manual for/Systems
Software for Apple and Atari
Computers;.................$5.00 U.S.

Paint; Alex Packer; Reston Publishing;
.........................$5.00 U.S.

Program Design and Construction; David
A. Higgins; Prentice Hall In Book on
General Programming;........$3.00 U.S.

Programmer's Reference Guide for the
Atari 400/800 Computers; David
Heiserman; SAMS; Good Reference;
.........................$10.00 U.S.

User's Handbook to the 400/800
Computers; Jeffrey R. Weber & Stephen
J. Sczcecinski; Weber System's I Atari
Handbook;..................$5.00 U.S.

Your Atari Computer; Lon Poole with
Martin McNiff & Steven Cook;
Osborne/McGraw-H Guide to Atari
400/800 Personal Computers/
.........................$5.00 U.S.

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Request Catalogs by E-Mail with Title: Catalog Request. Specify 8 Bit or ST.
Atari Catalogs updated monthly. All replies in E-Mail to bensmith@teleport.com

302. Thunder Child

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199506110430.AA194265022@relay1.geis.com>
Source record: 90879

Kit Kimes described a 256K upgrade he & a friend did at Bell Labs, which ran fine for hours at a time but only accessed 192K of the available 256K.

I would say Thunder Child is probably performing at least as well as Kit's machine, maybe better. The Child accesses all 256K of its available memory with no problem & does not use a custom PAL or re-burned MMU or OS. It also runs fine for hours at a time, which is why I'm using it in the system I keep set up for burning EPROMs.

It is when running for *DAYS* at a time, using a BASIC routine I wrote that continuously accesses the extra RAM, that problems crop up. This is a *very* severe test.

Also, I suspect Kit never connected his 256K 600XL to a Black Box/Floppy Board with a 44-meg hard drive & four 1.44-meg floppies on the PBI plus an XEP80 drawing power (0.5 amperes) from the joystick port, with a 360K XF551 & 720K slave on the SIO. That kind of load on the supply & signal busses is a formidible environment (I had one XE that gave up the ghost with all this junk attached). Thunder Child lasted maybe 1-2 hours under that stress before the heat buildup started affecting its performance. Much of the problem is just the fact that everything is so darned congested in there!

I probably demad a great deal more reliability from my equipment than folks who just boot up their machine to play an occasional videogame. I often frget the clock when I get going on stuff, so 6-hours sessions are not unusual. I must confess even my 1-meg 800XL "Behemoth" gets testy after a straight 5 hours during July & August. (During the rest of the year it performs perfectly regardless of the how long I leave it on, sometimes for 3 or 4 days at a time).

But when it comes to video performance, I betcha my Child will blow Kit's machine into the dust. Your machine got Super Video, Kit? If not, buy the Dec '93 issues of AC from Bob Woolley & do it. You'll like it!
I wouldn't consider *any* RAM upgrade for a 600XL unless the video was first brought up to snuff. (And I don't mean Jeff Popp's crummy 600XL video upgrade, either. He just tells you to install the same shitty parts that are shown on Atari's schematics. Super Video cleans up all the mistakes that are on the schematics!)

Cute little critter, tho, ain't it? An upgraded 600XL is the real "sleeper" in the entire XL line! Heck, peple throw them away! <cringe!>

- Ben Poehland

303. Thunder Child Update/Review

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199506110447.AA204406071@relay1.geis.com>
Source record: 90880

RE: the dicsussion between Kit Kimes & Jim King concerning memory allocation in the 256K 600XL, I'd just like to comment how I'm running mine.

I use the PSI RAMdisk utility distributed on one of the AC Software disks a year or two ago. I *really* like that thing! It will supposedly format RAM up to 2.5-megs in any XL/XE machine. I use it routinely with my 1-meg 800XL.

In my SpartaDOS 3.2d STARTUP.BAT file for Thunder Child, I configure it so that the lower 128K is set aside as system memory, which allows me to run all the usual 64K software plus the handfull of programs that use the extra 64K in the 130XE (such as the XE version of AtariWriter-80). The remaining 128K is set up as a 128K RAMdisk designated D8:. I pretty much use this setup for all my machines, execept of course the D8: RAMdisk in Behemoth is a lot larger, like 960K. Plenty of room for downloading stuff into the RAMdisk! :)

- Ben Poehland

304. FS: Atari 400/800 stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: stever@on-ramp.ior.com
Message-ID: <stever.744.000982EF@on-ramp.ior.com>
Source record: 90881

```
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-*W A N T E D*- All Video game Magazine before 1986
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Atari 1200XL Home Computer - PARTS ONLY-couldn't get to work
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Atari 410 program recorder - PARTS ONLY
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Atari 400 CPU BOARD ONLY -UNTESTED/AS-IS-
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TimeWise (Master Disk) $2.00

Misc DISK, I don't know what's on this IF anything
It's like a grab bag-could be blank, PD or Commerical stuff
I didn't test them, SO I am selling them basicly as blank:
.50c each, or 5 for $2.00

Books

AtariBASIC Referance Guide for Experienced Programmers (2)
14 Pages
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Atari Graphics 49 Pages
$5 Plus $2 Postage

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ATARI USER - Dec/Jan 1990 -75 pages - EUROPE Mag $6.00

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305. Re: atari 800 ramdisks for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: kdegroff@rainbow.rmii.com
Message-ID: <3rb47q$jl0@natasha.rmii.com>
Source record: 90882

Robert E Brose II (bob@jriver.com) wrote:
: I have a pair of ramdisks for the atari 800, they are 128k w/o ram chips.
: I don't think I have the software any more but if anyone is interested in
: these, I'll try and dig it up.

: For sale at B.O.

: If interested, send me mail at bob@os9.jriver.com

: Thanks.

: On an unrelated question, I saw the percom and 720k disk articles and am
: wondering what version of atari DOS lets you access 720k??

I use TopDos Professional by Richard K. Bennett. It is advertised to
handle up to 65536 sectors. I use it on an XF551 (360 K) and some
double density 1050s very successfully. One of my daughters uses it on a
Percom (only double density, though). It has good ramdisk capability
too. I generally just leave my computer (a 320k 130 XE) on all the time
with a 256 K ramdisk active. I turn off the other disks and only bring
'em back when I need them. I rarely boot anymore.
--- Kent

--

306. Help with 6502 Program

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: kevina@clark.net
Message-ID: <3rb773$3e3@clark.net>
Source record: 90883

Hi there;
I am fairly new to programming in assembly lang and I can't
figure ouy what's wromg with the program. The program does what it is
suppose to do but it goes in an endless loop!

What it does is read from the command line in sprtados and send
the command to sio2pc through disk #9.

(Compiled using kasm)

```
ORG $3000

COMTAB = 10

DSKINV = $E453

DDEVIC = $0300
DUNIT = $0301
DCOMND = $0302
DSTATS = $0303
DBUFLO = $0304
DBUFHI = $0305

;initilize x and y

LDX #0
LDY #63

;read in command string

STRIP LDA (COMTAB),Y
INY
CMP #32
BNE STRIP

LOAD LDA (COMTAB),Y
STA $0600,X
INX
INY
CMP #155
BNE LOAD
DEX
LDA #32
STA $0600,X
INX
LDA #155
STA $0600,X
```

```
;now send it to drive 9
;the sio2pc special drive

LDA #$57 ;WRITE
STA DCOMND
LDA #$80
STA DSTATS
LDA #9
STA DUNIT
LDA #$06
STA DBUFHI
LDA #$00
STA DBUFLO
JSR DSKINV ;Run It
RTS

END $3000
```

Thanks for any help you can offer....

```
--
* Kevin Atkinson, Clarknet I'net Serv., Maintainer of the Usenet Info Center *
* Finger usenet-i@clark.net for more info on Usenet Info Center. *
* Or send mail to usenet-i@clark.net with a subject line of HELP. *
* This is in its beginning stages and I could use any help I could get! *
```

307. Re: Anyone got a reply from Brasoft on XF3.1 upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3rbdil$5oh@charm.magnus.acs.ohio-state.edu>
Source record: 90884

I got it within a couple weeks after I emailed him about it.

But don't you mean 3.01?
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

308. Re: [--- Transformer Disk Images ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3rbdog$5on@charm.magnus.acs.ohio-state.edu>
Source record: 90885

```
In article <3r9tl8$3pl@uranus.kendall.mdcc.edu>,
Jason Duerstock <jasond@uranus.kendall.mdcc.edu> wrote:
>William Kendrick (kendrick@zippy.sonoma.edu) wrote:
>
>: Hmm... good excuse (all XL/XE users having SIO2PC) UNTIL an ATR2DCM program
>: comes out.. then you can simply convert all of those bloated ATRs back into
>: DCMs so Atarians without SIO2PC (and those with SIO2PC, thanks to DCM2DCM/
>: DCMTOATR) can use them.. (if you ever get users on your BBS who dont have
>: SIO2PC :) )
>
>I don't see what your big gripe with ATR image files is. By using PKZIP, you
>achieve much better compression ratios on them than you would with DCM.

But people with just Ataris can't unzip ATR files, and put them on a
real disk. That's what the gripe is.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk
```

309. For Sale/Trade: Stock 1050s & 800XLs

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: mbates@netcom.com
Message-ID: <mbatesD9y21u.1l5@netcom.com>
Source record: 90886

I have two 1050s which work fine (ijust have far too many of them!) and
3 800XLs which I would like to sell and/or trade. Make me an offer!

I am looking for some of the following stuff:

Happy Enhancement
Atari Touch Tablet
8-bit carts

I also have a Happy Board with docs and software which for one reason or
another does not work. Can anyone fix this?

Thanks!

310. FOR TRADE: TOns of ST software

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: mbates@netcom.com
Message-ID: <mbatesD9y23o.1pn@netcom.com>
Source record: 90887

```
I have A LOT of ST software for trade/sale for 8-bit stuff. If
interested send e-mail
-Marlin
```

311. Re: WTB 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3rb3ur$7ke@blackice.winternet.com>
Source record: 90888

> kendrick@zippy.sonoma.edu (William Kendrick) writes:
> Ah, Rob.. I'm a EuroDemo freak.. I LOVE those demos... most of them and
> probably quite a few EuroGames don't work with the raw 1200XL OS..
>
> The hack to replace it is easy-peasy, however.. I believe.. if the thing's
> socketed for the right CPU (or something.. I know there's some #-of-pins-on-
> the-CPU-chip difference or something between the 800XL and the 1200XL..)
>
> Bob Woolley would of course know EVERYthing you'd ever want to know about
> the 1200XL :)
>
>
>
>>>
The 1200XL is very easy to upgrade to a 1200XE if you can use a soldering iron. The hack is from the Bob Woolley article. I just did 2 of them and tonight delivered them to Video 61. He supplied the parts from 2 junked 600XL's. These two I was lucky on. They both had 28 pin sockets already installed. Took 15 minutes each once I had them apart.
Fully 800XL/XE compatible, with built in BASIC and all the function keys still work.
Rich Mier

312. And another thing<g>

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <140202@cup.portal.com>
Source record: 90889

OK, another warning about I may be telling you more then you want
to know. Anyway, I promised I'd do some Action! code to see if we
could figure out just exactly how SDX launches a program.
First I just did a little piece of code:

```
define TSX="$BA",
STX="$8E"
Proc Test()
Byte a
[ TSX
STX a ]
PrintBE(a)
Return
```

Now this little gem produces 243 when run from the Action! monitor,
but when compiled, saved to D9: as TEST.COM, then run from the SDX
command line with:

```
CAR I:TEST
```

It prints out:
230
247
The imfamous double run, but 17 deep for the stack on the first
pass?!?!?!? Actually it's only 13 deeper then the monitor version, but
what seems odd to me is the stack ISN'T pushed in multiples of TWO!
No wonder people had some trouble cleaning up the stack for a clean
return to DOS.
Next I made a couple of compound files by copying the same file end to
end. i.e. COPY TEST.COM BIGTEST.COM/A three times. When I ran this
puppy I got:
230
230
230
247
3 INIT vectors followed by the SDX wild run. Just what you'd expect.
So now I go into a sector editor & patch the $2E2-$2E3 INIT vector to
be $2E0-$2E1 RUN vectors. BIGTEST just had the last INIT vector
changed.
CAR TEST gave
247
CAR BIGTEST gave
230
230
247

Perfect! This is the way it's supposed to work. Now the only sad news is the new Action! carts only use the RUN vector vs INIT so let's say you wanted to create a terminal program in Action! that instead of exiting to DOS when you finished loaded up a word processor so you could read/respond to your mail. Can't do it anymore! Well you could, but if it's with a new Action! cart you'd have to change the vectors to INIT for all but the last file similar to what I just did. Anyway I always thought it was kind of neat to have a 64k computer that could run a program as big as you had storage for. I'm going to have to read up a little more on INIT vectors, I want to make sure they close the channel they were loaded from before the file is INIT. Well, on to Micro Illustrator compressed disk!

313. More stack stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <140203@cup.portal.com>
Source record: 90890

Well, I had to fool with it a little more, turns out that the stack drops lower in memory everytime you go from the Editor to the Monitor in Action! That's the reason why I saw such a low stack. If you press <RESET> from the monitor & compile/run the code, you get 249 for the stack pointer. It drops 4 bytes on every switch. If you were to do 60 compiles/edits without pressing reset or returning to DOS it could result in heart break city. Mildly anoying bug, but 90% of the code I write requires me to push the reset button on a regular basis anyway, at least when I'm not cycling the power on & off. So fair warning to any genius out there using Action! that can go through 60 cycles of compile/edit without a crash. The thing may crash on you anyway.
Rick

314. TRADE printers for Atari-8 stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <hyyf9nA.lmcclure@delphi.com>
Source record: 91051

Now that I have a laser printer in the house, my three dot matrix printers are sitting idle, so it is time to trade them for something I will use.

Originally, I was looking to trade one or more of them for an external CD-ROM drive, but as there has been no response, I have decided to expand my list of items I will accept in trade:

Here is what I am offering in trade:

Printer Model	Approx. Cash Value
Panasonic 1091i	$70
Star NX-1000 Rainbow (color)	$75
Citizen GSX-140 (w/ color kit)	$170

Most of you are likely familiar with the Panasonic and Star models mentioned. Both are 9-pin printers. The Citizen is a very nice 24-pin printer, with loads of features including a LCD menu display, loadable macros, reconfigurable push/pull tractor, etc. If I were going to keep any of these printers, it would definitely be this one.

All these printers are in very good condition, and include original manuals and boxes (although the Star's box is missing the styrofoam packing blocks).

ITEMS WANTED IN TRADE:

(1) For the Panasonic 1091i or Star NX-1000R:

* CSS Ultraspeed+ OS + <$12 cash
* CSS XF single (3.5" drive) upgrade (including 3.5" mech)
* FTe Sweet 16
* Newell or ICD RAMbo upgrade + <$40 cash (less if includes RAM)
* Quantum LPS120S drive mechanism (or LPS105S + <$25)
* External 14.4Kbps data/fax modem
* Set of four 1meg 2-chip or 3-chip SIMMs, 100ns or faster

(2) For Citizen GSX-140:

* CSS Black Box
* ICD MIO (preference given to 1 meg) + small 3.5" Seagate SCSI mech
* External V.34 (28.8Kbps) modem
* Quantum LPS240S + <$30 or larger Quantum drive
* 540meg or larger 3.5" IDE low profile (1" high) drive
* Any two of the items listed under (1) + <$25 cash (or one + <$95)

Naturally, I am not averse to cash-only offers, either. <grin>

If you have something not listed that you think I might be interested in, make the offer...the worst I can say is "No thanks".

If you have an item you want to trade but think it is worth more than the printer you want to trade it for (i.e., a Quantum LPS240S for the Panasonic or Star, or you have an CSS Black Box + Floppy Board to trade for the Citizen), let me know how much extra you would want from me.

--
==========
Think having you car bird-bombed is bad? Just be glad dragons aren't real.
==========LMCCLURE@delphi.com==========

315. Re: Something else to bug Mr. King

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <140222@cup.portal.com>
Source record: 91052

Okay, so would there be any interest in a program, or a commercial (say, $5 a disk) service for converting Atari floppies to emulator-compatible "disk image" files? I've been meaning to write the program, but haven't because I don't have anyplace to write the "disk image files" (no HD on my Atari); a buddy of mine has the HDs but not the programming know-how. How many of YOU would be willing to outlay a few bucks to work around all the apparent problems with trying to do this conversion yourself?

Chris Chiesa
Chris_F_Chiesa@cup.portal.com / xetwnk@shell.portal.com

316. I Need Power/IO Cables For 800XL and 1050 Drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: ringthne@mindspring.com
Message-ID: <3rcq87$1chq@firehose.mindspring.com>
Source record: 91053

I Need Power and I/O Cables For 800XL and 1050 Drives. Can someone
point me in the right direction? Thanks in advance!

Roman [ringthne@mindspring.com]--Sysop of Stormbringer
Atari 8Bit/5200/7800/INTV/Lynx/C64/ADAM/ColecoVision
"Cartridges........how much?"
-Tuco (The Good, The Bad, And The Ugly, 1968)
HomePage: http://www.mindspring.com/~ringthne/roman.html
---

317. Re: Fax software

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3rckog$kt5@link.xs4all.nl>
Source record: 91054

s >From: snyder10@rs6.tcs.tulane.edu (Mike Todd)nyder10
s >Subject: Re: Fax software
s >Date: 15 May 1995 04:55:46 GMT
s >
s >>I heard something about fax software here again.. ie, there is none for
s >>the Atari..
s >>Well, I don't know German, nor do I know how to operate the fax part of
s >>a fax modem, nor can I hook up a modem to my Atari at the moment...
s >
s >I've not checked out that issue of TOP yet, though the last issue of
s >BBS Caller featured and article about fax software for the C128 (sigh)
s >
s >Mike

Guess converting C-128 to 130XE code wouldn't be easy, would it? Maybe some of you programmers could come up with a decent fax-utility for the classic Atari. If it can be done for the C128, it should be doable for our computer too, or....

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

318. Re: Rom Scanner for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-10 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3rckol$kt9@link.xs4all.nl>
Source record: 91055

M >From: MBITDC9306@titan.newi.ac.uk (DAVID DAVIES)
M >Subject: Re: Rom Scanner for 8-bits
M >Date: 15 May 1995 05:50:12 -0500

lots of interesting stuff about cartridge port and PBI/ECI port expansion/
multiplication deleted

M >
M >Any more ideas? Let me know.
M >
M >Dave
M >David Wyn Davies

Yes :-)

Why not make a small device, that will enable us to place those PBI devices
where we want them. As in, a couple of feet away from the PBI. Using a
non-flat cable (the round stuff, like SIO and joystick cables, but with more
wires inside).

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

Brainstroming - a low budget hobby

---
* PabQwk 2.0 *

319. Re: I Need Power/IO Cables For 800XL and 1050 Drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-11 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3redjm$nk8@seminole.gate.net>
Source record: 90891

In article <3rcq87$1chq@firehose.mindspring.com>,
Roman <ringthne@mindspring.com> wrote:
>I Need Power and I/O Cables For 800XL and 1050 Drives. Can someone
>point me in the right direction? Thanks in advance!

I guess you need a power supply for both the 800XL and 1050?

Okay...

#A2534 XL/XE and XEGS POWER SUPPLY $9.95
#A210 FACTORY REPLACEMENT POWER PACK (1050) $4.00

These look like they are the correct prices, call American Techna-Vision at
510-351-3787. And those are the part numbers.

And your IO cables...

#A216D SERIAL I/O CABLE $1.50 or 10 for $10.00

--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

320. Re: 320k XE for sale/trad

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-11 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3refj6$g07@nic-nac.CSU.net>
Source record: 90892

Mathy, I said "I wish we could see APAC or ColorView to GIF"
and you said "or vice versa"

WHAT!? Tell me you're kidding or I'm confused..

APACView- GIF->APAC and more
JViewXL- GIF->ColorView or grey (Gr.8/15/9)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

321. Re: Old Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-11 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <3rdkoj$ep5@news1.halcyon.com>
Source record: 90893

Mathy Van Nisselroy <mathniss@link.xs4all.nl> wrote:
>
>Talking bout rare, was the 8bit Extra by ANALOG any good. Don't know if that
>is the right name. It's the issue they advertised in there regular magazines
>but was not sold in the shops.

It wasn't all that great. I picked-up a copy at the Dallas AtariFest in 1987. Disappointingly, there weren't any ML programs. I typed in a few of the BASIC games and they were the typical, barely playable, BASIC game fare. There weren't any pictures, so it was hard to figure out what the programs were like before you typed them in. There might have been something good in there, I guess, but I didn't have the incentive to try and find it.

James Hague
junkster@halcyon.com

322. Re: WTB 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-11 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9506110153591.DLITE.bjcorr@delphi.com>
Source record: 90894

>cs.ohio-state.edu>
>NNTP-Posting-Host: zippy.sonoma.edu
>
>Ah, Rob.. I'm a EuroDemo freak.. I LOVE those demos... most of them and
>probably quite a few EuroGames don't work with the raw 1200XL OS..
>
>The hack to replace it is easy-peasy, however.. I believe.. if the thing's
>socketed for the right CPU (or something.. I know there's some
#-of-pins-on-
>the-CPU-chip difference or something between the 800XL and the 1200XL..)

Close. The 1200XL ROMS are 24 pin, the 800XL are 28, but the 1200XL's
motherboard has the traces on it for the 28 pin sockets, so you swap in a 28
pin socket and your almost there. One more address line (A13) is needed.
Just remove the W6 jumper and solder a jumper from the pin 23 of the CPU
(U21) to the TOP pad of W6 and plug in the 800XL rom. You also have to swap
in an 800XL MMU chip (U14 same number of pins as the 1200XL) and pull out
all the jumpers except W11,W12,& W9.
If you want basic on board you plug a basic rom (28 pin again so the same
steps apply as above for the socket) into U12 with pins 24&21 bent up.
Solder a jumper from pin 24 to +5v to the top of C11 (just to the left of
U13), from pin 21 to the LEFT hand pad of W7 and the last jumper is from pin
18 of U14 to pin 11 of U23. You now have internal basic.
>
>Bob Woolley would of course know EVERYthing you'd ever want to know about
>the 1200XL :)

This, of course, goes without saying.
bjcorr@delphi.com

323. Re: MYUTIL woes (IBM -> Atari disk trans

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-11 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9506110153592.DLITE.bjcorr@delphi.com>
Source record: 90895

>: > Now the question before the house is -
>: >can I use the Indus GT double-density format, or must I use something
like
>: >MyDos, or does it really make a difference? Thanks again, all!
>
>: What Indus GT double-density format? It's probably the same as
>: Mydos format. There are really only two basic disk formats: Atari
>: Dos/MyDos, and SpartaDos.
>
> better to do a "util /i b:" or whatever.
>then write the stuff.
>
> For some reason my pc wont recognize atari disks (well, at least
>well) formated on my mod 1050..but the 1050 will read the
>util /i disks.
>ZZ
>: --
>: ------------- R o b F u n k -------------|---------> funk+@osu.edu

Rob, I have tried using util and can't get the suker to work (probably
operator error) What are the commands to write a pc file to a MYdos disk on
the PC?
bjcorr@delphi.com

324. Atari 8bit projects.

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-11 00:00:00 UTC
From: dritter@Direct.CA
Message-ID: <3re0oc$mp9@stud.Direct.CA>
Source record: 90896

I recently pulled the old 8bit out of the closet and set it up. I've heard of a number of projects you can build for it. One of them being "Intel outside" and many more. However i don't know what they are. Could someone who knows about these projects describe them for me?

Thanks 8-]

dritter@direct.ca

325. PAL/NTSC Demo At NEAR*US Fest

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-11 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199506110603.AA244790598@relay1.geis.com>
Source record: 90897

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Update On The PAL/NTSC Demo At the Upcoming Long Island NEAR*US AtariMeet

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Last week Nir Dary mailed me his PAL/NTSC-upgraded 130XE to demonstrate at the upcoming NEAR*US AtariMeet on Long Island NY on June 17. At first things didn't go too well, the machine arrived broken (eeek!). However I soon put things right & commenced giving Nir's PAL upgrade a long hard look. I'm happy to say that it pretty much performs as advertised, so I am *definitely* going to bring it to the June 17 show & demo it.

Nir also included some PAL demo software for me to use. Unfortunately most of that material I found not very useable for a variety of reasons (the Sweet Illusions Demo appeared to run great but the darn disk has a defective sector on it-- arrgggh!). But there was one disk in there that just blew me away, & I will SURELY use this for the demo!

This is a new Polish game called "T-34". OUTTA SIGHT!!! The title is based on the famous Russian T-34 tank, & the game is basically a "blast the other guy's tank before he blasts yours" theme. But THE GRAPHICS!!! Omigod, I'm still phreaking out over it. These guys used FULL 128K XE memory for the graphics, & I'm here to tellyah it's a TRIP! If you live anywhere within 150 miles of Long Island, you should drop in & see this thing. You *must* have Nir's PAL/NTSC upgrade to run it, it won't run on an NTSC machine (I tried, it crashed). Nir also told me he has just received his first shipment of 20 PAL ANTIC chips with 50 more on the way. Things are cooking out there in CA!

Now peoples, those of you who know me also know I have rather a dour attitude toward videogames. There are maybe 2 or 3 I like, I don't give a hoot for all the rest. So note carefully here, I am *RAVING* about a videogame! (I hope Nir will let me keep it!) It is my opinion that it would be worthwhile to buy Nir's PAL upgrade just so you could run this one program. YES, it is that impressive! So... come to the June 17 AtariMeet & let me show you this thing!

- Ben Poehland

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June 11, 1995

Fellow Atarians!

Get a pencil and mark your calendars! Grab a phone and call your friends! On June 17th, 1995, NEAR*US will be having an AtariMeet on Long Island!

What's an AtariMeet? Well, it's a get-together with other Atarians from around the NorthEast. It's informal with guest speakers, demos, and Atari goodies to buy, sell & trade. It's where to meet people interested in Atari computers and related products. It's a place to make friends with common interests. It's a place to share information, tips and techniques. Best of all, attendance is FREE!

Our main speaker will be from Wizztronics. Wizztronics continues to support the Atari community with many products like CartMaster, Compatibility Plus, Deka 2 Keyboard interface, and the Falcon Rack. They have brand new products including the Barracuda 040 Accelerator for the Falcon 030 and are continuing work on a several new and exciting projects. This is your chance to find out all the latest, right from the source!

At this time, several other notable Atari developers/vendors have expressed serious interest in attending. They represent both 8-bit and ST areas. Some have not committed as of this date, but Nir Dary of OHAUG has shipped his PAL-upgraded 130XE to Ben Poehland in Pennsylvania. Ben will demonstrate this latest 8-bit upgrade which permits North American 8-bits to run European PAL software without compromising the ability to run NTSC software as well.

There will be tables available for vendors, developers & users wishing to sell and trade Atari related items. Reservations for tables are required, and a small donation for tables is requested to help offset costs. If you are interested in reserving a table, please contact me ASAP!

If you are a vendor or developer of any Atari related products and would like to address the group and/or demo your products, there is time to make your plans right up to the day of the AtariMeet! We want to meet you and will be keeping this AtariMeet as informal as practical to accommodate all interested parties.

During the last 8 months, NEAR*US meetings have drawn Atarians from Connecticut, Massachusetts, New Jersey, New York, and Pennsylvania. Atarians using many different platforms and with varied backgrounds and skill levels found many common interests, but all with a need for support! Finding support is what NEAR*US is about!

Jonathan C. Mordosky
NEAR*US Interim Chairman

If you need further information, would like to reserve a vender table, or represent a Atari supporting company and would like to address NEAR*US, please feel free to contact me at the following:

on GEnie: J.C.MORDOSKY
on the Internet J.C.MORDOSKY@genie.geis.com
on the IAN & NEAR*US Nets: Jonathan Mordosky
on ACUTE BBS (610) 261-0620: Feedback to SysOp
via US Mail: Jonathan C. Mordosky

P.O. Box 796
Whitehall, PA 18052-0796

What is NEAR*US?

NEAR*US is an association of 8/16/32/64 bit Atari users. It is in a continuing process of reformation. It is non-profit and self-funded. It is not affiliated with Atari Corporation, its subsidiaries or any commercial enterprise. We do not support piracy either directly or implied, or the use of computers for any illegal activity. A short history and more information about past meetings can be found on GEnie and many BBSes.

NEAR*US AtariMeet

Saturday, June 17, 1995 - 12:00 AM to 5:00 PM

Admission is FREE!

Plainview-Old Bethpage Library
999 Old Country Road
Plainview, New York USA

The Plainview-Old Bethpage Library is located in the middle of western Long Island in New York. It is located on a major roadway and is easily accessible from major highways.

Directions from the Long Island Expressway:

Take the Long Island Expressway to Seaford Oyster Bay Expressway (Rt. 135). Take the Expressway south to Exit 10 (Old Country Road). Travel east on Old Country Road about four (4) blocks, the library is on the right. It is a large library with a parking lot in front. Across the street is a large shopping area. The meeting rooms are in the basement.

Directions from the Southern State Parkway:

Take the Southern State Parkway to Exit 28AN (not 28N), the Seaford Oyster Expressway. Take the Expressway north to Exit 10 (Old Country Road). Travel east on Old Country Road about four (4) blocks, the library is on the right. It is a large library with a parking lot in front. Across the street is a large shopping area. The meeting rooms are in the basement.

---------=====>>>>> S E E Y O U T H E R E ! ! <<<<<=====---------

---

326. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-11 00:00:00 UTC
From: grunwald@foobar.cs.colorado.edu
Message-ID: <GRUNWALD.95Jun11132709@foobar.cs.colorado.edu>
Source record: 90898
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

The ZIP FAC mentions that that PC Zip I/O drivers are available on AOL. However, I'm not an AOL user. If someone has those available elsewhere, can people post it here? Likewise, if someone wants a place to put these on the net, I can post it.

I'm trying to use my Mac zip on a PC laptop.

327. Re: WTB 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-11 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3reqqg$9hc@blackice.winternet.com>
Source record: 90899

> kendrick@zippy.sonoma.EDU (William Kendrick) writes:
> AHH! Rich! With BASIC INSTALLED!? BLEAHRG! :)
>
> My poor 1200XL+256K+800XLOS had BASIC removed and a special 800XLOS which
> Mr. Woolley burned which let me reboot with Ctrl+F4.. man, I got used to
> that.. now it's "Hold [RESET], Pull out the Action! cart, let go, hold
> [RESET] again, stick the cart in, and hope my 192K RAMdisk didn't get
> trashed (which 50% of the time it does! >:^( )"
>
>
>>>>
Ah, yes. But these 1200's will be going to people that have very
little knowledge about computers. And with the 800XL OS, the BASIC
has to be there (The POC test). I was informed when I delivered them at
our Atari club meeting Friday, that next month I'll be upgrading both to
256K, also a 130XE to 320K. I let Video 61 find and purchase the parts.
They have better connections to BEST, B&C and American Technivision.
Video 61 sales are strickly to the game market. Sooo, Keep
It Simple.
Rich Mier

328. Re: Something else to bug Mr. King

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-11 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <3reue8$oc4@ankh.iia.org>
Source record: 90900

Chris_F_Chiesa@cup.portal.com wrote:
: Okay, so would there be any interest in a program, or a commercial (say,
: $5 a disk) service for converting Atari floppies to emulator-compatible
: "disk image" files? I've been meaning to write the program, but haven't
: because I don't have anyplace to write the "disk image files" (no HD on
: my Atari); a buddy of mine has the HDs but not the programming know-how.
: How many of YOU would be willing to outlay a few bucks to work around
: all the apparent problems with trying to do this conversion yourself?

: Chris Chiesa
: Chris_F_Chiesa@cup.portal.com / xetwnk@shell.portal.com

Not sure I understand what your saying.. You are about to reinvent
the wheel?

Diskcom converts disks to dcm, then dcmtoatr will do the rest, or

DISK2xfd by Ken Siders should do the trick as well...

Sorry, not gonna pay for what I've already got!

Bill

329. Re: [--- Transformer Disk Images ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-11 00:00:00 UTC
From: bosco@I_should_put_my_domain_in_etc_NNTP_INEWS_DOMAIN
Message-ID: <3rf0gn$1eb@news.yab.com>
Source record: 90901

Jason Duerstock (jasond@uranus.kendall.mdcc.edu) wrote:
: William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: : Hmm... good excuse (all XL/XE users having SIO2PC) UNTIL an ATR2DCM program
: : comes out.. then you can simply convert all of those bloated ATRs back into
: : DCMs so Atarians without SIO2PC (and those with SIO2PC, thanks to DCM2DCM/
: : DCMTOATR) can use them.. (if you ever get users on your BBS who dont have
: : SIO2PC :))

: I don't see what your big gripe with ATR image files is. By using PKZIP, you
: achieve much better compression ratios on them than you would with DCM.

Maybe you misunderstood the statement made above. Bill K. was talking
about "Atarians WITHOUT a SIO2PC". Those Atarians cannot use PKUNZIP or
any other kind of UNZIP.

John Collins
Phx, AZ

330. Re: MYUTIL woes (IBM -> Atari disk trans

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-11 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3rfb0v$c7u@charm.magnus.acs.ohio-state.edu>
Source record: 90902

In article <9506110153592.DLITE.bjcorr@delphi.com>,
Ben Corr <bjcorr@delphi.com> wrote:
>Rob, I have tried using util and can't get the suker to work (probably
>operator error) What are the commands to write a pc file to a MYdos disk on
>the PC?

I think a line from my signature got left in where it shouldn't have
been...

But I haven't been able to get any of those util programs to work
reliably on anything I give them. It might have something to do with
my OLD disks, though.

Anyway, try this:
util -w filename

I've found Atario more reliable than Util.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

331. Re: PAL/NTSC Demo At NEAR*US Fest

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-11 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3rfi7s$8l4@nic-nac.CSU.net>
Source record: 90903

Ben, I take it T-34 isn't commercial? Where can you get it?
Someone wanna make some screen shots of the thing!? :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

332. Re: FS: Classic Atari HardWare: Catalog!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-11 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3rfin7$8s2@nic-nac.CSU.net>
Source record: 90904

MAN! Thos prices are OUTRAGEOUS!! $40 for a stock 800XL w/O PS!?

I got a 256K 800XL w/ PS for only $35.

Anyone who doesn't want to get ripped off had better not deal with this dude..
esp since he doesn't seem to post the *conditions* of the hardware!!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

333. SIO2PC remote.obj for Spartados command line!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-11 00:00:00 UTC
From: kevina@clark.net
Message-ID: <3rfiti$jn@clark.net>
Source record: 90905

I taught my self 6502 assembly lang and created a utility that I have been
wanting for ages. A remote utility that used the SpartaDos command line.
The result is sitting at ftp.clark.net:/pub/atari/sio2pc-u/remote.com. Check
it out and let me know what you think.

Here is the info on the file:

remote.com
a simple utility to send commands to sio2pc and get the
status of its drives. Works just like the remote utility
that game with sio2pc but it gets its commands from the
command line for convenice of SpartaDos users. It even has a
way to perform a cold start afterwards so you can load a disk
as D1: and reboot. (to run it)

USAGE:

REMOTE <cmd string> | /[s?c]

Sends a command string to SIO2PC or checks up on its drives.

<cmd string> SIO2PC command string to be send. Start it with a "!"
to do a cold start afterwards

/s displays status of drives
/? displays this help screen
/c displays a summery of the SIO2PC command set.',155

(c) 1995 by Kevin Atkinson. You may redistribute as you see fit as long
as this file is distrubuted with it. If you modify the source code
make it absolutly clear that you did and include this message anyway so
that I will still get credit.

--
* Kevin Atkinson, Clarknet I'net Serv., Maintainer of the Usenet Info Center *
* Finger usenet-i@clark.net for more info on Usenet Info Center. *
* Or send mail to usenet-i@clark.net with a subject line of HELP. *
* This is in its beginning stages and I could use any help I could get! *

334. Re: MYUTIL woes (IBM -> Atari disk transfers)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-11 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DA15oJ.LDo@iglou.com>
Source record: 90906

In article <3r8oo7$gdp@psuvax1.cse.psu.edu>,
Andrew K Heller <heller@blue.crayola.cse.psu.edu> wrote:
> For some reason my pc wont recognize atari disks (well, at least
>well) formated on my mod 1050..but the 1050 will read the
>util /i disks.
>ZZ

I've heard that this happens because the 1050 ignores the index hole.

--
Bill Marcum bmarcum@iglou.com
Louisville: We've got bourbon that will knock you on your butt.

335. Re: UNIX for atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-11 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DA15zG.LIw@iglou.com>
Source record: 90907

```
In article <3r0qrl$2co@ccnews.ke.sanet.sk>,
Tommy <madaras@kosice.upjs.sk> wrote:
>Tim (bodysurf@netcom.com) wrote:
>: tommy@mcs.com (tom) wrote:
>
>: >where can i get a version of UNIX that will run on an atari 800. right
>
>??? IS there any UNIX for 8bit Ataris ???
> Tommy
Not that I know of. Is anyone familiar with what has been done on other
65xx or 8-bit systems?

--
Bill Marcum bmarcum@iglou.com
Louisville: We've got bourbon that will knock you on your butt.
```

336. Re: SIO2PC remote.obj for Spartados command line!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-11 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3rfos1$kr6@dartvax.dartmouth.edu>
Source record: 90908

You know what I would find to be really cool:

A program like "remote" that instead of accepting regular commands
read a data file and displayed a menu for loading disk images, with
the option of rebooting afterwards. Perhaps you could even scroll
through the list with a joystick, and select the image for drive one
with the fire button.

Or maybe someone else is interested in writing one...

(I have a MyDos subdirectory aware menu program for selecting binary
load files from a joystick-controlled menu--written in ABC-compiled
BASIC. I suppose I should get around to releasing it. See my ftp
archives at:
ftp://ftp.cs.dartmouth.edu/pub/crow/Atari/
)

--PC
--
##
I need to get a 486 because my 386 is too slow when I try to run Windows
and use it as a file server for my Atari 800.
##

337. Re: binary load analyzer

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-11 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3rfp9v$l94@dartvax.dartmouth.edu>
Source record: 90909

bruck@brachot.jct.ac.il (iT) writes:

>: Ok, the version there now will create a new file after cleaing up all
>: the garbage. Specifically, it:

>: * removes secondary FFFF headers appearing before load blocks other
>: than the first one in the file (I found real cases of this).
>: * discards any load block loading only a single byte into an address
>: where the high and low bytes are the same, along with any
>: remaining data in the file (Usually indicitive of XMODEM padding
>: data).
>: * moves the run address, if found, to the end of the file.

>There's a really nice program, Streamliner by James Hague, which not only
>does the above but also compresses adjacent binary loading blocks,
>which makes files created with certain lowly assemblers (which includes
>Mac/65) load faster. It doesn't mess with init addresses and such though..

>I don't know whether it's up at umich, in any case I have it. It's a very
>short binary file.

My program also merges overlapping or adjacent load blocks that don't
have an init call between them.

I've seen some load files that have been "compressed" by assuming that
the memory already contains zeros (or using a short init routine to
zero it), and then splitting the load into separate blocks to jump
over any block of zeros of five or more bytes. I didn't put that into
my program, as I didn't want to add an init routine to the files, and
it would slow down the load more than the space savings is worth to
me.

It sounds like the main difference between the program you mentioned
and mine is that the other one runs on the Atari, whereas mine runs on
a PC or Unix system.

For those jumping in now, my program is at:
ftp://ftp.cs.dartmouth.edu/pub/crow/Atari/binload.c
There's also a .zip file with the MSDOS executable, though you should
wait a day or two for the latest version, as the port messed up one of
the error checks.

--PC
--
Al Gore in '95!

338. 800XL system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-11 00:00:00 UTC
From: carmack@comp.uark.edu
Message-ID: <3rduqn$eik@wizard.uark.edu>
Source record: 90910

For Sale: An "orphaned" Atari 800XL (ie not used in many years) with power box, RF cable, and Star Raiders cartrige. Also included are a Rana 1000 disk drive with serial cable and power box. Has track readout on front. No disks available (supply your own copy of DOS for this one). Also, Atari 1027 printer. No power box or cable.

800XL is working (passes built-in Diagnostics and plays a mean Star Raiders) Disk drive appears to be functioning (don't have any disks, so I can't really test it -- turn it on and it clicks to track 00, waits a bit, goes to 39, then back to 00 once it figures out there's no disk, or was that 39-00-39?) Anyway, it doesn't *seem* to have any problems.

I'm moving so I just want to get this out of my menagerie of systems (liquidation time is upon us!) Make me an offer + shipping.

JM Carmack
carmack@comp.uark.edu

339. Re: SIO2PC remote.obj for Spartados command line!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-11 00:00:00 UTC
From: kevina@clark.net
Message-ID: <3rg6or$9vp@clark.net>
Source record: 90911

In article <3rfos1$kr6@dartvax.dartmouth.edu>,
Preston F. Crow <crow@coos.dartmouth.edu> wrote:
>
>You know what I would find to be really cool:
>
>A program like "remote" that instead of accepting regular commands
>read a data file and displayed a menu for loading disk images, with
>the option of rebooting afterwards. Perhaps you could even scroll
>through the list with a joystick, and select the image for drive one
>with the fire button.

I am planning on creating a program that will create tiny exactables that
will do one thing. Send a specific set of commands to sio2pc and reboot.
This tiny exacuitable could be used in a menu program my simply exacuting it.
>
>Or maybe someone else is interested in writing one...
>
I might consder writting something like this however it would be a tiny
bit complacted to do in complete assembly language. Myte do a basic
progranm that has assemly language routeens.

Oh and I also plan on writing small usr statmets that will alow the basic
programmer to send commands to sio2pc. It woudl be very eazy to write...

>(I have a MyDos subdirectory aware menu program for selecting binary
>load files from a joystick-controlled menu--written in ABC-compiled
>BASIC. I suppose I should get around to releasing it. See my ftp
>archives at:
--
* Kevin Atkinson, Clarknet I'net Serv., Maintainer of the Usenet Info Center *
* Finger usenet-i@clark.net for more info on Usenet Info Center. *
* Or send mail to usenet-i@clark.net with a subject line of HELP. *
* This is in its beginning stages and I could use any help I could get! *

340. Software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-11 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950611215217.3960C-100000@moose.erie.net>
Source record: 90912

Our user group (SAGE) is trying to keep our treasury solvent by selling off all hardware and software that is not being used. We have some brand new, unopened boxes of Atari's Home Finance Manager and The BASIC Tutor for the bargain price of $6 plus shipping. They are relatively light weight, so shipping should be pretty reasonable.

If you're interested, please reply in E-Mail. Buy both and save even more!

341. Re: Lemmings for 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-11 00:00:00 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3rede7Ehfd@uni-erlangen.de>
Source record: 90913

kendrick@zippy.sonoma.edu (William Kendrick) writes:

>Yes, it's called "The Brundles" I believe.

Yes, it's from KE-Soft (Germany).

>Anyone who knows: How does the Brundles compare to ARGS' Lemmings demo?
>(Demo's avail. at UMich WRONGLY placed in the Games directory I THINK..)

I ahve seen the game. Although I normally don't like KE-Soft games, I must
say this one is rather good. I haven't seen the demo you mentioned, so I can't
compare these two.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | Lifeforms,
Harald.Schoenfeld@rzmail.uni-erlangen.de | tiny little Lifeforms

342. Re: David Deaven`s I.R. g

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-11 00:00:00 UTC
From: bernard@twilight.xs4all.nl
Message-ID: <bernard.04c1@twilight.xs4all.nl>
Source record: 90914

```
Hello Mathy Van Nisselroy

In a message of 10 Jun 95 Mathy Van Nisselroy wrote to All:

MVN> From: mathniss@link.xs4all.nl (Mathy Van Nisselroy)

MVN> r >From: rlcolli@ibm.net (Ryan 'Gozar' Collins)
MVN> r >Subject: Re: David Deaven's I.R. gatew
MVN> r >
MVN> r >mathniss@link.xs4all.nl (Mathy Van Nisselroy) wrote:
MVN> r >>Howdy folks
MVN> r >>
MVN> r >>Some time ago, I found a project by David Deaven, with which it is
MVN> possible
MVN> r >>to scan IR remote controles, load the commands into the classic
MVN> Atari and
MVN> r >>send them back out again. (I downloaded the files from Beco Tel.
MVN> SysOp
MVN> r >>Bernard Kok had found them on the Internet)
MVN> r >
MVN> r >Could you tell me where the files are on the internet?

MVN> Howdy Ryan

MVN> I'm sorry, but the SysOp I mentioned above found them on the InterNet.
MVN> Maybe
MVN> at the atari archive. Maybe Bernard will read this message. I'll ask
MVN> him
MVN> next time I see/hear him (if I don't forget).

MVN> CU Mathy Van Nisselroy
MVN> mathniss@link.xs4all.nl

At this time I can't get files from my Atari to my AMIGA where I read
the INTERNET mail so maybe you can help him ?
In about 2 weeks or so I can get file from my atari over to my Amiga
and send them to him....

_
/_) |/
/_)ernard |\ok ////
( o o )
+-------------------------oOO--(_)--OOo-------------------------+
| NLA : 14:102/100.3 FIDO : 2:280/315.3 AMY : 39:150/108.3 |
| Internet : bernard@twilight.xs4all.nl |
+-----------------------------------------------------------------+
```

```
.-------------------------------------------------------------------------.
| -=> The TWiLiGHT Zone BBS <=- -=> +31-(0)-20-6764584 <=- -=> 24 Hrs <=- |
| -=> Modules Heaven! <=- -=> 9600 to 14400 Baud <=- -=> /\MIG/\ Only <=- |
`-------------------------------------------------------------------------'
-- Via Xenolink 1.95, XenolinkUUCP 1.1
```

343. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3rgsse$njj@golem.wcc.govt.nz>
Source record: 90915
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

In article <GRUNWALD.95Jun11132709@foobar.cs.colorado.edu>,
grunwald@foobar.cs.colorado.edu (Dirk Grunwald) writes:
>
>The ZIP FAC mentions that that PC Zip I/O drivers are available on
>AOL. However, I'm not an AOL user. If someone has those available
>elsewhere, can people post it here? Likewise, if someone wants a place
>to put these on the net, I can post it.
>
>I'm trying to use my Mac zip on a PC laptop.

Yes but does your laptop have SCSI, The Printer port version is for laptops..

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

344. Re: Help with 6502 Program

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <3rgs6o$f74@susscsc1.rdg.ac.uk>
Source record: 90916

Even though you seem to have closed your request for help, I would have advised putting a colour change after each one of your loops so that you can see which one it might be stuck in. A sound also works as well. Just for future` reference. Its a technique I find helpful in simple debugging.

- Joel G.

345. Bros 2 update..

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3rg4pr$lmd@nic-nac.CSU.net>
Source record: 90917

Well, I've added an elegant little piece of code to Bros 2 which replaces the coinbox code. Now, coinboxes can contain anything I want in them (including so far only coins and vines (3rd screen on last beta version)).

ALSO, I can VERY easily make hidden coin boxes anywhere on the screen which contain anything.

Also, the jump problem (you hold FIRE and you just keep bouncing) is 'fixed' (it wasn't a bug, it just wasn't working how I wanted it to). If you hold FIRE, you'll jump up and then land. You must release FIRE at some point (on the way up (which will make you stop jumping), on the way down, or once you've landed) to be able to jump again.

I'm still having trouble with the program acting funny after one play though. Perhaps I should make the program restart somehow after you exit the game...???

NOW, what I'd like.. some people to make levels for the game.. MAINLY because I don't want to end up with a game where I know where everything is and how to beat it! I want to be surprised!! Also, I'm sure any of you who are interested feel the same, so I'd like to get a group of at the LEAST 3 other people to work on it with me.. I'll provide the latest playable version plus a level editor.. but, the editor and enemy controls and stuff haven't been made, so it'll be at *least* one week before I'm ready... but, anyone who'd like to work on it let me know.. you'll of course be in the credits! :)

Thanx!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

346. Re: Graphics formats

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FFMIFBUYUp@stingray.manawatu.gen.nz>
Source record: 90918

>Hi,
>
>I have just taken some screen shots of Tube Baddies to whet your
>appetites. I was wondering what graphics format would be best to
>but them in - JPEG, GIF etc and where should I upload them.
>
>Note I have never been able to connect to
>atari.archive.umich.edu, so uploading to there could be quite a
>problem.

If you try the address: amiga.archive.umich.edu you should get on fine,
and then just cd atari/8bit and that should be all you need to do.

Richard.

--

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

347. Antic magazines for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: tiesflys@brbbs.com
Message-ID: <znr802919610k@brbbs.com>
Source record: 90919

I have the following ANTIC magazines for sale.

Volume 1 4/82 - 3/83 (bi-monthly) $3 each or $15 for all 6
Volume 2 4/83 - 3/84 $2 each or $20 for all 12
Volume 3 4/84 - 4/85 $2 each or $20 for all 12
Volume 4 5/85 - 4/86 missing #10 $2 each or $18 for all 11
Volume 5 5/86 - 4/87 $2 each or $20 for all 12
Volume 6 5/87 - 4/88 $2 each or $20 for all 12
Volume 7 5/88 #1 only $2

First come first serve, any or all. Discount price for complete
volumes only. All are in excellent condition (but not mint). Some
may have crease marks or small rips or tears on the covers.
I'll need to charge for shipping too.

E-mail me if you're interested - TiesFlys@brbbs.com

Thanks - Steve

A sunny day,
a box of midges,
and a wandering stream...
Man, this MUST be heaven!
><> Steve Kulpa <><

348. Compute! magazines for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: tiesflys@brbbs.com
Message-ID: <znr802920080k@brbbs.com>
Source record: 90920

I have the following Compute! magazines for sale.

Volume 3 1981 issues #12,14,16,19
Volume 4 1982 issues #21 to #31
Volume 5 1983 issues #32 to #42
Volume 6 1984 issues #46 to #55
Volume 7 1985 issues #56,57,58,59

Your choice, any or all, $1.50 each or 10 for $10.00, plus shipping

E-mail me if you're interested TiesFlys@brbbs.com

Thanks

A sunny day,
a box of midges,
and a wandering stream...
Man, this MUST be heaven!
><> Steve Kulpa <><

349. Re: WTB 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9506120021591.DLITE.bjcorr@delphi.com>
Source record: 90921

```
>> kendrick@zippy.sonoma.edu (William Kendrick) writes:
>> Ah, Rob.. I'm a EuroDemo freak.. I LOVE those demos... most of them and
>> probably quite a few EuroGames don't work with the raw 1200XL OS..
>>
>> The hack to replace it is easy-peasy, however.. I believe.. if the
thing's
>> socketed for the right CPU (or something.. I know there's some
#-of-pins-on
>-
>> the-CPU-chip difference or something between the 800XL and the 1200XL..)
>>
>> Bob Woolley would of course know EVERYthing you'd ever want to know
about
>> the 1200XL :)
>>
>>
>>
>>>>
> The 1200XL is very easy to upgrade to a 1200XE if you can use a
sold
>ering
>iron. The hack is from the Bob Woolley article. I just did 2 of them and
ton
>ight
>delivered them to Video 61. He supplied the parts from 2 junked 600XL's.
The
>se
>two I was lucky on. They both had 28 pin sockets already installed. Took
15
>minutes each once I had them apart.
> Fully 800XL/XE compatible, with built in BASIC and all the function
>keys still work.
> Rich Mier
>
>
1200XE? Not quite, unless you did the 130XE compatable memory upgrade too,
another Bob Wooley special.
bjcorr@delphi.com
```

350. Connecting Atari 800 to IBM PC?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: kilroy69@eskimo.com
Message-ID: <DA1JKI.rL@eskimo.com>
Source record: 90922
Cross-posted to: comp.sys.atari.8bit,atari,resif.info.atari,uw.sys.atari,maus.sys.atari.talk,comp.atari.sys.advocacy,fr.comp.sys.atari

I need help connectiong/networking my Atari-800 (or both of them) to
my IBM PS/1 486DX33. My purpose is to create a mini computer cluster
so my friends can access their accounts while I access mine. I have
a SLIP connection and I currently use Windows Sockets to connect.

What hardware and software would I need to do this? Has anyone done this?
If you have or know someone who has, please e-mail me!! You'd make my
friends extremely happy :-). Please reply via e-mail as my news expires
quickly and I don't get to read often. If you post it here only, I may
never see it !!

All You Touch And All You See kilroy69@eskimo.com ____
Is All Your Life Will Ever Be. (315) 689-7463 / \
I think, therefore I am confused! John G. Poupore | O O |
Live Long And Prosper, for I shall do neither. \ || /
All I can say is that my life is pretty plain |++|
I like watching the puddles gather rain --
Homepage Design Consultant: http://www.eskimo.com/~kilroy69

351. Re: Binary Load/Hardware Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: jack@threeindians.com
Message-ID: <DA1LM2.LHq@mv.mv.com>
Source record: 90923

crow@coos.dartmouth.edu (Preston F. Crow) wrote:

>In <D9onJt.GMD@mv.mv.com> jack@indians.mv.com (CrackerJack) writes:

>>crow@coos.dartmouth.edu (Preston F. Crow) wrote:

>>>I was thinking the other night about the problem of some binary load
>>>programs being incompatible with some systems based on OS revision,
>>>CTIA, etc., and came up with a cool idea.

>>I fail to see why this is needed. It eiither works or it doesn't.

>Yes, but if someone figures out why it doesn't work on some machines,
>and then the program would tell people, then they can fix the problem
>(use the translator, remove BASIC, use their other Atari), instead of
>assuming that the file is corrupt.

>One thing I really would like to see is a "program" that pops off the
>return address to see where the load routine is in memory to check for
>load conflicts.

>>And why not simply add this code to the program itself?

>>And if you did add a small check it shouldn't be more than a couple
>>hundred bytes anyway - so what?

>That's exactly what I would like to do--prepend the file with an init
>routine that checks for the known incompatibility. In the cases of
>multiple incompatibilities, use multiple init routines. All that's
>needed is a library of these init routines, and then when someone
>figures out that a program has a certain incompatibility, the
>appropriate routine can be prepended.

Why not just fix the program so it doesn't do stupid stuff like call
OS dependent entry points or use values that cream XL/XE hardware. If
it won't run with Basic on an XL/XE, disable it and continue (easy!).

As far as CTIA/GTIA, you'd notice that sort of problem fairly quickly.
Besides, who the hell is still using CTIAs?

When I finally got around to figuring out why my loaders failed in
XL/XEs, the fixes were fairly straightforward.

Can you give some specific examples of programs needing this sort of
special treatment?

The one and only Crackerjack.

352. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: zdarryl@mcl.ucsb.edu
Message-ID: <3ri2ht$1c3@ucsbuxb.ucsb.edu>
Source record: 90924
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

In <GRUNWALD.95Jun11132709@foobar.cs.colorado.edu> grunwald@foobar.cs.colorado.edu (Dirk Grunwald) writes:

>The ZIP FAC mentions that that PC Zip I/O drivers are available on
>AOL. However, I'm not an AOL user. If someone has those available
>elsewhere, can people post it here? Likewise, if someone wants a place
>to put these on the net, I can post it.

>I'm trying to use my Mac zip on a PC laptop.

Steve...you'll want to add this to the FAQ:

Until Iomega tells me not to (or until my machine breaks from all the hits), i'm posting the DOS/Win and OS/2 drivers on my machine. i'll get the Mac drivers as soon as i get that new Powerbook with an Ethernet connection. (Any day now :}) That is, unless somebody with a Mac connection, America Online, and a fast link (Ethernet, or 28.8) wants to download those files and binhex them. (That's why i haven't been able to get the Mac ones on. They're not binhexed, and my modem is only a 14.4.)

They're available at:

ftp://pandora.library.ucsb.edu/pub/zip/

PLEASE read the 00_index.txt files as well as any of the read.me files. Things should be pretty clear if you follow the instructions there. Welp...here goes. >:}
--
Darryl Lee <zdarryl@mcl.ucsb.edu> | "Systems Guy" | Davidson Library

353. Re: Atari Dealers in Ohio?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: bign@fragile.termfrost.org
Message-ID: <3ri1tk$p5f@echoes.Wittenberg.EDU>
Source record: 90925
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
On 3 Jun 1995 04:24:04 GMT BobR (76702.1466@CompuServe.COM) wrote:
: > I'm looking for stores selling new and/or used Atari (8-bit or ST) har
: > and software in Ohio;

: I only know of one Atari dealer still in business in Ohio:

: Rising Star Computers in Dayton... (800) 252-2787

If you can get a REAL person to answer the phone. Don't waste your time,
better to give D&P Computers a call @ 216-926-3842. Prices are normally
better than TOAD. Free catalog.

--
**************************************************************************
* Todd Hogarth | Beer, *
* bign@eskimo.com | It's not just for breakfast anymore! *
* bign@fragile.termfrost.org | Help Me Find Bigfoot (Ale) In Ohio *
**************************************************************************
```

354. Re: Comments on an On-line Atari Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <5a7+dxf.jeking7@delphi.com>
Source record: 90926

I'd be interested in an online magazine. My ftp site (xmission) could have a specific directory for magazine submissions (uploads) and whatnot.

Html access wouldnt be the way to go, though -- how about just a standard TEXT file uploaded to UMIC and my XMISSION site?

Or.. on a gopher server page somewhere.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

355. Re: Comments on an On-line Atari Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <5478lfd.jeking7@delphi.com>
Source record: 90927

How are we going to use an HTML viewer when we dont have anything to access first of all?

You cant just logon with KERMIT, then load up an HTML viewer. Dont we need some form of front-end interpretor first?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

356. Re: Graphics formats

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <5Y7c9ZY.jeking7@delphi.com>
Source record: 90928

How about standard GIF format? Then upload them to my xmission site at:

ftp.xmission.com /pub/users/j/jeking/uploads

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

357. Re: Infocom games for sale...

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <xYz99vc.jeking7@delphi.com>
Source record: 90929

Huh!?!? US $200 per 4 games?

What's the CORRECT dollar amount?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

358. Re: Anyone got a reply from Brasoft on XF3.1 upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: dderhak@xmission.com
Message-ID: <3rhp3t$emd@news.xmission.com>
Source record: 90930

```
>I got it within a couple weeks after I emailed him about it.
>
>But don't you mean 3.01?
>--
>------------- R o b F u n k -------------|---------> funk+@osu.edu

Yes, I meant 3.01 in my original post. The only registration number
I saw was on the registration card I sent back to Brasoft. They have
my name and number now, but I didn't write down what it was.

Dean

dderhak@xmission.com
Silence is often misinterpreted, but never misquoted.
Silencio es a menudo mal interpretado, pero nunca mal citado.
------------------------------------------------------------
```

359. Re: David Deaven`s I.R. g

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <QEE3vksjYlEW083yn@IBM.NET>
Source record: 90931

In article <3rckos$ktf@link.xs4all.nl>,
mathniss@link.xs4all.nl (Mathy Van Nisselroy) wrote:
> r >From: rlcolli@ibm.net (Ryan 'Gozar' Collins)
> r >>Some time ago, I found a project by David Deaven, with which it is possible
> r >>to scan IR remote controles, load the commands into the classic Atari and
> r >>send them back out again. (I downloaded the files from Beco Tel. SysOp
> r >>Bernard Kok had found them on the Internet)
> r >
> r >Could you tell me where the files are on the internet?
> Howdy Ryan
> I'm sorry, but the SysOp I mentioned above found them on the InterNet. Maybe
> at the atari archive. Maybe Bernard will read this message. I'll ask him
> next time I see/hear him (if I don't forget).

I just found the files on atari.archive this past weekend. Luckily I
have Linux installed on my machine at home, since the file was tarred
and gzipped. I then found out the schematics are in postscript
format, so I had to figure out how ghostscript worked in Linux.
Needless to say, I got the schematics printed out, and bought the
parts I needed yesterday at Radio Shack. I'm hoping to tonight I will
get a chance to put it together!!

Ryan 'Gozar' Collins rlcolli@ibm.net
---

360. Atari stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: dgb@owlnet.rice.edu
Message-ID: <3rhraa$k88@larry.rice.edu>
Source record: 90932

These are some 8-bit related items I'm trying to sell.
Prices *include* shipping within the US.

Item # 6 $ 75
Atari 800 console (48k) with power supply, Atari 810 disk drive (the very
first version and in great condition) with power supply, Atari 410 cassette
recorder, BASIC cartridge, RF switchbox, and joystick. Comes with manuals
and Pole Position game disk. [For more software, see item #12.]

Item # 7 $ 25
Atari 600XL (16k) with power supply, RF switchbox, joystick, and two games:
Pac-Man and Centipede.

Item # 11 $ 15
Box of Atari Hardware:
XM301 modem and 1030 modem (with power supply). Never tested.
Atari 410 cassette recorder. Works.
MPP-1100 parallel interface (400/800 only) w/manual. Never tested.
Ape Face printer interface w/box and manual. Never tested.
Atari Remote Joystick. Doesn't seem to work.
Atari Trackball. Has two plugs: one for standard, one for use as ST mouse.

Item # 12 $ 40
Box of Atari Software: All tested, all work, all include manuals
and most boxes. The list: Chem Lab, Sons of Liberty (SSI),
Atariwriter Plus, Printshop and Printshop Companion, Enchanter (Infocom)
Clear for Action (Avalon Hill), Combat Chess (Avalon Hill), Battle of
Antietam (Avalon Hill). Also, I will include original manuals
for SynCalc, SynTrend, SynFile+, and VisiCalc (I lost the disks!).

E-mail dgb@owlnet.rice.edu if interested.

361. Re: Help with 6502 Program

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: kevina@clark.net
Message-ID: <3rhtfu$man@clark.net>
Source record: 90933

In article <3rgs6o$f74@susscsc1.rdg.ac.uk>,
J. F. Goodwin <smrgoodw@reading.ac.uk> wrote:
>Even though you seem to have closed your request for help, I would have advised
>putting a colour change after each one of your loops so that you can see
>which one it might be stuck in. A sound also works as well. Just for future`
>reference. Its a technique I find helpful in simple debugging.

Thanks, I attempted sound but it did;t seam to make any. I did't think
of color although taht would be something simple since all it is is a
simple poke...

--
* Kevin Atkinson, Clarknet I'net Serv., Maintainer of the Usenet Info Center *
* Finger usenet-i@clark.net for more info on Usenet Info Center. *
* Or send mail to usenet-i@clark.net with a subject line of HELP. *
* This is in its beginning stages and I could use any help I could get! *

362. Re: Something else to bug Mr. King

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DA2KLJ.DEx@jackson.napervilleil.attgis.com>
Source record: 90934

#==========Bingham, 6/11/95==========
#
#Chris_F_Chiesa@cup.portal.com wrote:
#: Okay, so would there be any interest in a program, or a
#commercial (say,
#: $5 a disk) service for converting Atari floppies to emulator-compatible
#: "disk image" files?

#Not sure I understand what your saying.. You are about to reinvent
#the wheel?
#
#Diskcom converts disks to dcm, then dcmtoatr will do the rest, or
#
#DISK2xfd by Ken Siders should do the trick as well...
#
#Sorry, not gonna pay for what I've already got!

BUT, some of us have a lot of software on Atari compatible disks
and no way to get them from there to our PC to use with the
PC Xformer emulator. I would certainly be willing to pay to
get some of the disks I have converted to Atari images and sent
back to me either via email or on a 3.5" PC disk.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM

363. Re: 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DA2L5r.EzA@jackson.napervilleil.attgis.com>
Source record: 90935

```
#==========="McMahon, Rory", 6/10/95==========
#
#On 29 May 1995 03:01:23 GMT,
#jr shields <kokid@teleport.com> wrote:
#
#>Loking for 1050 diskdrive for atari.
#>Willing to pay up to $65.00.
#>Can reply to kokid@teleport.com by E-MAIL.
#>
#> Thanks kokid
#>
#I have 1050's for $35 + shipping
#that is 1050+power supply (sorry no serial cable)

I have a serial cable I'll let you have for $10.
I'll even run it up to Rory's house so we can ship
them together if you buy his drive (saves on shipping).
That's $45 + shipping. Less than you expected to pay.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM
```

364. Re: Comments on an On-line Atari Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9506121838.AA19900@zippy.sonoma.EDU>
Source record: 90936

James, that's exactly why I didn't finish my HTML viewer.. no reason..
no PPP for the 8bit, no way to get the files on the Web..

But, you can view stuff locally... so all one needs to do (other than put
the mag. up on a Web site for people with real Web access) is put ARCed
copies of the magazine's files up on FTP site(s)..

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

365. BTW HTML access for Atarians

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9506121840.AA21364@zippy.sonoma.EDU>
Source record: 90937

```
If you've got a Unix (or VAX or probably anything else) shell account you
PROBABLY will have access to Lynx, which is a terminal-based Web browser..

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
```

366. Re: Thunder Child

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DA2M7u.F9I@jackson.napervilleil.attgis.com>
Source record: 90938

#==========b.poehland@genie.geis.com, 6/10/95==========
#
#Kit Kimes described a 256K upgrade he & a friend did at Bell Labs, which
#ran fine for hours at a time but only accessed 192K of the
#available 256K.
#
#I would say Thunder Child is probably performing at least as
#well as Kit's
#machine, maybe better. The Child accesses all 256K of its
#available memory
#with no problem & does not use a custom PAL or re-burned MMU or OS. It
#also runs fine for hours at a time, which is why I'm using it in
#the system
#I keep set up for burning EPROMs.

I agree that Ben's modification is both more modern and probably better
thought out than the one I have running in my 600XL. I would be reluctant
to release the information I have since I didn't design it and would
not want to be responsible for it causing problems for other users.

#Also, I suspect Kit never connected his 256K 600XL to a Black Box/Floppy
#Board with a 44-meg hard drive & four 1.44-meg floppies on the PBI plus
#an XEP80 drawing power (0.5 amperes) from the joystick port, with a 360K
#XF551 & 720K slave on the SIO. That kind of load on the supply & signal
#busses is a formidible environment (I had one XE that gave up the ghost
#with all this junk attached). Thunder Child lasted maybe 1-2 hours under
#that stress before the heat buildup started affecting its performance.
#Much of the problem is just the fact that everything is so darned
#congested in there!

You're right. Running a single disk drive and a RAMdisk with the
C libraries/compiler is as much as I demanded of it.

#But when it comes to video performance, I betcha my Child will blow Kit's
#machine into the dust. Your machine got Super Video, Kit?

Nope, just got the schematic for the 800XL and put all the regular video
stuff in it since it was already set up for that. Probably is pretty
crummy on a TV or large monitor. I always used a 9" color monitor I bought
from Sears. I worked fine but was too small. Probably couldn't do now
what I did then. The old eyes ain't what they used to be. :-)

#Cute little critter, tho, ain't it? An upgraded 600XL is the real
#"sleeper" in the entire XL line! Heck, peple throw them away! <cringe!>

Yes, I always liked my 600XL. The size was right. My 600XL, Indus GT drive and 9 inch monitor didn't take up much space at all. Still more that I have room for today though which is why it is in a box in my storage space.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM

367. 65C02,65C816,DMA CTRL,and

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <1f8_9506140512@tor250.org>
Source record: 90939

X > 2. There's an unknown chip in a damaged 800xl I bought in a garage
X > sale,
X > it seems to be used for Dma Ctrl and memory ctrl it is co61922; any
X > info?
X > 3. I am fed up of poor quality of xl video output, does anybody have
X > the
X > pinout on gtia to get rgb signals to use my sony 15sf S-vga monitor?

There is a hardware hack for the XL video, I think it was in a back issue
of Atari Classics, not sure what issue though. It significantly improves
the quality of the XL composite video.

The unknown chip in question #2 should be the FREDDY chip. It handles
memory system control.

Hope this helps

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org

368. Tube Baddies screen shots at Umich

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: ivan@rcp.co.uk
Message-ID: <PIH3vAKOBh107h@rcp.co.uk>
Source record: 90940

Hi,

I have uploaded 2 screen shots of the game Tube Baddies to:
Umich and J. Kings site.

TUBEBAD1.GIF shows the game being played by 2 players simultaneously.
TUBEBAD2.GIF show the bonus points interlude.

Contact Richard Gore for more information on the game.
(chmrig@leeds.ac.uk)

Ivan.

--

369. Re: Anyone got a reply from Brasoft on XF3.1 upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: rzabaga@aol.com
Message-ID: <3ridq8$shj@newsbf02.news.aol.com>
Source record: 90941

I did reply to this already, but here's an update:

According to BRASOFT, they are working on version 4.0

Yes! Xformer 4.0

(hopefully, sound improvement and bug fixes in player-missile-graphics).

dont panic-
Z

370. Re: Disk image formats (was: ST Xformer 3.0 with source code)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: hans@macbeth.umd.edu
Message-ID: <3riep2$d5u@macbeth.umd.edu>
Source record: 90942

In article <jpbsppju66n.fsf@iq.pvv.unit.no>,
Eyvind Bernhardsen <eyvind@pvv.unit.no> wrote:
>In article <3r7u6j$lb3@antares.en.com> classics@en.com (Steven J Tucker) writes:
>
>> Eyvind Bernhardsen (eyvind@pvv.unit.no) wrote:
>> : In article <3r3ts7$qbq@antares.en.com> classics@en.com (Steven J Tucker) writes:
>>
>> : [...]
>>
>> : > Filling 129-256 of sectors 1-3 in the ATR image would actually make
>> : > managing the file easier, but its honestly pointless.
>>
>> : Ah. But MyDOS supports 256-bytes in sectors 1-3. Check the docs.
>> : Don't know if any drives support this, but the software does :)
>>
>> You still cant store any data on those sectors, right? :)
>
>Don't know, never dared to use it. I suspect most drives won't use
>the full 256 bytes anyway, and the boot will presumably fail if the
>Atari expects 256 bytes and the drive only sends 128. But, for stuff
>like SIO2PC (and the RSN-and-has-been-for-a-while SIO2Amiga), it might
>be useful.
>
>--
>Eyvind Bernhardsen

There seems to be a lot of confusion about this, perhaps I can
relieve some of it. (I disassembled the ROM of an Indus GT some
years ago).

When a disk is formatted in double density, disk sectors 1-3 are physically
256 byte DD sectors, like all the remaining sectors on the disk.

When writing those sectors, the drive only expects (and accepts) 128
bytes from the SIO interface. The remainder of the sector gets whatever
happens to be in the write buffer.

When reading, the drive reads a full sector from the disk, but only sends
128 bytes to the SIO interface. The remainder will be in the drive's
memory, and can conceivably be retrieved by some non-standard method.
(The Indus had some extensions to the standard Atari commands, and I imagine
all other enhanced drives have similar mechanisms).

This feature (restricting the first 3 sectors to 128 logical bytes) is
necessary because the initial bootstrap code in the OS ROM can not deal
with variable sector sizes.

Hans Breitenlohner
hans@umd5.umd.edu

371. Re: Comments on an On-line Atari Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DA2K9p.D3K@jackson.napervilleil.attgis.com>
Source record: 90943

#==========James King, 6/12/95==========
#
#How are we going to use an HTML viewer when we dont have anything to
#access first of all?
#
#You cant just logon with KERMIT, then load up an HTML viewer. Dont
#we need some form of front-end interpretor first?

Actually, you don't need a browser to be able to view an HTML file.
You would have to be able to download it (compressed preferrably) and
then run your HTML viewer on your local machine. It's nice, but not
necessary, to be able to read it online. You're right, you couldn't
do that with an Atari 8bit.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM

372. Re: UNIX for atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3ri0ek$kgl@charm.magnus.acs.ohio-state.edu>
Source record: 90944

In article <DA15zG.LIw@iglou.com>, Bill Marcum <bmarcum@iglou.iglou.com> wrote:
>In article <3r0qrl$2co@ccnews.ke.sanet.sk>,
>Tommy <madaras@kosice.upjs.sk> wrote:
>>??? IS there any UNIX for 8bit Ataris ???

>Not that I know of. Is anyone familiar with what has been done on other
>65xx or 8-bit systems?

I've seen a unix running on a (65816-based) Apple IIgs.
--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

373. Re: PAL/NTSC Demo At NEAR*US Fest

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3rimh8$59v@news2.delphi.com>
Source record: 90945

Is there any way to get T-34 over here?

-Bry (has a PAL XL)

374. Re: Binary Load/Hardware Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3ribqo$uk@dartvax.dartmouth.edu>
Source record: 90946

jack@threeindians.com (CrackerJack) writes:
>crow@coos.dartmouth.edu (Preston F. Crow) wrote:
>>jack@indians.mv.com (CrackerJack) writes:
>>>crow@coos.dartmouth.edu (Preston F. Crow) wrote:

>>>>I was thinking the other night about the problem of some binary load
>>>>programs being incompatible with some systems based on OS revision,
>>>>CTIA, etc., and came up with a cool idea.

>>>I fail to see why this is needed. It eiither works or it doesn't.

>>Yes, but if someone figures out why it doesn't work on some machines,
>>and then the program would tell people, then they can fix the problem
>>(use the translator, remove BASIC, use their other Atari), instead of
>>assuming that the file is corrupt.

>>One thing I really would like to see is a "program" that pops off the
>>return address to see where the load routine is in memory to check for
>>load conflicts.

>>>And why not simply add this code to the program itself?

>>>And if you did add a small check it shouldn't be more than a couple
>>>hundred bytes anyway - so what?

>>That's exactly what I would like to do--prepend the file with an init
>>routine that checks for the known incompatibility. In the cases of
>>multiple incompatibilities, use multiple init routines. All that's
>>needed is a library of these init routines, and then when someone
>>figures out that a program has a certain incompatibility, the
>>appropriate routine can be prepended.

>Why not just fix the program so it doesn't do stupid stuff like call
>OS dependent entry points or use values that cream XL/XE hardware. If
>it won't run with Basic on an XL/XE, disable it and continue (easy!).

Yeah, it may not be too hard to fix a program that is XL-incompatible
if you're up on your 6502 hacking skills, but many of us aren't ready
to do that, and many of us don't have complete documentation telling
us exactly which calls are invalid on the XL, and exactly what to do
instead to make it compatible.

As to BASIC on an XL, it would be great to have an init that prepends
to a binary load file that disables it for you, saving a reboot if you
forget.

>As far as CTIA/GTIA, you'd notice that sort of problem fairly quickly.
>Besides, who the hell is still using CTIAs?

I still use my CTIA-equiped 800. True, that one is easily recognized.
It was probably a bad example.

>When I finally got around to figuring out why my loaders failed in
>XL/XEs, the fixes were fairly straightforward.

>Can you give some specific examples of programs needing this sort of
>special treatment?

I was more thinking of people who have both an XL and an 800 who might
discover through a simple trial-and-error experiment that it only
works on one. Then an init could be prepended to the file to detect
the hardware and display a message if the wrong hardware is installed.

I have found a number of files that run only on the pre-XL OS, and
having such an init at the beginning of the file would be helpful for
people with an XL who aren't sure if the problem is an incompatiblity
or a corrupted file.

In theory, it would be nice if when I try to load a file for the first
time, either it would run correctly on my hardware, or it would tell
me that it is incompatible with my hardware.

--PC
--
"If guns were outlawed, only outlaws would shoot people."
"Guns don't kill people, lack of structural integrity of the brain does."
"I wasn't aborted, and I vote!"

375. Re: Wanted: M.U.L.E. for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: rzabaga@aol.com
Message-ID: <3rieiq$sq1@newsbf02.news.aol.com>
Source record: 90947

The 800 version of M.U.L.E is MUCH MUCH better than the NES (nintendo)
version.

It's hard to believe, but it's true!

why screw with perfection.

-don't panic
Z

376. Re: Lemmings for 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <3rik03$jsi@theopolis.orl.mmc.com>
Source record: 90948

In article <3r8kie$gum@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes:
|> Anyone who knows: How does the Brundles compare to ARGS' Lemmings demo?
|> (Demo's avail. at UMich WRONGLY placed in the Games directory I THINK..)

I have The Brundles, and the ARGS' Lemmings demo. The ARGS demo looks more closely like Amiga Lemmings (but seems to break up some on my NTSC Atari), with better quality graphics. But then Brundles is a real, live, game. In my opinion the lower quality graphics (it uses character modes, with animated character sets) only hurts playability slightly.

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

377. Re: Comments on an On-line Atari Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <ZO5-1fm.ransom22@delphi.com>
Source record: 90949

James King <jeking7@delphi.com> writes:

>Html access wouldnt be the way to go, though -- how about just a standard
>TEXT file uploaded to UMIC and my XMISSION site?

I second the motion! I do all my online work (and most of my other
work) on the Atari 8-bit. I really don't want to mess around with
HTML. Straight ATASCII text is the best if it's downloadable, if it's
displayable, ASCII is fine.

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

378. Re: Bros 2 update..

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: rziegler@sover.net
Message-ID: <3rgdji$k14@morgan.sover.net>
Source record: 90950

I'd be glad to help! I'll have time after my last exam tomorrow.
I've been a lurker for the most part here, and now it is time to pay
my dues I guess. Also, I think I'm going to set up a WWW page. What
would people here like to see in it?

379. Testing

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-12 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <4rK3vksjY91f083yn@IBM.NET>
Source record: 90951

```
This is a test!!!
--------------------------------------------------------------------------------
Ryan 'Gozar' Collins RLCOLLI@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

http://miavx1.muohio.edu/~rlcollins
--------------------------------------------------------------------------------
```

380. Re: Atari Dealers in Ohio?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DA48s8.7BE@jackson.napervilleil.attgis.com>
Source record: 90806
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
#==========Todd Hogarth, 6/12/95==========
#
#If you can get a REAL person to answer the phone. Don't waste your time,
#better to give D&P Computers a call @ 216-926-3842. Prices are normally
#better than TOAD. Free catalog.

Where is D&P Computers located? Area code 216 is the Akron area. I'm
not familiar with them even though I grew up in the area. Have't lived
there for many a year now though.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM
```

381. Re: Sweet16 ware?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <hEwcVfs.ftooned@delphi.com>
Source record: 90807

Hi all,

There is nothing "specifically" available for the Sweet 16 as of yet. Some existing programs can be patched however to support the powerful Block Move feature of this processor. Word processing inserts/deletes may be accomplished nearly twice as fast...

It comes with the MAE 65816 assembler that supports the full '816 instruction set and 24-Bit addressing, which is pretty awesome for anyone who might want to program in assembly.

I guess that I should clarify that MAE does come in "TWO" versions and that the version that will only run with a Sweet 16 is faster than the standalone 6502 version...

I've been doing a tremendous amount of work with the '816s, and it's only a matter of time before exclusive software becomes available. (Maybe with the "linear" memory on the MARS 8 board. hint hint.)

Thanks for the inquiry. Mike

382. How to access floppy (Atari 130XE)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: schneid@platz-10.fh-merseburg.th-merseburg.de
Message-ID: <3rjpsv$p4c@coli-gate.coli.uni-sb.de>
Source record: 90808

Which command do I need to save my files on a floppy?

Thanks in advance, Chris.

383. DOS Directory structure

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: ivan@rcp.co.uk
Message-ID: <vwY3vAdMBh107h@rcp.co.uk>
Source record: 90809

Hi,

Does anyone know the format of a DOS directory? more specifically
the first byte.

In the sector that contains the directory there is 5 bytes before
the textual file name. Bytes 2+3 are the length of the program in
sectors and bytes 4+5 are the start sector of the program but what
is the first one?

I have seen the following values: (hex)
03 ??
23 ??
42 Seems to be a standard single desity file??
43 ??
60 ??
62 Could this mean the file is stored in sectors > 720 ??
80 ??

Also how can you tell how many items are in the directory?

Thanks for any help

Ivan
ivan@rcp.co.uk

--

384. Re: Comments on an On-line Atari Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <3rk3m6$9qs@news.xmission.com>
Source record: 90810

In article <3rj5hm$2dh@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) says:
>
>
>Well, the thing is, wouldn't we all sumbit the articles to an editor(s)??
>
>THEY could reformat the thing into HTML...
>
>I said why not have an in-between which can be viewed as text, HTML or
>with a viewer on the Atari 8-bit.. HTML would let everyone else
>(Mac, PC, Unix, VAX, etc.) view it, text would let EVERYone else
>(other systems!) view it, and the viewer on the Atari would be in between..
>
>The in-between could be like a scaled-down version of HTML...
>Why not even an editor on the 8bit for this file format??

Why bother with all the hassle of an HTML viewer? Why dont we just have standard TEXT files like the old Zmag -- or better yet, we use that CARDSTAX (or whatever its called) program and
view it in that format. At least with CARDSTAX, its a usable ATARI program, and allows for the
insertion of graphics and sound.

385. Index of files uploaded to Xmission ftp site!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <3rk3sn$9qs@news.xmission.com>
Source record: 90811

I've just uploaded an INDEX of files (with short descriptions) to my XMISSION ftp site.

Theres no real directory breakdown, but it does show the filename, file size and a brief description
of the file.

Look in the new_arrivals dir for the filename King_Index.txt

ftp.xmission.com /pub/users/j/jeking/8bit/new_arrivals

386. Re: How to access floppy (Atari 130XE)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <3rk41n$9qs@news.xmission.com>
Source record: 90812

In article Christian Schneider says:
>
>Which command do I need to save my files on a floppy?

What DOS are you using? If Atari Dos 2.5 (etc..) then use the <S>ave or <C>opy commands.

387. T-34

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <AA8FBF0AF7@east-01.novell.leeds.ac.uk>
Source record: 90813

I just thought I'd let you all know T-34 IS A COMMERCIAL piece of software, on no account must you distribute copies of it!

It is apparently the last game the authors have written for the 8-bit and possibly the last game the publishers (Mirage I think) will be publishing for the 8-bit Ataris.

As for where you can get it, well I know Derek Fern of Micro-Discount in the UK has it for sale, priced at about 6 or 7 pounds.

Richard Gore
chmrig@leeds.ac.uk

388. Re: Emulating copy protection (was: Disk image formats (was: ST

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <140374@cup.portal.com>
Source record: 90814

Derek; no slam on your emulator, I just don't have a PC capabile of running it decently, but as far as convergence of ideas: I think several people have thought the same thing with a snooping SIO2PC cable. Just that IMHO, most people that can write the software are already off doing their own projects so it remains a low priority. Figure everybody with the setup you would need to do the task already has at least one real 8 bit & one real drive so it would just be a certain level of redundancy. Maybe I'll change my mind when I upgrade my clone, but right now I have about 7 functional real Atari drives & the same number of computers. If I hit zero on either count I'll suddenly become REAL interested.
I will offer to make a PC2SIO cable for you if you want to have a real Atari drive hooked up to a IBM style serial port, I hate the printer port thing that much! I don't want to bother with the writing the software though.
Rick

389. Re: Something else to bug Mr. King (copy service)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DA485q.723@jackson.napervilleil.attgis.com>
Source record: 90815

#==========Bingham, 6/12/95==========
#
The rate of $5 a disk could hurt, wouldn't you rather purchase
#a used 850 or something to null modem them over with. Ouch. Unless
#all you have is the disks and no 8-bit hardware, then I concede such
#a service has merit..

I have plenty of Atari 8bit hardware. 2 computers, 2 disk drives, a
1200 baud modem, etc. I just don't feel like setting it up everytime
I want to use it. What I would REALLY like is a way to hook my Indus
GT drive up to my PC and have the emulator use it directly. Kind of a
SIO2PC in reverse. That would (maybe) allow you to use your copy
protected software without cracking it or playing around with funny
timing routines. You would need a way to boot the emulator using the
Atari floppy drive as the boot device for it to be meaningful though.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM

390. Getting out!! For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: bassetdl@ttown.apci.com
Message-ID: <3rkdi8$j9i@ttown.apci.com>
Source record: 90816

After 14 years, I am getting out of Atari. I have an 800, GT Disk drive,
Tape unit, 810 interface, Wads of carts and hords of disks and books.
Make me an offer. (P.S. all equipment works)
--

The opinions expressed are strictly my own, not my employer's.

391. Re: I killed my 800XL! Please help me!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: btomlin@crl.com
Message-ID: <3rkfe9$btq@crl8.crl.com>
Source record: 90817

Hegedus Tamas (HEGEDUS@mszi.pmmf.hu) wrote in comp.sys.atari.8bit:
>Hi,

> One day I volunteered to do the 256k upgrade in my 800XL. But I
>didn't have any 41256 but I could get some 414256 at bargain price.
>Ok, I think it wasn't a bad choice, but I didn't know the pinout for
>this RAM. I was very happy when I found the pinout of the 424256, and
>I think (and some people said too) there is no differences between

Someone correct me if I'm wrong, but the 41256 is 256k x 1 bit, and 414256
is 64k x 4, right?

392. Re: Anyone got a reply from Brasoft on XF3.1 upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <3rim42$ga5@news1.halcyon.com>
Source record: 90818

In article <3r9s8t$9qs@news.xmission.com>,
El Catalan <dderhak@xmission.com> wrote:
>I purchased Xfrmr 3.0 a several months ago. A few weeks later I got a
>newsletter from Branch Always software announcing an update for
>owners to 3.1. They said the upgrade could be received via E-mail.

There is no such thing as PC Xformer 3.1, yet.

We have been sending out PC Xformer 3.0a upgrades free of charge via email
for several weeks now. They are emailed about once a week.

Also, please make sure your Product Registration Card has been sent in.

- Darek

--
==========
Darek Mihocka, email:brasoft@halcyon.com http://www.halcyon.com/brasoft/
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 Compuserve:73657,2714 AOL:brasoft

393. Emulating copy protection (was: Disk image formats (was: ST Xformer 3.0 with source code))

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <3rimje$gic@news1.halcyon.com>
Source record: 90819

In article <3r3ts7$qbq@antares.en.com>,
Steven J Tucker <classics@en.com> wrote:
>
>Again, copy protection on the physical disk is just far too complicated
> for software emulation IMHO. Even if I were to plug such excessive
> futurism in the emulator, you would require:
>
>1) a pc -> sio cable to talk to modified physical drives (archiver, etc)
>2) a gruesome detailed knowlege of such devices in order to obtain
> and understand the raw images.

Has anyone considered a utility that uses the SIO2PC cable to snoop the activity taking place between the Atari computer and real Atari disk drive and simply logs the disk command being sent, the data being sent back, and the relative timing. So copy protection really doesn't matter, because all you care about is what the drive sends back to the computer and when. An emulator such as PC Xformer could easily emulate something like that, permiting you to run any copy protected piece of software.

Similarly, if you "replayed" the disk activity to a real Atari computer you could run copy protected software on the real Atari without ever having to actually copy the protected disk.

I'm sure in 15 years someone must have already done something like this on the Atari 8-bit.

- Darek

--
==========
Darek Mihocka, email:brasoft@halcyon.com http://www.halcyon.com/brasoft/
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 Compuserve:73657,2714 AOL:brasoft

394. Re: Something else to bug Mr. King

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <3rimg6$hoo@ankh.iia.org>
Source record: 90820

Kit Kimes (kimes@iwtqg.att.com) wrote:

something about paying to have the disk images emailed back to him...

Yeesh!
The rate of $5 a disk could hurt, wouldn't you rather purchase
a used 850 or something to null modem them over with. Ouch. Unless
all you have is the disks and no 8-bit hardware, then I concede such
a service has merit..

395. Re: bros2b0.arc (1/1) - small beta demo release; how're the graphics?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: Hank Oredson <hanko>
Message-ID: <3rke4f$ov8@hpbab.wv>
Source record: 90821

I've seen mention of an archive site a umich, but have
not seen it's address posted. Could someone post the ftp address ...

Hank Oredson @ Mentor Graphics Library Operations
Internet : hank_oredson@mentorg.com "Parts 'R Us!"
Amateur Radio: W0RLI@W0RLI.OR.USA.NOAM

396. Re: Disk image formats (was: ST Xformer 3.0 with source code)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: hans@macbeth.umd.edu
Message-ID: <3rkj32$55q@macbeth.umd.edu>
Source record: 90822

In article <140373@cup.portal.com>,
<Rick_Michael_Cortese@cup.portal.com> wrote:
>Hans; correct me if I'm wrong, but the reason the boot code only handles
>128 byte sectors is because it jumps through the DINV vector which sets the
>sector size to 128 bytes regardless of the drives capabilities. SIOV should
>be able to handle anything, I have my ATR8000 reading 512 byte sectors for
>instance. Do you still have a working Indus (my son's was stolen by postal
>workers when I mailed it to him)? It would be interesting if for no other
>reason then curiousity sake to find out if you can use the extra space.
>Rick

Rick,

The important point that I neglected to spell out is the fact that the
SIO command to the disk drive contains only the sector number, and not the
byte count. Therefore it is necessary that the disk drive and the
program agree on the size of the data records. Given this constraint
in the original design of the disk drive protocol, I can think of the
following ways to accommodate booting from double density disks.
1. the 1050 approach (26 128 byte sectors) which wastes lots of space.
2. using 18 256 byte sectors, but faking the size of the first three
(the standard DOS boot sectors)
3. putting code in ROM that tries to boot with 128 bytes, and, if that
fails, tries 256 bytes (or vice versa)
4. putting code in ROM that tries to determine the type of disk drive,
and then reads the appropriate number of bytes
5. mapping 2 128 byte logical sectors into one 256 byte physical sector
in the drive. (This runs into lots of problems when writing single
sectors...)

Choices 3 and 4 are not compatible with existing OS ROMs, so I guess choice
2 was a reasonably sensible one to make.

My Indus is packed away and not readily accessible. I know, however,
that read and write commands to the first three sectors only transfer
128 bytes on the SIO bus, regardless of disk format. As I said in my
earlier post, there is a back door. There is a function that lets you
deposit bytes in the Indus's memory (i.e. a piece of Z80 code), and
another function that will leap to that code. With that you can do
anything you want to those sectors, but that's a little outside the
scope of normal operating parameters.

Hans

397. David Deaven's IRG

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: deaven@ishmael.ameslab.gov
Message-ID: <3rknmm$15k@news.iastate.edu>
Source record: 90823

>>Some time ago, I found a project by David Deaven, with which it is
>>possible to scan IR remote controles, load the commands into the
>>classic Atari and send them back out again. (I downloaded the
>>files from Beco Tel. SysOp Bernard Kok had found them on the
>>Internet).
>>
>>Could you tell me where the files are on the internet?

I have just added the IRG distribution to my homepage on the web.
Interested people can look under the "free software" section of my
homepage at "http://www.public.iastate.edu/~deaven". The on-line
version of the project description also includes a GIF version of the
circuit diagram for those of you who cannot print postscript.

A gzipped tar file (for UNIX systems) can also be found on the umich
Atari archive, where I originally put the 0.1 release.
--
David Deaven deaven@ishmael.ameslab.gov
A504 Physics tel 515-294-6878
Ames Laboratory fax 515-294-0689
Ames IA 50011

398. Re: WTB 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3rkq84$dqd@nic-nac.CSU.net>
Source record: 90824

No Ben, Bob's ROM switch DID kill ALL RF.. or _something_ did..

One day at a friends house I was gonna hook my 1200XL (back when it worked right <cry>) to his PC via SIO2PC and to a spare TV.. Well, his spare TV didn't have AV monitor inputs..

Sufficed to say, SIO2PC didn't like their PC either, so all we really got out of it was one HELL of a >HUGE< game of Star Raiders! :) (ie, I hooked it up to their BIG-BIG-BIG screen TV)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

399. Re: How to access floppy (Atari 130XE)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3rkqc5$drh@nic-nac.CSU.net>
Source record: 90825

Save from where? I assume from BASIC.. it'd be: SAVE "D:filename.BAS"

example:

SAVE"D:TEST.BAS"

to load it:

LOAD"D:TEST.BAS" or RUN"D:TEST.BAS" to load and run automatically

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

400. Re: Comments on an On-line Atari Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3rkqj5$e01@nic-nac.CSU.net>
Source record: 90826

Either CardStax or my HyperIt! (no sound yet), or HyperWord! which I'm starting work on. :) :) :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

401. Re: Comments on an On-line Atari Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: dabell@sfsu.edu
Message-ID: <3rknd4$gnc@news.csus.edu>
Source record: 90827

I've been following the discussion of the possibility of the magazine, and I humbly submit that the method of transmission may be a trifle premature. It occurs to me that the content may be a little more important at first. Then, how will it be supported -- i.e., simpy a freebie or will "subscribers" pay somebody -- and finally the transmission method. It's understandable that this would be the most interesting to people who like technical challenges, but I think the "editorial" challenge should come first and foremost.

I would hope that such a publication would have at least a small section devoted to those of us who use 8-bits for various tasks, as well as fun, but really aren't "techies" like I presume many, if not most, of the contributors to this group are. (I assume no one is going to take offense at my use of the term "techies." I have the utmost respect and admiration for people who know their way around the inside of a computer.)

402. Re: Emulating copy protection (was: Disk image formats (was: ST Xformer 3.0 with source code))

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: classics@en.com
Message-ID: <3rksk3$1bk@antares.en.com>
Source record: 90828

Darek Mihocka (brasoft@coho.halcyon.com) wrote:
: In article <3r3ts7$qbq@antares.en.com>,
: Steven J Tucker <classics@en.com> wrote:
: >
: >Again, copy protection on the physical disk is just far too complicated
: > for software emulation IMHO. Even if I were to plug such excessive
: > futurism in the emulator, you would require:
: >
: >1) a pc -> sio cable to talk to modified physical drives (archiver, etc)
: >2) a gruesome detailed knowlege of such devices in order to obtain
: > and understand the raw images.

: Has anyone considered a utility that uses the SIO2PC cable to snoop the
: activity taking place between the Atari computer and real Atari disk
: drive and simply logs the disk command being sent, the data being
: sent back, and the relative timing. So copy protection really doesn't
: matter, because all you care about is what the drive sends back to the
: computer and when. An emulator such as PC Xformer could easily emulate
: something like that, permiting you to run any copy protected piece
: of software.

The only problem is that you can monitor commands computer -> sio device
with the current sio2pc cable, it cannot see data device -> computer.

: Similarly, if you "replayed" the disk activity to a real Atari computer
: you could run copy protected software on the real Atari without ever
: having to actually copy the protected disk.

: I'm sure in 15 years someone must have already done something like this
: on the Atari 8-bit.

Steve

403. Re: Emulating copy protection (was: Disk image formats (was: ST Xformer 3.0 with source code))

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: Mack Baggette <johnny.baggette@bst.bls.com>
Message-ID: <NEWTNews.803074017.3966.mack@a0212091.bst.bls.com>
Source record: 90829

> : Has anyone considered a utility that uses the SIO2PC cable to snoop the
> : activity taking place between the Atari computer and real Atari disk
> : drive and simply logs the disk command being sent, the data being
> : sent back, and the relative timing. So copy protection really doesn't
> : matter, because all you care about is what the drive sends back to the
> : computer and when. An emulator such as PC Xformer could easily emulate
> : something like that, permiting you to run any copy protected piece
> : of software.
>

Hello,

I seem to remember from my Atari days, that somebody came out with a program which intercepted the disk read routine, and looked at the timing between sectors, the data read, the error code, etc. There was also a board available. You booted the software, then loaded whatever disk you were trying to copy, and then you went back into the software. It then read back all the data that was read from the disk, and wrote out an image along with the timing data and error codes. In essence creating an unprotected image of the game.

It seemed to work fairly well, and when you loaded the copy software it played the theme to Mission Impossible. Does anyone know the name of it?

Thanks,
Mack

Sig? I don't need no stinking sig...

404. No Color from 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: your name <your_name@cv.hp.com>
Message-ID: <DA3B9F.IHs@hpcvsnz.cv.hp.com>
Source record: 90830

I purchased a backup 130 XE which lost its color (i.e. on the monitor).
It does not have color on a color TV set either. My original 130 XE works
just fine on either video (TV or monitor). I reseated the IC chips and
cleaned the keyboard trace connector, but with no success with the color.
Does anyone have a suggestion to remedy this colorless situation.

Thanx, from a pale hacker!

405. Re: Directly read Atari diskettes?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: rkim@mars.uucp
Message-ID: <3riveq$qoo@nic-nac.CSU.net>
Source record: 90831

In article <3r7968$cbq@igthost.bis.adp.com>,
Mark E. Huss <meh@bis.adp.com> wrote:
>Does anyone know of a utility program that will allow a PC to directly
>read old Atari single-sided 70K diskettes?
>
>--

Given that the floppy drive on most modern PC's are operating on much
higher tolerances (due to HD), this would be a problem. I noticed this
when using MYUTIL. Going from a disk formatted on a PC, and using that
on a Atari drive (dbl density) works, sort of...

Rich K.

406. Re: Comments on an On-line Atari Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: junkster@chinook.halcyon.com
Message-ID: <3rl260$ko0@news1.halcyon.com>
Source record: 90832

James King <jeking@xmission.com> wrote:
>
>Why bother with all the hassle of an HTML viewer? Why dont we just have
>standard TEXT files like the old Zmag

Seconded. Reading "magazines" on a computer screen is hard
enough--reading a web-page sorta thing is worse.

I'm more concerned with content and good editing than anything else. I
wouldn't mind if _Atari Classics_ or other Atari magazines were simple,
non-DTP newsletters put together at the local copy shop. It works well
for stuff like Shareware Solutions II (Apple) and The 2600 Connection.

James Hague
junkster@halcyon.com

407. Atari 400 48K upgrade - lost instructions!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <rumpf.1-1306951829060001@slip3-21.acs.ohio-state.edu>
Source record: 90833

I have an Atari 400 that I had upgraded (years ago) to 48K. I pulled it
out of the closet and have been using it for the past few weeks, and today
it started acting up on me. Like not booting. So I pulled it apart, and
sure enough, the jumper wires for the upgrade had come loose - not all of
them, but once I saw the first one loose I (silly boy) tugged at another,
and it too came off (bad soldering job, I guess). Anyway, does anyone
have specs on this? If they can be faxed to me, that would be great - or
scanned in and emailed, or just plain USmailed...Please Help!

Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"

*** Magic: The Gathering: It's not just a hobby anymore... ***
http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html
----

408. Re: Comments on an On-line Atari Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3rl400$k7f@nic-nac.CSU.net>
Source record: 90834

Alan, I *assumed* the publication would be free; simply posted on FTP sites and the world-wide web.

The format is a bit important because I don't think anyone's going to want to sit down for the first issue and manually convert every submission!!

We could simply do TXT or we could do scaled-down HTML (I'm for this) which would make it easy to put up on the web and coding a simple HTML viewer is relatively trivial or make up some format or something..

Now, would there be software included with the issues? (ie, demos, PD stuff, etc.?)

I think we'd be fitting in the niche right next to e-mags like Top-Magazin, except we'd be english. (BTW for those who don't know, Top-Magazin's doc reader has the ability to include inline graphics!!!)

As for the techi-ness of the magazine, well, MY contributions would be technical, but not hard-ware. I DON'T know the ways in and out of XL's. :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

409. epson homewriter10

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: tom.brammer@mercopus.com
Message-ID: <11119.862.uupcb@mercopus.com>
Source record: 90835

```
You guessed it! it's a printer, and it's for sale with 2 wordproccessing
programs....Atariwriter (cartridge) and Paperclip (disk)......
please make offers thankyou.

----
+-------------------------------------------------------------------------+
| Mercury Opus BBS - St. Petersburg, Florida, USA - +1-813-321-0734 |
| 2000 Conferences - 100,000 Files - One of America's Top 100 BBS Systems |
+-------------------------------------------------------------------------+
```

410. Re: DOS Directory structure

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3rl21m$1s9@dartvax.dartmouth.edu>
Source record: 90836

ivan@rcp.co.uk (Ivan Mackintosh) writes:

>Does anyone know the format of a DOS directory? more specifically
>the first byte.

>In the sector that contains the directory there is 5 bytes before
>the textual file name. Bytes 2+3 are the length of the program in
>sectors and bytes 4+5 are the start sector of the program but what
>is the first one?

>I have seen the following values: (hex)
>03 ??
>23 ??
>42 Seems to be a standard single desity file??
>43 ??
>60 ??
>62 Could this mean the file is stored in sectors > 720 ??
>80 ??

My understanding of the first byte is that each bit has a different
meaning, unless they're all zero, which indicates that there are no
more entries (there are a maximum of 64 entries).

I'm not sure of all the bit values, but I'm pretty sure about the
following:
7->deleted
6->normal file
5->locked
4->MyDOS subdirectory (Atari DOS meaning???)
3->???
2->???
1->???
0->write open

So $42 means a normal file and bit 1. $62 is the same thing, only the
file is locked.

I suspect bit 1 means the file may have sectors > 720, and bit 2 is
used by MyDos to indicate "long" sector numbers instead of file
numbers at the end of each sector (allowing for >1024 sectors on the
disk). Can someone confirm the meanings of bits 1-4?

Thanks.

--PC
--
$ "If a man has recently married, he must not be sent to war or have any $

```
$ other duty laid on him. For one year he is to be free to stay at home and $
$ bring happiness to the wife he has married." --Deuteronomy 24:5 $
$ So that's why people get divorced--nobody can afford a decent honeymoon. $
```

411. Re: Disk image formats (was: ST Xformer 3.0 with source code)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <140373@cup.portal.com>
Source record: 90837

Hans; correct me if I'm wrong, but the reason the boot code only handles 128 byte sectors is because it jumps through the DINV vector which sets the sector size to 128 bytes regardless of the drives capabilities. SIOV should be able to handle anything, I have my ATR8000 reading 512 byte sectors for instance. Do you still have a working Indus (my son's was stolen by postal workers when I mailed it to him)? It would be interesting if for no other reason then curiousity sake to find out if you can use the extra space.
Rick

412. Re: DOS Directory structure

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Jun13.232524.6204@wariat.UUCP>
Source record: 90838

From ANALOG Compendium, Disktool Rev. 3
First byte is status byte, like the man said.
Bit 7 6 5 4 3 2 1 0
File Deleted/Fle in use/Locked / Spare bytes /DOS 2/File open for
output(word wrap)
MyDOS uses 4 apparently to indicate it is a MyDOS disk.
How to tell how many files in a MyDOS/DOS 2 directory? Well I'm not
sure about MyDOS, but DOS 2 doesn't know how many files are in the
directory. It just keeps searching the 16 byte directory entries until
it finds an invalid char(probably not) or a 0 in bit 1 of the status
byte maybe?
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

413. For Sale - Atari 8-bit hardware/software

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: bobh@hal.COM
Message-ID: <3rlomp$19v@news.hal.COM>
Source record: 90839

```
For Sale
--------
Sell as a package only, to buyer in Northern California, as $hipping
and in$urance would be expen$ive for all thi$! Contact Bob Hardy via
email at bobh@netcom.com and make offer. I have my expectations, but
you tell me what YOU think this stuff is worth. Please respond to
bobh@netcom.com, not the newsgroup.

Hardware
--------
Atari 800, 48K, all original, w/ power supply
Atari 800XL, w/ 128K (Newell Memory Expansion board), power supply
Indus GT Disk Drive, door removed, works fine
Atari 1050 disk drive, not working
PowerStik II joystick
P:R: Connection interface for generic printers, modems, etc.
joystick extender cable

Documentation:
Magazines/Manuals
-----------------
About 2 boxes full of Atari magazines and software manuals
- includes COMPUTE!, Antic, ANALOG Computing, Atari Explorer, Atari
Classics, etc., plus original manuals for MAC/65, Atari LOGO, 1st
XLEnt Word Processor, Atari Assembler/Editor (with lengthy errata
bulletins from Atari!), Jerry White's Music Lessons, dozens of games,
etc.

About 2 boxes full of books
- includes Atari Roots, Programming the 6502, Atari BASIC Sourcebook,
Mapping the Atari, The Atari Assembler, Inside Atari BASIC, Your
Atari Computer, ZAP! The Rise and Fall of Atari, Inside Atari DOS,
Atari Assembly Language Programmer's Guide, Stimulating Simulations,
Machine Language Programming for Beginners, De Re Atari, The Atari
Compendium, Dr. Wacko, many more.

Software
--------
DISKS: over 500 (!) diskettes w/ Atari software, various formats
- includes DOS 2.0, 2.5, 3.0, TopDOS, Mydos, and other DOSes; 1st
XLEnt Word Processor (2 versions), VisiCalc, Zaxxon, Stellar Shuttle,
Raid Over Moscow, Beachhead, Beachhead II, Star Raiders II, The
Eidolon, Necromancer, Fooblitsky, Super BoulderDash, BoulderDash
Construction Set, The Nightmare, Diskey, Disk Wizard II, Music
Construction Set, MicroPainter, Canyon Climber, Ball Blaster, Raster
```

Blaster, S.A.M., PokerSAM, ABC Compiler, various drivers for modems and other external devices, Atariwriter printer drivers, many Antic and some ANALOG Computing disk issues, LOTS of Public Domain, original and typed-in magazine software and data files, and MUCH more.

CARTS: over 2 dozen misc. Atari games, programming languages, etc. - Donkey Kong, Defender, Star Raiders, MAC/65, Assembler/Editor (2 versions), BASIC (2 versions), Crossfire, AtariWriter, Jumpman Jr., Rescue on Fractalus, Battlezone, PacMan, Miner 2049'er, Music Composer, Missile Command, Mario Bros., Atari LOGO, Airball, Frogger, Blue Max, Centipede, QIX, etc.

Modems

Microcom AX-2400C 2400 baud modem, MNP5
Anchor Volksmodem 1200
Atari 1030 Modem, 300 baud
MPP 1000E Modem, 300 baud

--
Bob Hardy bobh@hal.com
HaL Computer Systems (408) 379-7000 ext. 1620

414. Re: No Color from 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: jjessop@ix.netcom.com
Message-ID: <3rj2dp$qhd@ixnews6.ix.netcom.com>
Source record: 90840

In <DA3B9F.IHs@hpcvsnz.cv.hp.com> your name <your_name@cv.hp.com>
writes:
>
>I purchased a backup 130 XE which lost its color (i.e. on the
monitor).
>It does not have color on a color TV set either. My original 130 XE
works
>just fine on either video (TV or monitor). I reseated the IC chips and

>cleaned the keyboard trace connector, but with no success with the
color.
>Does anyone have a suggestion to remedy this colorless situation.
>
>Thanx, from a pale hacker!
>

Sorry, I don't have 130XE schematics but I should be able to help you
out using the old 800 set I have.

1: Check pin 17 of the GTIA while adjusting the color trim pot, It
should be the only pot (500k) on the board. Look for a swing of from
close to zero to almost 12 volts. If you are missing 12 volts from your
power supply you are in trouble with color. This sets up the level of
some internal schmidt triggers that sets the color phase angle (NTSC
tint control).

2: Could be a bad GTIA.....but this would be a very unusual failure
mode.

3: For an NTSC system the system clock must be RIGHT ON for color. If
you have a frequency counter make certain the signal at GTIA pin 28 is
3.579545 mhz. If a counter is unavailable try tapping the crystal (not
to hard) and sometimes that will make the color snap in!

4: There is an NPN common emitter transistor on the board somewhere
coupled to pin 21 of the GTIA (color line)....it could be bad or one of
the capacitors bad.

Use the good 130XE and compare signals, swap GTIA....etc for an easier
time.

Are you certain its not a PAL system? :)

Jerry

415. Re: Comments on an On-line Atari Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3rj5hm$2dh@nic-nac.CSU.net>
Source record: 90841

Well, the thing is, wouldn't we all sumbit the articles to an editor(s)??

THEY could reformat the thing into HTML...

I said why not have an in-between which can be viewed as text, HTML or
with a viewer on the Atari 8-bit.. HTML would let everyone else
(Mac, PC, Unix, VAX, etc.) view it, text would let EVERYone else
(other systems!) view it, and the viewer on the Atari would be in between..

The in-between could be like a scaled-down version of HTML...
Why not even an editor on the 8bit for this file format??

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

416. I killed my 800XL! Please help me!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: HEGEDUS@mszi.pmmf.hu
Message-ID: <768C4F31E1@mszi.pmmf.hu>
Source record: 90842

Hi,

One day I volunteered to do the 256k upgrade in my 800XL. But I
didn't have any 41256 but I could get some 414256 at bargain price.
Ok, I think it wasn't a bad choice, but I didn't know the pinout for
this RAM. I was very happy when I found the pinout of the 424256, and
I think (and some people said too) there is no differences between
them. But you know I wasn't OK, and when I built the upgrade with this
RAM my old Atari couldn't stand it without any vendetta.
Now I'm very unhappy, 'couse I don't have any 64k.
So I have some questions:
Where can I find a good (or something like that) schematic of
the 800XL?
What's the ID (like U27) of the 65c02 in the 800XL?
Is this 65c02 a REALLY 65c02 (from Rockwell?)?
Who wanna sell me a really cheap one?
What can I do now?
And some other question:
The Enhanced .atr is about 140000 bytes and the real atari
Enhanced (like the .xfd disks) disk is 133120 bytes. Why? The SD disks
are OK... I know there is a $10 bytes long header in the .atr...

So, that's it.
Please HELP me!

THanks, (not Tom Hanks)
Tomika

==
hegedust@pmmf.hu <-VAX-VMS
hegedus@mszi.pmmf.hu <-Novell
hegedust@aladar.pmmf.hu <-Linux
hegedust@nowhere.can.find <-Atari DOS 2.5
==
I killed my old Atari 800XL!
Please help me, and send a new one...
==
Hegedus Tamas
H-7635 Pecs, Abaligeti ut 3.
Hungary

Tel.: 36-72-328-697
==

417. Re: WTB 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9506130257591.DLITE.bjcorr@delphi.com>
Source record: 90843

>AHH! Rich! With BASIC INSTALLED!? BLEAHRG! :)
>
>My poor 1200XL+256K+800XLOS had BASIC removed and a special 800XLOS which
>Mr. Woolley burned which let me reboot with Ctrl+F4.. man, I got used to
>that.. now it's "Hold [RESET], Pull out the Action! cart, let go, hold
>[RESET] again, stick the cart in, and hope my 192K RAMdisk didn't get
>trashed (which 50% of the time it does! >:^( )"
>
>Oh yeah! And in place of BASIC it had an 800 OS.. the switch between
>them was the RF-out channel switch (i used monitor ports so I didnt need
>RF aymore)
>
>-bill!
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
>William (Bill) Kendrick / | \ ** New Breed Software **
>http://zippy.sonoma.edu/~kendrick
>
Well, you don't LOSE the rf, it's just stuck on channel 3!
bjcorr@delphi.com

418. Re: FTe`s status

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <hg2dtDn.ftooned@delphi.com>
Source record: 90844

Mathy Van Nisselroy <mathniss@link.xs4all.nl> writes:

>Howdy Mike
>
>Now that you're in Arizona;
>
>When can we expect to see you products?

Hi Mathy!

Well, I've been here in AZ now for almost 6 weeks. I don't know
my way around here yet, and with all the time that I've been putting into
work, I don't exactly feel like I've "settled in" yet. Unpacking stuff
has been a major drag! It took me about 3 weeks just to find the MIO II
prototype, but it survived the move and is running fine now.

I've finished the manuals for the "Sweet 16", and they should be
starting to appear within the next week or so. I had a problem with the
latest version of the MAE assembler, and needed to get it fixed before
sending it out with the manuals.

The move has been expensive, so I'm just trying to get a little
bit of extra cash together to get the boards into production. (MIO II)
The MARS 8 is getting very close to completion as well, and will be released
right after the MIO II.

I did manage to make it to the NWPAC meeting in Phoenix last Sat.,
and sign up as a member. Dale Wooster (Prez) has a really nice manual that
is available for the latest version of TextPro, and is highly recommended.

I do have a lot more space here than I did in CA, and it's amazing
how fast it all seems to evaporate when you're working with the Atari's.
My place is literally "decorated" with 'em, and it's a pretty cool vibe
as long as all of the power supplies remain tucked away.

It looks like I'm gonna be here for quite some time, and now that
I've managed to get all the computers set back up and running, I feel
really positive about getting caught up this summer on all of FTe's
projects. I've got a few suprises in store, and will be discussing them
at length once the MIO II and MARS 8 start to ship.

I've also been working with a scripting terminal language called
CASL, and should be able to automate the new catalogs, updates, etc. via
E-Mail here very soon... I haven't forgotten about anyone, and now that the
"move" is essentially over, FTe should have a much stronger presence in the
market by July or August.

Thanks to everyone for their trust and patience. It's been a long wait for me too... <grin>, but FTe is in better finacial shape than it ever has been, and quite franky... I couldn't imagine having a better time than I do when working on the Atari's 8-Bits. (With the Sweet 16 now available, the Atari's "could" be referred to as 16 bitters... pretty weird, huh?)

Mike (FTe)

419. For Sale - Atari 8-bit hardware and software

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: bobh@hal.COM
Message-ID: <3rloun$kfo@bbking.hal.COM>
Source record: 90845

```
For Sale
--------
Sell as a package only, to buyer in Northern California, as $hipping
and in$urance would be expen$ive for all thi$! Contact Bob Hardy via
email at bobh@netcom.com and make offer. I have my expectations, but
you tell me what YOU think this stuff is worth. Respond to
bobh@netcom.com, not the newgroup! Thanks.

Hardware
--------
Atari 800, 48K, all original, w/ power supply
Atari 800XL, w/ 128K (Newell Memory Expansion board), power supply
Indus GT Disk Drive, door removed, works fine
Atari 1050 disk drive, not working
PowerStik II joystick
P:R: Connection interface for generic printers, modems, etc.
joystick extender cable

Documentation:
Magazines/Manuals
-----------------
About 2 boxes full of Atari magazines and software manuals
- includes COMPUTE!, Antic, ANALOG Computing, Atari Explorer, Atari
Classics, etc., plus original manuals for MAC/65, Atari LOGO, 1st
XLEnt Word Processor, Atari Assembler/Editor (with lengthy errata
bulletins from Atari!), Jerry White's Music Lessons, dozens of games,
etc.

About 2 boxes full of books
- includes Atari Roots, Programming the 6502, Atari BASIC Sourcebook,
Mapping the Atari, The Atari Assembler, Inside Atari BASIC, Your
Atari Computer, ZAP! The Rise and Fall of Atari, Inside Atari DOS,
Atari Assembly Language Programmer's Guide, Stimulating Simulations,
Machine Language Programming for Beginners, De Re Atari, The Atari
Compendium, Dr. Wacko, many more.

Software
--------
DISKS: over 500 (!) diskettes w/ Atari software, various formats
- includes DOS 2.0, 2.5, 3.0, TopDOS, Mydos, and other DOSes; 1st
XLEnt Word Processor (2 versions), VisiCalc, Zaxxon, Stellar Shuttle,
Raid Over Moscow, Beachhead, Beachhead II, Star Raiders II, The
Eidolon, Necromancer, Fooblitsky, Super BoulderDash, BoulderDash
Construction Set, The Nightmare, Diskey, Disk Wizard II, Music
Construction Set, MicroPainter, Canyon Climber, Ball Blaster, Raster
```

Blaster, S.A.M., PokerSAM, ABC Compiler, various drivers for modems and other external devices, Atariwriter printer drivers, many Antic and some ANALOG Computing disk issues, LOTS of Public Domain, original and typed-in magazine software and data files, and MUCH more.

CARTS: over 2 dozen misc. Atari games, programming languages, etc. - Donkey Kong, Defender, Star Raiders, MAC/65, Assembler/Editor (2 versions), BASIC (2 versions), Crossfire, AtariWriter, Jumpman Jr., Rescue on Fractalus, Battlezone, PacMan, Miner 2049'er, Music Composer, Missile Command, Mario Bros., Atari LOGO, Airball, Frogger, Blue Max, Centipede, QIX, etc.

Modems

Microcom AX-2400C 2400 baud modem, MNP5
Anchor Volksmodem 1200
Atari 1030 Modem, 300 baud
MPP 1000E Modem, 300 baud

--
Bob Hardy bobh@hal.com
HaL Computer Systems (408) 379-7000 ext. 1620

420. Atari/Nintendo Accesories & Games Sale (6/13)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <3rjbmg$di9$1@mhade.production.compuserve.com>
Source record: 90952
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,rec.games.video.classic,alt.games.video.classic

```
FOR SALE - ATARI 8-BIT ACCESSORIES

Atari CO17945 9v AC power supply (NEW) $7.50 (1010/1020/1050,etc.)

FOR SALE - ATARI BOOK

Atari XL User's Handbook (WSI) $5 (good condition)

FOR SALE - NINTENDO ACCESSORIES

Nintendo Zapper light gun (NEW) $7.50

FOR SALE - ATARI 8-BIT SOFTWARE

EDUCATIONAL:

Turtle Tracks (Scholastic) $3
USED: Facemaker (Spinnaker) (cartridge) $3

GAMES:

Adventure Master (CBS) $5
Astrology (Antic APO167) $3
Crypts Of Plymbous (Cosmi) $3
Encounter at Questar IV (Artworx) $3
Flight Simulator II cartridge (Atari)
Lords Of Conquest (Elec. Arts) $5
Touchdown Football (Elec. Arts) $5
Winter Challenge (Thunder Mtn.) $5

UTILITIES:

Get Rich! Insurance Planning (Arrays) $4
Megafont II/II+/Font Sim. package (XLent) $4

Indus DOS XL Master Disk/GT Estate Word Processor package $3

ALL 8-BIT SOFTWARE ONLY $35 PLUS SHIPPING

All items include original docs unless noted, and some are new in original
shrinkwrapped boxes. Inquire for specifics on any programs.

If interested, please contact Lawrence Estep at 71450,1050 on
CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

--
```

Lawrence Estep / 71450.1050@COMPUSERVE.COM
Remember...Friends Don't Let Friends Drive Drunk!!!

421. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: jimfitch@community.net
Message-ID: <3rjdom$at0@odin.community.net>
Source record: 90953
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

Dirk Grunwald (grunwald@foobar.cs.colorado.edu) wrote:

: The ZIP FAC mentions that that PC Zip I/O drivers are available on
: AOL. However, I'm not an AOL user. If someone has those available
: elsewhere, can people post it here? Likewise, if someone wants a place
: to put these on the net, I can post it.

: I'm trying to use my Mac zip on a PC laptop.
Please let us know if it works.

422. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DA48nG.76z@jackson.napervilleil.attgis.com>
Source record: 90954
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

#==========Darryl Lee, 6/12/95==========
#
#Until Iomega tells me not to (or until my machine breaks from all the
#hits), i'm posting the DOS/Win and OS/2 drivers on my machine. i'll
#get the Mac drivers as soon as i get that new Powerbook with an
#Ethernet connection. (Any day now :}) That is, unless somebody with
#a Mac connection, America Online, and a fast link (Ethernet, or 28.8)
#wants to download those files and binhex them. (That's why i haven't
#been able to get the Mac ones on. They're not binhexed, and my modem
#is only a 14.4.)

Darryl,

I have access to AOL via a 28.8K modem at home or TCP/IP here at work.
Getting the files here would be no problem. I don't own or use a MAC,
so I'm not familiar with 'binhex' files. Is this something I could do
for you either on a PC or on UNIX? If so, I would be willing to do it
and upload it to your site. Please email me privately if you are
interested.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM

423. 9-bit floppy disk

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-13 00:00:00 UTC
From: hubal@acpub.duke.edu
Message-ID: <3rkr2m$fka@news.duke.edu>
Source record: 90955
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Don't know if this is the best newsgroup, but perhaps someone could point me in the right direction...

I have a floppy disk from an old, old Atari computer, with files that I wish to retrieve. Norton utilities on an IBM PC, as far as I can tell, has no idea how to read from this disk, since it's formatted using 9-bit bytes. No Macintosh to which I have access is able to read this disk, either.

Any ideas? If anyone has (a) an old, old Atari, (b) software that could read from this disk, or (c) any other idea how to retrieve the data, please let me know. Thanks.

Rob Hubal

```
==========================================================================

_ _ _
| |_ _ _ | |_ __ hubal@acpub.duke.edu ___ _ | |_ _ __
| || | || o |< < | o || ||_ || // |
|_|_| \__||__/ >_> |__/ |_| /_/ \__/
==========================================================================
```

424. U.S. Robotics sportster

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-14 00:00:00 UTC
From: gladius@I_should_put_my_domain_in_etc_NNTP_INEWS_DOMAIN
Message-ID: <3rmtat$okj@news.yab.com>
Source record: 90756

[No readable article body recovered]

425. Re: Anyone got a reply from Brasoft on XF3.1 upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-14 00:00:00 UTC
From: kevina@clark.net
Message-ID: <3rn2lb$kq0@clark.net>
Source record: 90757

In article <3ridq8$shj@newsbf02.news.aol.com>, RZabaga <rzabaga@aol.com> wrote:
>I did reply to this already, but here's an update:
>
>According to BRASOFT, they are working on version 4.0
>
>Yes! Xformer 4.0
>
>(hopefully, sound improvement and bug fixes in player-missile-graphics).

That reminds me has ANYONE gotten spartados wih any versions of
PC-XFORMER. I will buy the emmulater ONLY if it works perfetly with huge
SPARTA dos immages. If not I'll use my trusty old 130XE with sio2pc....

--
* Kevin Atkinson, Clarknet I'net Serv., Maintainer of the Usenet Info Center *
* Finger usenet-i@clark.net for more info on Usenet Info Center. *
* Or send mail to usenet-i@clark.net with a subject line of HELP. *
* This is in its beginning stages and I could use any help I could get! *

426. Re: No Color from 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-14 00:00:00 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.233.0012532B@genesis.informatik.rwth-aachen.de>
Source record: 90758

In article <DA3B9F.IHs@hpcvsnz.cv.hp.com> your name <your_name@cv.hp.com> writes:

>I purchased a backup 130 XE which lost its color (i.e. on the monitor).
>It does not have color on a color TV set either. My original 130 XE works
>just fine on either video (TV or monitor). I reseated the IC chips and
>cleaned the keyboard trace connector, but with no success with the color.
>Does anyone have a suggestion to remedy this colorless situation.

Had the same problem with a 800 XE.
First look at the potentiometer (R 38) I think. It's for the color
adjustment !
Then swap the GTIA's between your two computers (if they are in a socket).
The fault on my system was that an 74ALS74 (or 74LS74, don't know it for
sure, but only 74XX74 is important) was dead and so the GTIA got no color-
clock signal.

If you have still questions or problems, send me a mail !

Matt

427. Re: SIO2PC -- problem with a 386SL-20

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-14 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <3rn58c$ft8@nyheter.chalmers.se>
Source record: 90759

In article <3rm1bo$9jk@nic-nac.CSU.net>,
Cameron Tully-Smith <cameron@zippy.sonoma.edu> wrote:
>Hi, everyone.
>
Hello to you!
I run Sio2pc 3.19i on a 33MHz Compaq Systempro.
I also ran it on various 386/286 combos.
(Never had the mentioned problems)

Fredrik Lundholm
d1dol@dtek.chalmers.se

428. U.S. Robotics Sportster dips

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-14 00:00:00 UTC
From: gladius@I_should_put_my_domain_in_etc_NNTP_INEWS_DOMAIN
Message-ID: <3rn65f$pfk@news.yab.com>
Source record: 90760

I recently purchased a U.S. Robotics Sportster 14,400 external modem for use with my 130 XE (with 850 interface). The problem is I can't get it configured properly. Many ff E-mail posts to USR indicate it should work with any computerif it is properly set up. The UK office offered a couple of sets of type in AT commands & say to use default parameters on switches. If anyone out there is using this modem on your trusty 8 bit please share the switch settings any any config file or AT set you are using. I only use 8 bits and being stuck on the net at 2400 after finaly saving up for better is a real drag. I tried some semi educated trial and error with the dips but with 8 switches there are 256 possible combinations. Any help would be greatly appreciated. Please E-Mail to gladius@host.yab.com

429. Re: SIO2PC -- problem with a 386SL-20

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-14 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <140566@cup.portal.com>
Source record: 90761

Cameron, you are using it with MyDOS right? As much as I like Sparta, I usually have to do:
DIR<return>
To which it NAKs
DIR<return>
to which it responds. It's pretty consistant in that with SDX, I don't think I've been able to ever access drive 2 for anything, drives [1,3,4,...,8] sorta work, but never in high speed mode, & I think the only drives I can format for sure is drive 1. It's a little bit less problematic with SD 2.3, it says the drives can't run HS, but goes ahead & uses it anyway. I haven't tried it with 3.2g or f yet.
Anyway, if your clone has a CMOS setup, there's one other thing you may want to try; go to the Advanced or Chipset menu <if there> & play with the buss clock. If it's AMI BIOS it may/could offer some options like:
Buss clock CLK/6
What I've found isn't pretty, seems most cards that get returned or discarded<sic> were brought back because they didn't run in a faster machine. The stores just check these out in a slow machine & if it works
1) Put in back in the packing & back on the shelves
2) Put it in a budget system bundle
The stuff you have to watch out for is any of the $11 [IDE, Floppy, Serial, Printer, Game] all in one cards & just about any 8 bit card from video to serial.
Rick

430. Re: SIO2PC -- problem with a 386SL-20

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-14 00:00:00 UTC
From: classics@en.com
Message-ID: <3rneht$c71@antares.en.com>
Source record: 90762

Cameron Tully-Smith (cameron@zippy.sonoma.edu) wrote:
: Hi, everyone.

: I'm having an interrmitent (?sp) problem with SIO2PC, which is running in
: "de-turbo" mode and using physical disk access (by using "filename/P" for
: each disk), at Bill Kendrick's suggestion...

: Originally, the Atari couldn't read the disks reliably/at all (using the
: "turbo" mode of the 386 and standard disk access, without the /P), but then
: I slowed it down, and it seems to work fine, *most* of the time...

: Once in a while, the Atari will just hang while reading a disk from SIO2PC,
: and will do other weird stuff.

: I'm posting this because Bill Kendrick (kendrick@zippy.sonoma.edu or
: kendrick@vax.sonoma.edu) says that various other people have had trouble
: running SIO2PC with some faster machines, and he thinks this might apply to
: a 386SL-20. If it does, does anyone have any info on "timing" values or
: other options?

: Thanks very much in advance for any help you can give me :)

Are you sure your using the correct version of sio2pc? If you have the 2
chip version of the cable, you need to run sio2pc2. The single chip
version uses sio2pc.com. The diffrence between the two is that sio2pc2
'cooperates' with other SIO devices by MANAULLY taking the cable offline
when its not active.

If you continue to have operability problems please e-mail me, I would be
happy to let you test my beta sio2pc software on your machine.

Steve

431. Re: SIO2PC -- problem with a 386SL-20

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-14 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3rnehb$6rr@dartvax.dartmouth.edu>
Source record: 90763

I find that SIO2PC runs just fine on my 386DX-20. It chokes if I run
it under Windows, unless I make it run in exclusive full-screen mode.
Once in a while, it seems to get out of sync, and the Atari fails on
an I/O, but not often. I think this may be due to the overhead of
having a large (8meg) disk image on a compressed disk.

I wonder if getting a new serial card with the 16550 buffering UART
would help?

--PC
--
Only be careful, and watch yourselves closely so that you do not forget the
things your eyes have seen or let them slip from your heart as long as you
live. Teach them to your children and to their children after them.
Remember the day you stood before the Lord your God... --Deut 4:9-10a

432. Re: I killed my 800XL! Please help me!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-14 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3rnllv$r4e@blackice.winternet.com>
Source record: 90764

> HEGEDUS@mszi.pmmf.hu (Hegedus Tamas) writes:
> Hi,
>
> One day I volunteered to do the 256k upgrade in my 800XL. But I
> SNIP
> this RAM. I was very happy when I found the pinout of the 424256, and
> I think (and some people said too) there is no differences between
> them. But you know I wasn't OK, and when I built the upgrade with this
> RAM my old Atari couldn't stand it without any vendetta.
>
The 424256 is a 4 bit by 64K DRAM. What is needed is a 1bit by 256K.

> Where can I find a good (or something like that) schematic of
> the 800XL?
> What's the ID (like U27) of the 65c02 in the 800XL?

U8

> Is this 65c02 a REALLY 65c02 (from Rockwell?)?

No. It is a 6502C. A special 6502 made for just ATARI.
A standard 6502 or 65C02 will NOT work.

> Who wanna sell me a really cheap one?

Best Electronics, American Techavision, B&C Computers.
Anymore, you will have to Mail Order the part.

That's about all I can help you with.

> What can I do now?
> And some other question:
> The Enhanced .atr is about 140000 bytes and the real atari
> Enhanced (like the .xfd disks) disk is 133120 bytes. Why? The SD disks
> are OK... I know there is a $10 bytes long header in the .atr...
>
>>>>
Rich Mier

433. Re: U.S. Robotics Sportster dips

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-14 00:00:00 UTC
From: tiesflys@brbbs.com
Message-ID: <znr803166515k@brbbs.com>
Source record: 90765

In article <3rn65f$pfk@news.yab.com>
gladius@I_should_put_my_domain_in_etc_NNTP_INEWS_DOMAIN writes:

>
> I recently purchased a U.S. Robotics Sportster 14,400 external
> modem for use with my 130 XE (with 850 interface). The problem is I can't
> get it configured properly. Many ffffE-mail posts to USR indicate it
> should work with any computerif it is properly set up. The UK office
> offered a couple of sets of type in AT commands & say to use default
> parameters on switches. If anyone out there is using this modem on your
> trusty 8 bit please share the switch settings any any config file or AT
> set you are using. I only use 8 bits and being stuck on the net at 2400
> after finaly saving up for better is a real drag. I tried some semi
> educated trial and error with the dips but with 8 switches there are 256
> possible combinations. Any help would be greatly appreciated. Please
> E-Mail to gladius@host.yab.com
>

I use one at work, but not on an 8-bit. I'll look at it tomorrow and
send you the settings.

A sunny day,
a box of midges,
and a wandering stream...
Man, this MUST be heaven!
><> Steve Kulpa <><

434. Re: I killed my 800XL! Please help me!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-14 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3rnrqa$e1o@nic-nac.CSU.net>
Source record: 90766

Enhanced ATRs were created as ~140K files by some of the earlier versions
of SIO2PC because Nick Kennedy was misinformed to their actual size.

They SHOULD run fine, but if not, you may be able to duplicate a 140K ATR
onto a newly created (correct size, ~133K) ED ATR with a DOS on the Atari..
Note the "may", however. :) This is, of course, if you're having problems
with 140K ATRs.. if they give you no problem (other than wasting 7K of
disk space) then don't bother..

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

435. WTB Assembler/Editor Cart

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-14 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.3.000CE8F0@mindspring.com>
Source record: 90767

I am in need of an Assembler/Editor cartridge. Just the cartridge, not the manual. I am trying to get back into the Atari world, but some things have been lost over the years. I also would like Miner 2049er I & II and Jumpman Jr.

Bruce Willard
bwillard@mindspring.com

436. Re: Directly read Atari diskettes?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-14 00:00:00 UTC
From: arromdee@jyusenkyou.cs.jhu.edu
Message-ID: <3rlvlk$m9g@jyusenkyou.cs.jhu.edu>
Source record: 90768

Is it better to format a disk on the PC or on the Atari? I recall trying to use older versions of UTIL and running into more problems when trying to format the disk on the PC....
--
Ken Arromdee (email: arromdee@jyusenkyou.cs.jhu.edu)

Romana: "But he had such an honest face!"
Doctor: "Romana! You can't be a successful thief with a _dis_honest face!"

437. How to play Ducks Ahoy?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-14 00:00:00 UTC
From: DBSTRUTT@CHEMICAL.watstar.uwaterloo.ca
Message-ID: <DBSTRUTT.251.2FDEFE7E@CHEMICAL.watstar.uwaterloo.ca>
Source record: 90769

Anybody else have this game and know how to play? What do you do with the
ducks once you catch them? This is a cute game.

David Strutt dbstrutt@chemical.watstar.uwaterloo.ca
UWaterloo chem eng grad student am023@freenet.carleton.ca
(519) 576-2128
Atari Jaguar 64-bit Multimedia System - Oh yeah!
Hamilton Tiger-Cats Season Ticket Holder
My secret indian name: Billy Stepped-in-Shit

438. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-14 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <3rluq7INN37c@duncan.cs.utk.edu>
Source record: 90846
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

439. Re: FS: Classic Atari HardWare: Catalog!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-14 00:00:00 UTC
From: 75354.260@compuserve.com
Message-ID: <3rls5s$7bc@dub-news-svc-4.compuserve.com>
Source record: 90847

I would be interested in any time of modem that you would have for the Atari 8bit. Although I might also be interested in an 850 interface, I need to get my old 130XE back on line. Please let me know the total cost of shipping for the XM301 or any type of modem that you have. I would purchase more than one if you have extras.
Sincerely,
Edward Powers
75354.260@compuserve.com
404-443-9983

440. Omninet

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-14 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9506140214591.DLITE.bjcorr@delphi.com>
Source record: 90848

Well I finally got the word. The Corvus Omninet Server is for PC networks, not the Atari <snif>. Thanks for all the replys and attempts at help on my wild goose chase.
I hate it when I do that.
bjcorr@delphi.com

441. SIO2PC -- problem with a 386SL-20

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-14 00:00:00 UTC
From: cameron@zippy.sonoma.edu
Message-ID: <3rm1bo$9jk@nic-nac.CSU.net>
Source record: 90849

Hi, everyone.

I'm having an interrmitent (?sp) problem with SIO2PC, which is running in "de-turbo" mode and using physical disk access (by using "filename/P" for each disk), at Bill Kendrick's suggestion...

Originally, the Atari couldn't read the disks reliably/at all (using the "turbo" mode of the 386 and standard disk access, without the /P), but then I slowed it down, and it seems to work fine, *most* of the time...

Once in a while, the Atari will just hang while reading a disk from SIO2PC, and will do other weird stuff.

I'm posting this because Bill Kendrick (kendrick@zippy.sonoma.edu or kendrick@vax.sonoma.edu) says that various other people have had trouble running SIO2PC with some faster machines, and he thinks this might apply to a 386SL-20. If it does, does anyone have any info on "timing" values or other options?

Thanks very much in advance for any help you can give me :)

--
Cameron Tully-Smith
INTERNET: cameron@zippy.sonoma.edu or SMITHT@vax.sonoma.edu
Zippy: cameron
Groucho: cameron
VAX: SMITHT
WWW: http://zippy.sonoma.edu/~cameron

442. Freezer for Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-14 00:00:00 UTC
From: fom@iller.zfe.siemens.de
Message-ID: <3rm6p4$oh0@ztivax.zfe.siemens.de>
Source record: 90850

Hello,

in 1986/1987 I developed a freezer for the Atari 8-bit
machine over here in Germany, that was almost completely
based on software. The only piece of hardware necessary
was a switch to cause an NMI. The freezer software
was loaded under the OS and activated via the switch.
In contrast to simple monitors, the software was
capable of determining the contents of the 'read only'
custom chip registers (?!). This was achieved by utilizing
side effect like bus timing and similar stuff. Only very
few registers had to be adjusted manually. The program
was then written to a self booting disk and could be used
completely independent from the freezer. The package also
included a debugger which was roughly compatible to the Atari
Assembler/Debugger cartridge. Another component was an archiver
which read the self booting 'frozen disk' and converted it
into a compacted file which would also run without requiring the
freezer. You could even write to cassettes this way.

The problem with this is, that I would have to
dig out the source and find a replacement DD-capable
drive to compile it. Back then the freezer software was
very heavily copy protected which would have to be removed
in order to put the software into the PD. (BTW, copy
protection involved physically damaged disk zones).

I think this freezer would come in handy in porting
copy protected stuff to PC Xformer. Has there never been
any other software freezer on the market ?

Another problem would be that maybe the loader routine
for the frozen images is not yet compatible with PC XF
in its current state. I noticed several boot disks including
RANA DOS screwing up the emulator ? Anyone experienced similar
problems ? BTW, I verified the integrity of the bootdisks
by running them on a real Atari and there they worked !

Frank-Oliver

--

443. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-14 00:00:00 UTC
From: tsenx001@maroon.tc.umn.edu
Message-ID: <tsenx001.803152892@maroon.tc.umn.edu>
Source record: 90851
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

steveg@phantom.com (Steve G.) writes:

>Q: That sucks! How can we get Zip Tools installed on both the Mac
> AND the PC without forking over more dough?
>A: Apparently the installer doesn't delete the other system's tools until
>you actually RUN the installer. The workaround is to run the Guest
>program to mount the disk, then use a disk duplication program (that gets
>the whole disk, sector by sector) to dupe the Zip Tools disk. Some people
>have reported doing this successfully with the Disk Duplicator program
>that is on the Macintosh partition of the Zip Tools. Once you have a
>duplicate of the Zip Tools disk, you can use one to install for your Mac,
>and then the other to install for your DOS/Windows machine.

Another trick is to run the guest program to mount the ZIP drive, run the
iomegatools program to write-protect the 100M install diskette. This idea
came from Mr. Lee Busky whom I bought a used ZIP drive and diskette from.
When I received the drive and install disk, I can install the ZIP on both
MAC and PC without troubles. :)

-Maoee
tsenx001@maroon.tc.umn.edu

444. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-14 00:00:00 UTC
From: techno@netaxs.com
Message-ID: <techno-1406951939550001@downtown1-41.slip.netaxs.com>
Source record: 90852
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

In article <tsenx001.803152892@maroon.tc.umn.edu>,
tsenx001@maroon.tc.umn.edu (Maoee Tsen) wrote:

>Another trick is to run the guest program to mount the ZIP drive, run the
>iomegatools program to write-protect the 100M install diskette. This idea
>came from Mr. Lee Busky whom I bought a used ZIP drive and diskette from.
>When I received the drive and install disk, I can install the ZIP on both
>MAC and PC without troubles. :)

NO! This won't work, AFAIK. At least from the Mac side, the Zip Tools disk
appears as a write-protected, PASSWORDED 50 MB cart. The install process
removes the password along with the write-protection & the other
partition. Here's how I did it:

Used guest to mount the Zip Tools original.
Used Disk-to-Disk copy to make a Zip Tools COPY on a blank Zip cart.
Installed off the COPY.

I have no idea if the D-t-D copy kept the DOS information, but it doesn't
matter since my original is still intact.

FWIW,
Tim

>
>-Maoee
>tsenx001@maroon.tc.umn.edu

--
Timothy Binder (techno@netaxs.com) (techno@cyber.com)
Corporate Secretary, Phila. SF Society (PSFS); Philcon Committee

SCSI is *NOT* magic. There are *fundamental technical reasons* why it is
necessary to sacrifice a young goat to your SCSI chain now and then.
--jfw@proteon.com (John Woods)

445. Re: 9-bit floppy disk

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-14 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3rncel$10rm@hopi.gate.net>
Source record: 90853
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <3rkr2m$fka@news.duke.edu>,
Robert Hubal <hubal@acpub.duke.edu> wrote:
>I have a floppy disk from an old, old Atari computer, with files that I
>wish to retrieve. Norton utilities on an IBM PC, as far as I can tell, has

Exactly what kind of Atari computer is this? And what kind of drive is it
from?

>no idea how to read from this disk, since it's formatted using 9-bit bytes.

Never heard of a 'disk formatted with 9-bit bytes', the earlier Atari drives
like the 810 and 1050 used FM format on their disks, and I believe you have
to have a controller on your PC that can handle this, most of them are MFM,
and only support MFM, but some are able to handle FM. There is several
utilities that will allow you to read your FM formatted Atari diskettes.
Also there were some Atari drives which used MFM format, like the XF551 and
I think it is possible that the Percom's did as well (can anyone confirm
that?) use MFM. Look on atari.archive.umich.edu under /atari/8bit, you
will be looking for something called util or something like that, it should
be in a zip archive.

>Any ideas? If anyone has (a) an old, old Atari, (b) software that could

Again what is an old, old Atari? The only thing I would think that you are
talking about is an Atari 8-bit which would cover 400, 800, 600XL, 800XL,
1200XL, 65XE, 130XE, and XEGS. (Not even thinking about hybrids and
prototypes like the 1200, or the 1400XL, 800XE).

Now if this is from a 520ST, a 1040ST, or so on then they are MFM formatted
and I heard that they are easily readable from MS-DOS machines.
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

446. Atari 800 For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-14 00:00:00 UTC
From: bossoj@alum01.its.rpi.edu
Message-ID: <3rns2t$jkl@usenet.rpi.edu>
Source record: 90854

```
For Sale:

Atari 800 w/ 48 K
Atari 410 Cassette Drive
Atari 1027 LQ Printer
Indus GT SS/DD 5 1/4" Drive
Atari Writer & various software titles

Excellent shape w/ original boxes.

$100 (OBO) + shipping

email bossoj@rpi.edu
or 76242.2441@compuserve.com
--
Joe
bossoj@rpi.edu
```

447. BYEEEEE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-14 00:00:00 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <3rmk0k$2i8@mercury.newi.ac.uk>
Source record: 90855

Well, I'm off home in a little while. Just a little message to say ...

IT'S BEEN GREAT ... :)

My 'net access is being lost but, in the words of a certain musclebound actor, "I'll be back!"

A few people I'd never heard of before I began 'net surfing will be hearing from me by snail mail in due course ...

So, to one and all I bid thee farewell.

Dave

448. FS: Atari Comic Books

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-15 00:00:00 UTC
From: gladiatr@clark.net
Message-ID: <3rpse2$j5n@clarknet.clark.net>
Source record: 90770
Cross-posted to: rec.games.video.atari,alt.atari,comp.sys.atari.8bit,comp.sys.atari

Couldn't quite figure out where to post this, so I thought I'd try these four Atari newsgroups. If it's inappropriate, I'm sorry. I figured the best place to find those who might be interested in these would be here.

While going through a couple boxes of comics that I'm about to sell, I found something that made me think about the past. Back when Atari was on the brink of ruling the world (:)) they stuck their fingers into everything they could, into all forms of media. One of their forays into the world of comics was the "Atari Force" comic book from DC. Being a loyal Atarian those days, I of course bought them.

Anyway, I have the complete run of the comic - Issues #1-20(2 copies of #6) and the Atari Force Special #1. This would be great for anyone out there who likes to collect Atari merchandise (and really, the story and artwork weren't all that bad...surprised they never turned it into a videogame).

I don't have a set price on these...I'll simply sell them (all together) to the best offer. Don't include postage and handling in your offer, will talk that over after they are sold.

Send all offers and any questions to me at: gladiatr@clark.net

Thanks.

-=>Donald

```
_____________________________________________/gladiatr@clark.net\_____
|\___ \ / _ \ |"You could be the hero. You could cash in. You could get |
| | | | | | | | all the glory. -You- could go to Disneyland. Well fuck |
| | | | | | | | that! We're throwing you off the fuckin' roof!" |
|_|___/_\___/_|_____________________________________-Aaron Harnick____|
```

449. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-15 00:00:00 UTC
From: gjr@ams.chem.ruu.nl
Message-ID: <gjr-1506951156420001@ana181.chem.ruu.nl>
Source record: 90771
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

In article <3ri2ht$1c3@ucsbuxb.ucsb.edu>, zdarryl@mcl.ucsb.edu (Darryl Lee) wrote:

> Until Iomega tells me not to (or until my machine breaks from all the
> hits), i'm posting the DOS/Win and OS/2 drivers on my machine. i'll
> get the Mac drivers as soon as i get that new Powerbook with an
> Ethernet connection. (Any day now :}) That is, unless somebody with
> a Mac connection, America Online, and a fast link (Ethernet, or 28.8)
> wants to download those files and binhex them. (That's why i haven't
> been able to get the Mac ones on. They're not binhexed, and my modem
> is only a 14.4.)
>
> They're available at:
>
> ftp://pandora.library.ucsb.edu/pub/zip/
>
> PLEASE read the 00_index.txt files as well as any of the read.me
> files. Things should be pretty clear if you follow the instructions
> there. Welp...here goes. >:}
> --

I have seen (at least I think I did) the ZIP Mac disk and the ZIPTools on Compuserve in the Iomega part (Mac Vendors C, if memory serves me). Since I do not yet have a ZIP (they should be arriving here in the Netherlands any day now) I didn't see the point in downloading the files.

Geert Jan

--
G.J. Rademaker
Mass Spectrometry/ Utrecht University
The Netherlands

450. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-15 00:00:00 UTC
From: tsenx001@maroon.tc.umn.edu
Message-ID: <tsenx001.803245989@maroon.tc.umn.edu>
Source record: 90772
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

techno@netaxs.com (Timothy M. Binder) writes:
>In article <tsenx001.803152892@maroon.tc.umn.edu>,
>tsenx001@maroon.tc.umn.edu (Maoee Tsen) wrote:
>>Another trick is to run the guest program to mount the ZIP drive, run the
>>iomegatools program to write-protect the 100M install diskette. This idea
>>came from Mr. Lee Busky whom I bought a used ZIP drive and diskette from.
>>When I received the drive and install disk, I can install the ZIP on both
>>MAC and PC without troubles. :)

>NO! This won't work, AFAIK. At least from the Mac side, the Zip Tools disk
>appears as a write-protected, PASSWORDED 50 MB cart. The install process
>removes the password along with the write-protection & the other
>partition.

Well, I tried it again on Mac. Write-protection was done on Mac P630 with
the guest and IomegaTools. The DOS partition is still installable on the PC.
Has anyone tried this out yet? This only work for the new Install Disk. :)

451. Re: 9-bit floppy disk

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-15 00:00:00 UTC
From: Bob Brown <bob@earthlight.co.nz>
Message-ID: <Pine.SUN.3.91.950615232713.15339A-100000@earthlight.co.nz>
Source record: 90773
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On 13 Jun 1995, Robert Hubal wrote:

> Don't know if this is the best newsgroup, but perhaps someone could point
> me in the right direction...
>
> I have a floppy disk from an old, old Atari computer, with files that I
> wish to retrieve. Norton utilities on an IBM PC, as far as I can tell, has
> no idea how to read from this disk, since it's formatted using 9-bit bytes.
> No Macintosh to which I have access is able to read this disk, either.
>
> Any ideas? If anyone has (a) an old, old Atari, (b) software that could
> read from this disk, or (c) any other idea how to retrieve the data,
> please let me know. Thanks.

Hi Rob,

It could be that the disk you have is an '8-bit disk'. I've never heard
of a 9-bit byte formatted disk (1 byte==8 bits, no more, no less). It
could be that it was formatted on an 8-bit machine (eg, Atari
130XE/800XL, Commodore 64 etc). The only way I know of retrieving the
data on the disk is to try it in these machines to see if you can access it.

Best of luck, hope this helps!

Bob Brown, \|/ ____ \|/ bob@earthlight.co.nz
9 Severn St, @~/ ,. \~@ Don't Panic, rb1@mercury.tekotago.ac.nz
Mosgiel, Otago, /_(__/)_\ and don't forget Bob Brown@3:770/540
NEW ZEALAND __U_/ your towel! +64 3 4895575 (voice)
----

452. Re: DOS Directory structure

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-15 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <3rosmo$9ob@susscsc1.rdg.ac.uk>
Source record: 90774

In article vwY3vAdMBh107h@rcp.co.uk, ivan@rcp.co.uk (Ivan Mackintosh) writes:
>Hi,
>
>Does anyone know the format of a DOS directory? more specifically
>the first byte.
>
>In the sector that contains the directory there is 5 bytes before
>the textual file name. Bytes 2+3 are the length of the program in
>sectors and bytes 4+5 are the start sector of the program but what
>is the first one?

The first byte states whether the file is open for write (W), deleted (D) or
locked. For the correct values I'd have to check a reference. In the case
of DOS 2.5 it probably does state whether the file overspills into the
enhanced density area (720+) but I don't know what the configuration
is here.

>Also how can you tell how many items are in the directory?
64 maximum. DOS stops when it reaches the first empty entry, hence
some hidden directories are based on putting the filenames above empty
entries. Note that a deleted entry is not empty.

- Joel G.

453. Re: DOS Directory structure

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-15 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DA7xB9.9rv@aston.ac.uk>
Source record: 90775

On the subject of DOS images, does anyone know how the VTOC of an enhanced density disk works? I think sector 1024 is used to keep the VTOC of the additional sectors (i.e. 721 to 1040)

Cheers,

Chris Lam,
Aston University,
U.K.

454. Re: Biofeedback devices?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-15 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3rplbh$b09@charm.magnus.acs.ohio-state.edu>
Source record: 90776

In article <9506150755.AA05854@zippy.sonoma.edu>,
William Kendrick <kendrick@zippy.sonoma.EDU> wrote:
>Now, >I'D< like to know what type of biofeedback hardware/software has
>been made for the Atari 8-bit, no matter if it's old/new, commercial/PD..

Didn't Atari put out some sort of biofeedback system as part of the
AtariLab project, back in the XL era?

>Anyone know how to make one of those through-your-skin stress detectors?
>I'd not mind making an 8bit project out of it? (A little bit of hardware
>through the stick port and some feedback software and you've got yourself
>a nice little stress-detector... (I'm curious if I can control my
>stress using cold-hard-factual data))

I think you just need a couple wires that you somehow attach to your
skin, and attach the other end to a paddle pin and ground. Maybe put
a pot in there for calibration, and (theoretically) the less
resistance, the more you're stressed.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

455. Re: U.S. Robotics sportster

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-15 00:00:00 UTC
From: bosco@I_should_put_my_domain_in_etc_NNTP_INEWS_DOMAIN
Message-ID: <3ro4l0$sca@news.yab.com>
Source record: 90777

gladius@host.yab.com wrote:

(Absolutely nothing, hey, he's a newbie)

Anyways, he recently purchased a US Robotics Sportster 14.4 v42bis external modem. He wants to use it with Bobterm and Ice-T, but can't get it to operate faster than 2400 baud. If anyone has any tricks or tips on it's use with the Atari 8-bits, please reply. It is being used with a stock 130XE and an 850 interface.

Thank you.

John Collins
Phx, AZ

456. Re: DOS Directory structure

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-15 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3rplib$b15@charm.magnus.acs.ohio-state.edu>
Source record: 90778

In article <DA7xB9.9rv@aston.ac.uk>, Chris Lam <lamcw@aston.ac.uk> wrote:
>On the subject of DOS images, does anyone know how the VTOC of
>an enhanced density disk works? I think sector 1024 is used to
>keep the VTOC of the additional sectors (i.e. 721 to 1040)

I don't think so. I think it's all in the same place, but the files
that go beyond 720 have a flag in the directory entry.

And of course, sectors 1025(?)-1040 are unused in DOS 2.5 enhanced
density. Analog once printed a program that used that area to store
file descriptions.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

457. Re: DOS 2.0d

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-15 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <140635@cup.portal.com>
Source record: 90779
Body handling: HTML body converted to readable text

Ben; I have a copy of this that came with the MMG compiler, but I'll just about garantee that if you had this you wouldn't use it. It really has the look & feel of DOS II with the only exception being the density switching. In order to change density you have to run a program, CHANGE.OBJ, that reprograms the drive & modifies the DOS on the fly. You need to do this *EVERY* time you switch disks so you need a single density & double density version of CHANGE on two disk to work with it. It seems brain dead compaired to SD or MyDOS. It's really meant to just switch to double density for applications that need the extra storage, like a compiler for instance, & stay there.
BUT On the topic of transfering disk images, like DOS IId, I did get off my butt & investigate the MicroIllustrator compression format. Needless to say my results were completely underwhelming. Loaded MyDOS DUP.SYS into a gr.15 screen & saved it with horizontal compression. Resulting file actually gained a little weight. This was a little disappointing but I'll stick with it for a while. I looked through DUP.SYS & there were all sorts of repeating characters so the problem seems to be the compression algo's with Diskcomm & Micro have a little to be desired. There was an article in DDJ describing the problems & an alternate method described that keeps files from bloating like this. Could someone post the actual amount of files on SD32F or how much free space is left on the Discomm disk? I'd like to get a generic mover going that will let you copy files via CIOV & any range of sectors via SIOV as well as move disk images of any size, but this compression thing with stuff like SD32F.DCM being 84k is bothering me.
Rick

458. Re: digitizing routine

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-15 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <140637@cup.portal.com>
Source record: 90780

Tim, I have the mag, but don't remember if the source code is on the disk.
I believe it was done by Steve Lashower who recently made an appearance
here. If anybody remembers what time or has a hardcopy of the digest, maybe
they can pick his email address off it.
Rick

459. was: Re: Emulating copy protection (was...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-15 00:00:00 UTC
From: "Mark E. Huss" <meh@bis.adp.com>
Message-ID: <3rppem$p15@igthost.bis.adp.com>
Source record: 90781

>I seem to remember from my Atari days, that somebody came out with a program
>which intercepted the disk read routine, and looked at the timing between
>sectors, the data read, the error code, etc. There was also a board
>available. You booted the software, then loaded whatever disk you were trying
>to copy, and then you went back into the software. It then read back all the
>data that was read from the disk, and wrote out an image along with the timing
>data and error codes. In essence creating an unprotected image of the game.

I think you're referring to a product from Happy Computing :). I
can't remember what the product was called, but it was *real*good*
at copying almost anything. The guy who ran Happy was a real hacker
(in the good old sense), and would update his product as fast as
they came out with new C.P. schemes. He later did some system
software and hardware mods for 800s and 810s that greatly increased
the SIO speed (instead of beep beep beep it sounded like a dentist
drill!)

I wonder whatever became of him.

--mark
--
// Mark E. Huss == meh@bis.adp.com NJ, USA
// "But the sun is going down!" "No, no, you're confused:
// the horizon is moving up" (Firesign Theatre)

460. Any 8-bit emulators for Amiga?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-15 00:00:00 UTC
From: Anonymous the Nutter <lsusj@csv.warwick.ac.uk>
Message-ID: <Pine.SV4.3.91.950615185235.19644A-100000@holly>
Source record: 90782

Hi! Just a quickie - I was wondering if anyone knows of any
emulators for any of the 8-bit Atari range (I`ve got a 130XE) for use on
an A1200? Is it possible to connect up a 1050 diskdrive using a custom
interface?
Cheers,

Mark.

461. Undocumented SIO Commands

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-15 00:00:00 UTC
From: classics@en.com
Message-ID: <3rpvfu$ovo@antares.en.com>
Source record: 90783

Is there any refrence for information on the undocumented SIO commands?

I recently added support to my software for the spartados $66 'format ultraspeed skew' command and noticed that it also attempts to use a command '@' when booting up.

Is the '@' command directed at some HD interface or time device? Any help would be great.

Also, there seem to be alot of undocumented 1050 SIO calls. Ive seen alot of them while using the 1050DIAG program. These include $23, $24, $FE and a few others. Any ideas?

Thanks

Steve

462. Oki Color printer/other goodies

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-15 00:00:00 UTC
From: davidn9000@aol.com
Message-ID: <3rqn0s$6bf@newsbf02.news.aol.com>
Source record: 90784

OKIMATE 10 color printer (if you can find the color or BW ribbons, works great) with an Atari plug'n'play interface module. $50.

Epson MX-80 9 pin dot matrix printer, manuals, power supply. In good shape. $40

Also KoalaPad with software, WICO joystick, etc. All power supplies, cables, bag o' extras and goodies (cables,chips, ROMs, etc.) $35

Prices do not include shipping.

Contact DavidN9000@AOL.COM if interested.

463. Software sale $5-7 each

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-15 00:00:00 UTC
From: davidn9000@aol.com
Message-ID: <3rqnbc$6e2@newsbf02.news.aol.com>
Source record: 90785

```
Atari items For Sale
**********************
Broadsides
Maxi Golf
Karateka
*Forms Generator
*Silent Butler
*Home Filing Manager
*Homepak
*Micro Filer
*Timewise
Computer Quarterback
Galaxian
*Atariwriter
*Atari Proofreader
*NewsStation
Pro Football Facts/Predictions
*Home Financial Mgt
Night Raiders
Championship Golf

All software on original disks and with complete documentation.
$5 each for above games, $7 each productivity (marked with *)
--------------------------------------------------
Add $2 for 1st game/ $1 each additional game for US Priority Mail (2
days).
Email to DavidN9000@aol.com if interested.

Thanks,
David Newman
```

464. Greetings from Mexico and a help petition (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-15 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <199506160321.XAA00199@slip8-12.acs.ohio-state.edu>
Source record: 90786

```
Can anybody help this guy? Since Hometerm doesn't do file transfers,
and the XMM modem implies no RS232 interface, I'm stuck.

Forwarded message:
>Date: Mon, 12 Jun 95 15:14:47 -0600
>From: Mariano Dominguez Molina <mdm@ce.fciencias.unam.mx>
>Subject: Greetings from Mexico and a help petition
>To: funk+@osu.edu
>
>I'm a mexican atari 8 bit enthusiast with very few knowledge of a net, i have
>an atari 65XE computer and a XMM modem, the only communications software i have
>is the HOMTERM form batteries included, i am connected to internet by a SUN
>sparc station or a PC 486. May you help me?, you see, i want to dowload
>software
>but i don't have any program to transfer files from IBM to ATARI, and if you
>can say me how to connect to the FTP sites with my atari, i be grateful.
>
>send me mail to:
>mdm@ce.fciencias.unam.mx
>
>thank you

[note that I've set the reply-to to his address.]
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk
```

465. Re: U.S. Robotics sportster

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-15 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3robhe$7pu@charm.magnus.acs.ohio-state.edu>
Source record: 90787

In article <3ro4l0$sca@news.yab.com>, John Collins
<bosco@I_should_put_my_domain_in_etc_NNTP_INEWS_DOMAIN> wrote:
[Note the text above.]
>Anyways, he recently purchased a US Robotics Sportster 14.4 v42bis
>external modem. He wants to use it with Bobterm and Ice-T, but can't get
>it to operate faster than 2400 baud. If anyone has any tricks or tips on
>it's use with the Atari 8-bits, please reply. It is being used with a
>stock 130XE and an 850 interface.

I can think of one tip...
Hardware handshaking will not work, so make sure the modem is set for
either software (XON/XOFF) handshaking or none at all.

--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

466. DOS 2.0d

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-15 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9506142343591.DLITE.bjcorr@delphi.com>
Source record: 90788

Can ANYONE tell me where I can obtain this? I've looked around, no go...
bjcorr@delphi.com

467. digitizing routine

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-15 00:00:00 UTC
From: Tim.Gearin@flight.org
Message-ID: <0ec_9506150106@flight.org>
Source record: 90789

Has anyone ever tried writing a program to get pot readings every two scan lines or more? I did and it has'nt worked. I set bit 2 in SKSTAT and then mapping the atari says you have to reset it too to drain the capacitor it uses to read the pot so, I made my routine toggle bit two on and off after I initially blank the screen, reset the HW, turn off the NMIs and IRQs, and whatever else I thought nessesary. The most I got was some nearly random buzz and thats after I also poked POTGO in my loop. Its made in action/ml just incase you thought otherwise. Anyhow, it dos'nt work and without the potgo, the pot dont reset ((bit 2 dont do it either)

Can anyone help? enyone ever try this stuff? I've used antic sample proccesor and that works great but I DONT HAVE THE MAG!!! Anyone have the issue this program came out of?

---------- -//- ----------

Internet: Tim.Gearin@flight.org

| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|

---------- -//- ----------

468. Re: Binary Load/Hardware Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-15 00:00:00 UTC
From: jack@threeindians.com
Message-ID: <DA7AGx.H6A@mv.mv.com>
Source record: 90790

crow@coos.dartmouth.edu (Preston F. Crow) wrote:

>jack@threeindians.com (CrackerJack) writes:
>>crow@coos.dartmouth.edu (Preston F. Crow) wrote:
>>>jack@indians.mv.com (CrackerJack) writes:
>>>>crow@coos.dartmouth.edu (Preston F. Crow) wrote:

[mucho snippage]

>>>That's exactly what I would like to do--prepend the file with an init
>>>routine that checks for the known incompatibility. In the cases of
>>>multiple incompatibilities, use multiple init routines. All that's
>>>needed is a library of these init routines, and then when someone
>>>figures out that a program has a certain incompatibility, the
>>>appropriate routine can be prepended.

>>Why not just fix the program so it doesn't do stupid stuff like call
>>OS dependent entry points or use values that cream XL/XE hardware. If
>>it won't run with Basic on an XL/XE, disable it and continue (easy!).

>Yeah, it may not be too hard to fix a program that is XL-incompatible
>if you're up on your 6502 hacking skills, but many of us aren't ready
>to do that, and many of us don't have complete documentation telling
>us exactly which calls are invalid on the XL, and exactly what to do
>instead to make it compatible.

>As to BASIC on an XL, it would be great to have an init that prepends
>to a binary load file that disables it for you, saving a reboot if you
>forget.

I'll dig out an Atari and whip one up for you. Do you suppose anyone
will object if I post it here uuencoded? (probably less than 100
bytes, mostly the obligatory brag text :))

>>When I finally got around to figuring out why my loaders failed in
>>XL/XEs, the fixes were fairly straightforward.

>>Can you give some specific examples of programs needing this sort of
>>special treatment?

>I was more thinking of people who have both an XL and an 800 who might
>discover through a simple trial-and-error experiment that it only
>works on one. Then an init could be prepended to the file to detect
>the hardware and display a message if the wrong hardware is installed.

>I have found a number of files that run only on the pre-XL OS, and
>having such an init at the beginning of the file would be helpful for
>people with an XL who aren't sure if the problem is an incompatiblity

>or a corrupted file.

Many programs were -um- 'prepared' prior to the apearance of the XLs
and due to the way they operate caused problems or just plain failed.
Every one of the programs I 'massaged' prior to my getting an XL fails
on them. Whoops!

I have taken the trouble to change most of my files so they have my
new headers on them that work equally well on both types of machines.
Sorry, I realize that doesn't help you any.

I hereby offer my services to aid and assist anyone with code that
won't run on an XL. Likely as not, I can make it run. Especially
converted binary files with stupid headers (like my old stuff).

>In theory, it would be nice if when I try to load a file for the first
>time, either it would run correctly on my hardware, or it would tell
>me that it is incompatible with my hardware.

Well, yah, but who is making new stuff now anyway?

Anyway, like I inferred above, the reason stuff doesn't work is
because someone either make the stupid decision to jump to a changable
OS handler address (they didn't believe Atari when they said only
certain address are written in stone) or they inadvertently wrote to
one of a couple of locations that cause the XL to map Basic back in or
cold boot when reset. Mapping the Atari (the updated version) spells
out fairly clearly where these problems are likely to occur. If you
are interested, I can post a digest version of these things or
photocopy you the relevant parts (no scanner yet).

Email me, we can talk.

ciao

vvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvv
CrackerJack - "Still looking for a box to put a surprise in!"
^^

469. Re: Home security via Atari XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-15 00:00:00 UTC
From: jack@threeindians.com
Message-ID: <DA7AH1.H6y@mv.mv.com>
Source record: 90791

crow@coos.dartmouth.edu (Preston F. Crow) wrote:

>jeking@xmission.xmission.com (James King) writes:

>>I'm thinking about creating a home security system using an extra XEGS.
>>What I have in mind is this:

>>I run wire out to the gate at the front of my house with magnetic sensors
>>or something. If the gate is opened, the system will recognize this and
>>put forth a little alarm.

>>Has anything like this been created already? No sense in duplicating
>>effort..

>I once wired up a connection to my door so that the Atari would think
>the joystick button had been pressed whenever the door was open. With
>an 800, you can get 20 such connections, along with 8 light sensors
>(which are read like paddle controllers). Or maybe 24
>connections--it's been a long time since I've dealt with what the
>different pins are for. (Half those numbers for an XL/XE)

>Anyway, that should be sufficient for a simple security system.

>--PC
>--
> "First things first, but not necessarily in that order" --The Doctor

I've often considered doing that, but never bothered. I don't live in
a high crime area (small suburban condo complex surrounded by swamp,
highway and woods. Everyone looks out for each other here.)

Anyway, You could hook up many more than that if you use a polled
system with address decoding so you could address a bank and get their
current status. Letsee... 8 output bits=256 banks, 20 inputs (assuming
the paddle pins were used) remaining, so 256*20=5120. If you went all
out and decoded 16 output lines (64K) and used 12 input lines... well
you get the idea.

I like that quote!

vvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvv
CrackerJack - "Still looking for a box to put a surprise in!"
^^

470. Re: Flickerterm-R:handlers for the 1030 modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-15 00:00:00 UTC
From: winston@merk.com
Message-ID: <DA7C0B.CB3@merk.com>
Source record: 90792

On Saturday, June 10, 1995 23:50:40 GMT (6:50pm EDT ?),
ac393@detroit.freenet.org (Jack Heaphy) wrote:

JH> I'd like to know if anyone has been sucessful with using Flickerterm
JH> using an Atari 1030 modem. If you have been sucessful,what R:handler
JH> did you use and did you load it separately or append FLICK80.COM to it
JH> as part of a AUTORUN.SYS file? The trouble I'm having is that the 1030
JH> won't initialize. I've tried the different R:handlers available on the
JH> FTP sites,and a couple that I had already,but either I couldn't get
JH> Flickerterm to run,or if I got the Flickerterm screen,it doesn't seem
JH> like it's seeing the modem. I've downloaded thee program twice,the last
JH> time I downloaded it uudecoded to see if it would be any different-I got
JH> the same results. Any Suggestions?

A mistake I make all the time when trying out a new modem program is
not to set the baud rate. Old terminal programs often come up with a baud
rate of 300 or 1200 BPS. New terminal programs often come up with a baud
rate of 2400 BPS. Often, in my excitment, I forget to match the BPS rate
of the terminal program with the BPS rate of the modem, especially when I
am using a new terminal program for the first time. I then wonder why the
modem isn't echoing my keystrokes. It is an obvious problem, but I always
manage to somehow overlook it and keep double-checking my interface cables.

471. Biofeedback devices?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-15 00:00:00 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9506150755.AA05854@zippy.sonoma.EDU>
Source record: 90793

Ok, I'm watching a good episode of NeXT Step and they just had a bunch of stuff on stress-relief devices and biofeedback stuff..

Now, >I'D< like to know what type of biofeedback hardware/software has been made for the Atari 8-bit, no matter if it's old/new, commercial/PD..

Anyone know how to make one of those through-your-skin stress detectors? I'd not mind making an 8bit project out of it? (A little bit of hardware through the stick port and some feedback software and you've got yourself a nice little stress-detector... (I'm curious if I can control my stress using cold-hard-factual data))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

472. GIF viewers

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-15 00:00:00 UTC
From: tlivings@freeside.fc.net
Message-ID: <3rntft$g2f@villa.fc.net>
Source record: 90794

I happen to have in my archives a .gif file viewer. In the days of old, I remember getting images from MS-DOS systems and viewing them on the ATARI 8. OF course, images greater than 320x200 were viewed in a virtual screen of sorts, and the number of colours were reduced...

I have an interest in converting some of my .gifs (black and white 320x200) to the Atari 8. I have the .gif viewer, but I don't have the SW to convert the images...

Is anyone familiar with this or such existing software? I may have it somewhere, but right now I am having no luck finding it...

Any help would be appreciated...

_-Todd--

p.s. Would someone please send me, or provide me directions to the source for an uncompressed uudecode file...I seem to be having no luck with mine.... :(thanks for the help...

473. Re: Something else to bug Mr. King

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <140679@cup.portal.com>
Source record: 90706

>Chris_F_Chiesa@cup.portal.com wrote:
>: Okay, so would there be any interest in a program, or a commercial (say,
>: $5 a disk) service for converting Atari floppies to emulator-compatible
>: "disk image" files? I've been meaning to write the program, but haven't
>: because I don't have anyplace to write the "disk image files" (no HD on
>: my Atari); a buddy of mine has the HDs but not the programming know-how.
>: How many of YOU would be willing to outlay a few bucks to work around
>: all the apparent problems with trying to do this conversion yourself?
>
>: Chris Chiesa
>: Chris_F_Chiesa@cup.portal.com / xetwnk@shell.portal.com
>
>Not sure I understand what your saying.. You are about to reinvent
>the wheel?
>
>Diskcom converts disks to dcm, then dcmtoatr will do the rest, or
>
>DISK2xfd by Ken Siders should do the trick as well...
>
>Sorry, not gonna pay for what I've already got!

Well, I've been out of this loop for a while, so I wasn't really aware of what existed; just thought I'd ask, and it wasn't even my own idea but my buddy's: he's got a PC-format drive on a Black Box with about six or seven other big HDs, finds that he gets a lot of requests from local Atarians (NOBODY I know has SIO2PC -or- the emulator, they're just going PC) to "move their Atari files onto PC floppies," and when I informed him of the existence of the emulator he just naturally wondered whether there'd be a "market" for a similar service for users of the emulator.

Then there's the whole seeming "jungle" of .XFD and .ATR and .DCM files, whose types and purposes I can never seem to keep straight and the conversion programs between which seem to give a lot of people a lot of trouble. I've had it happen in the past that a homebrewed program of MINE worked better than a buggy-but-released commercial or PD one, and I wondered if I might be able to do it again in what seems to be a bug-and-problem-ridden field at the moment .

I certainly have nothing against the thing being doable already and for free! More power to ya; one of these days I'm gonna break down and buy a PC, and then I will just HAVE to have an SIO2PC and the emulator...

Chris

474. Re: Something else to bug Mr. King

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <140680@cup.portal.com>
Source record: 90707

```
>
>#==========Bingham, 6/11/95==========
>#
>#Chris_F_Chiesa@cup.portal.com wrote:
>#: Okay, so would there be any interest in a program, or a
>#commercial (say,
>#: $5 a disk) service for converting Atari floppies to emulator-compatible
>#: "disk image" files?
>
>#Not sure I understand what your saying.. You are about to reinvent
>#the wheel?
>#
>#Diskcom converts disks to dcm, then dcmtoatr will do the rest, or
>#
>#DISK2xfd by Ken Siders should do the trick as well...
>#
>#Sorry, not gonna pay for what I've already got!
>
>BUT, some of us have a lot of software on Atari compatible disks
>and no way to get them from there to our PC to use with the
>PC Xformer emulator. I would certainly be willing to pay to
>get some of the disks I have converted to Atari images and sent
>back to me either via email or on a 3.5" PC disk.
>
>Kit Kimes
```

Aha! See? So there WOULD be an interest! :-) Kit, I'm glad to see you say that. My pal with the hard drives and PC floppy drive will be glad too. The line forms here... ;-)

And hey, since we're using all kinds of different programs to go between all kinds of different file formats, should I expect there to be some interest, someday, in a SINGLE program capable of going from ANY ONE of these to ANY OTHER? And again I ask, should it run on the PC or on the Atari, or on both?

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

475. Atari 800 emulator for Unix

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1995Jun16.025330.221@signus.demon.co.uk>
Source record: 90708
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc,comp.emulators.announce

```
I have just made available version 0.1.5 of this emulator. It can be
obtained via ftp from ftp.demon.co.uk in the /pub/emulators directory.

Here is the list of changes:-

Changes in 0.1.5
----------------

- CURSES text only mode (Support for various terminals)
- Display list jump instruction corrected.
- Fixed SIO module (It didn't update DSTATS)

Changes in 0.1.4
----------------

- Changed GetByte and PutByte to macros
- Added SVGALIB support for Linux which is much quicker than X11.
- Added support for OSS Super Cartridges (Thanks to Dave Bennett)
- -rom option to specify alternative cartridges
- -oss option to specify alternative OSS Super Cartridges

Changes in 0.1.3
----------------

- Compilation option for double size screen
- Trigger now initialises to not pressed
- Joystick now initialises to central
- Fifth Player support added
- Support for Paddle 0
- Preparation for changing GetByte and PutByte to macros.

Mail me if you have any problems

---
David Firth <david@signus.demon.co.uk>
--
David Firth <david@signus.demon.co.uk>
```

476. Re: Thunder Child Update/Review

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <140681@cup.portal.com>
Source record: 90709

Call me stupid, but I've been wondering for years about these 256K Atari 8-bit memory upgrades... how is that much memory addressed by a 6502? I conclude that it must be banked somehow, but then the question arises, how do you get off-the-shelf (i.e. pre-existing) software to use the expanded memory? You'd have to intercept every memory reference and somehow determine that it was supposed to go to this bank or that, based on I know not what criteria. How is it accomplished, Ben?

Also, your tale of Thunder Child's overheating-and-screwing-up, particularly the bit about gibberish appearing in the AtariWriter screen, really sounded familiar! Back around 1987 or so :-), I posted here that my then sole Atari, an 800, was beginning to suffer from an intermittent problem that APPEARED to be heat-related: when operated in an ambient temp over about 85 degrees (I grew up without air conditioning), AtariWriter would fail to work, and fail in a peculiar way: at any keystroke, the machine would make the SOUND of MANY keystrokes -- as though key-debouncing had failed badly or something -- and the LEFT HALF of the screen would scroll away to be replaced by whatever "garbage" data was "above it in memory." AtariWriter was the ONLY program affected, but that alone was sufficient to cause me a good deal of mental anguish: "my Atari is dying!" :-(The problem gradually got worse and worse, from an "occasional" thing to "every time the temp is high," but it never affected anything but AtariWriter. I eventually took the computer to a repair shop, who were unable even to reproduce the problem because, of course, the repair room was air-conditioned... They did accomplish one thing, though: they robbed me of the screws that held the case together and, when I called them on it, gave me a handful of screws that turned out to be the wrong ones... Anybody have a set of case screws for an 800? :-) I retell the story here and now, Ben, because we didn't have YOU here in those days and I'm wondering what YOU make of the tale. It sounds, to my uneducated (in hardware) ear, a lot like your experience with the Child -- only the Child got a lot hotter and blew all at once.

Interesting, so very interesting...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

477. Re: Undocumented SIO Commands

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <140682@cup.portal.com>
Source record: 90710

Steve; you got me thinking so I pulled out my 1050 field service manual &
looked at the source code listing. Couldn't find any of the cmds you talk
about, but not willing to let it die, I put a Tandon ROM in my eprom burner
& dumped it. Not a single byte matched the source code, arrgghhh! Anyway
there's supposed to be at least two Tandon ROMs that I know of, E & F so
I was probably sold the listing for revision A<g>. Anyway, one of the reasons
the Tandon ROM was revised for the 1050 was because it returned different
values for errors under some forms of copy protection. Ivo seems to have it
cornered but I did a quick list of the command tables for the Tandom &
ICD ROMs
ICD !"PRSWNO?f
Tandon RPWS!"#$
I didn't bother to disassemble the binaries to try & figure out just exactly
what they were doing, but you do seem to be right on as far as undoc'd
commands go. The ones you mentioned aren't in the SD Construction set manual
so maybe I can find my 810 source list & see if it's in there.
Rick

478. Q: Indus GT power supp source (was: RE: Thunder Child)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <140683@cup.portal.com>
Source record: 90711

>Yes, I always liked my 600XL. The size was right. My 600XL, Indus GT
>drive and 9 inch monitor didn't take up much space at all. Still more
>that I have room for today though which is why it is in a box in my
>storage space.

Indus GT... that reminds me... I bought a used Indus GT last year w/o
a power supply and am still running it on a supply I'm BORROWING from a
buddy of mine. I'd like to get one of my own and return the borrowed one;
are any of the remaining vendors still selling Indus-GT-compatible power
supplies?

(And speaking of vendors, am I correct in presuming that last winter/spring's
"Atari Closeout" at -- was it Best? Or American Techna-Vision? -- is now
past? I never did get around to ordering anything :-(...)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

479. Re: Lemmings for 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: jscharrl@ba-stuttgart.de
Message-ID: <3rsjuq$ccv@news.belwue.de>
Source record: 90712

Jeff Potter (potter@sunny3.DAB.GE.COM) wrote:
> I have The Brundles, and the ARGS' Lemmings demo. The ARGS demo looks more
> closely like Amiga Lemmings (but seems to break up some on my NTSC Atari),
> with better quality graphics. But then Brundles is a real, live, game. In
> my opinion the lower quality graphics (it uses character modes, with animated
> character sets) only hurts playability slightly.

But imagine how it looked like when we showed ARGS-Lems next to the
first presentation of Brundles >:-)

BTW, what do you mean with "break up"? Actually I wanted to detect how
many Lems can be displayed at once without slowdown, but I was just
too lazy :)

Bye,
Jochen

--

EMail: jscharrl@ba-stuttgart.de
or: acorn1@ftp.uni-stuttgart.de
----

480. Re: Disk image formats (was: ST Xformer 3.0 with source code)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <140684@cup.portal.com>
Source record: 90713

Two more cents' worth of gasoline for the fire:

It's been my observation that the one "gotcha" that eventually bites most disk/file/image/etc. formats in the rear is that they fail to plan for their own enhancement and/or obsolescence. They get to a certain point where a new attribute or capability has been invented which the "old" format didn't anticipate, and they can't cope, and a new format has to be invented and all manner of compatibility-and-conversion issues addressed. We're seeing this at present with ATR <--> XFD <--> DCM etc.

IMHO, the simple solution is to do some forward thinking when defining any new format, and to incorporate some "extensibility" information into said format. EVERY header of EVERY entity expressed within a disk/file/directory/sector/record format -- in short, every header of anything that HAS a header -- should contain the following fields at minimum, in addition to the information describing the disk/file/directory/sector/record itself:

- header type: a code uniquely distinguishing what kind of header this is
- header size: length of the header in bytes; makes it possible to skip a header of a type you don't recognize
- header version and revision: programs use this to decide what features and fields are supported in the header they're looking at, in case it undergoes changes over time
- extension-header pointer: a reference to another header containing additional information. Probably null in V1.0 of any header, but allows you to add new header fields "ad infinitum" as time goes on! Extension headers, of course, have further extension-header pointers...

The beauty of this scheme is that you don't HAVE to anticipate EVERY possibility in V1.0 of any format, because you can add onto it in the future without vast difficulty. You could in theory embed all existing Atari DOS formats into one "meta-DOS" prefixed with a couple of bytes' worth of standardized "meta-header." Ditto all existing image file formats, etc. etc... I'm just surprised that this seems to be such a novel idea, judging from the way things are actually DONE.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

481. Re: GIF viewers

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3rsp6g$lob@nic-nac.CSU.net>
Source record: 90714

What GIF viewer do you have for the Atari? Both APACView and JView XL have built-in `save' features.. Both are available at UMich. Both more-or-less require GTIA graphics (most 8bit Ataris have them). JView XL requires an XL (where you can swap the OS out and use the 16K of RAM `underneath' it)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

482. Re: HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3rspi6$lrq@nic-nac.CSU.net>
Source record: 90715

Wrong newsgroup! Try comp.sys.atari.st.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

483. Re: Thunder Child Update/Review

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3rsruj$ni7@nic-nac.CSU.net>
Source record: 90716

Yes Chris, up to 4MB can be banked in and out (you lose BASIC banking on/off eventually, but just get a BASIC cart or use TurboBASIC XL (if the software runs under it).. it'll go faster anyways!).

Also, programs like MyDOS's DUP.SYS (the menu) are smart enough to determine (usually) exactly what setup you have! For example, when moving from a 256K (RAMbo) 1200XL to a 256K (Newell) 800XL, the RAM banking used by MyDOS for it's RAMdisk didn't work right.. it was setup for the 1200XL.

All I did was hit [O] for setup and hit [Return] to default every prompt and I got a perfectly-working 192K RAMdisk for the Newell! :) (Then just [H] Write-DOS and I'm set for good!)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

484. binaries or no binaries

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3rssno$vap@link.xs4all.nl>
Source record: 90717

k >From: kendrick@zippy.sonoma.edu (William Kendrick)
k >Subject: bros2b0.arc (1/1) - small beta demo release; how're the graphics?
k >Date: 7 Jun 1995 04:44:23 GMT
k >
k >
k > (4) I'm beginning to think we (or perhaps I? :)) need a c.s.a.8.binaries
k > newsgroup. People like me who post beta releases and demos regularly

Maybe, but to get a new group you have to vote. When voting for a new group
2/3 of the valid votes have to be YES. And, the YES votes have to out number
the No votes by atleast ONE HUNDRED.

Man, if nobody votes NO, and all votes are legal, we'd still have to find
100 people to vote. <scratching behind the ears>

As long as those binaries can be run on a standard Classic Atari, without
requiring additional hard- or software, I don't mind the occasional binary.
But, I do not like lots of "C" code, ACTION! or ML source (they require a
language disk/cart) and I really don't like it, when those files can only be
run on emulators.

Speaking of emulators (since I DO have your attention anyhow) Don't you folks
have anything else to talk about then Xformer and SIO2PC. Yak! Am I the
only die-hard classic ATARI ONLY user? The last of the Ataricans?!?

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

485. SIO ports, 1, 2, 3, 5

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3rssns$vat@link.xs4all.nl>
Source record: 90718

```
c >From: classics@en.com (Steven J Tucker)
c >Subject: Re: Connecting devices to the 1200XL
c >Date: 8 Jun 1995 22:48:52 GMT
c >
c >: >Hi, I understand that I can hook up to 8 devices to an atari 1200xl how
c >: >do I do it I recently purchaed a 410 tape deck and saw that their was
c >: >only one port for hook up how do I hook up other things?
c >
c >The 410 has no extra SIO port because the cable that its perminatly attached
c > to does not carry all the connectors required to support other devices.
c >
c >I suggest you get one of the multi-splitter SIO cables. I think some of the
c > traditional atari 8 bit houses sell them.
c >
c >Steve
```

If the 410 is the only hardware he has, with only one SIO port (except the computer itself of course), he should make sure the 410 is the last one in the chain. Most classic ATARi hardware have two ports. As far as I know, only the 410 and XM301 have only one SIO port.

If John Pruitt really needs a SIO splitter, he might find the "ApeFace" at Best Electronics (don't they have them in unassembled as well as assembled form) or the Quintopuss sold and made by CSS. (wait of the FAQ (Vendor/ Developer List) comming by, it's published monthly. If you contact CSS, make sure you use the phone.)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

486. FAQts

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3rssns$vav@link.xs4all.nl>
Source record: 90719

```
m >From: Michael Current <mcurrent@carleton.edu>
m >Subject: Re: Wanted: Black Box
m >Date: 8 Jun 1995 21:01:34 GMT
m >
m >Computer Software Services
m > See also: Bob Puff
m >P.O. Box 17660
m >Rochester, NY 14624
m >United States
m >tel: (716) 429-5639 10am-6pm Mon-Fri
m >FAX: (716) 247-7158
m >BBS: (716) 247-7157 300-9600 bps
m >URL:mailto:76702.1076@compuserve.com (Bob Puff)
m > Vendor: commercial software
m > Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
m >SIO Power Booster, Super E-Burner, Quintopus, Power Plus, Multiplexer,
m >XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
m >Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
m >Floppy Board, XF551 Update, Bit-Writer
m > Repair Shop.
m >
m >Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
m > Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

Howdy Michael

You forgot the BB printerspooler

BTW you can take Richard whatshisname and his DCW (sp?) disk out of the FAQ.
Haven't heard of him in ages. He's a guy who gets enthousiastic about
something very fast and then dumps the thing as soon as he finds something
else. And I believe he has moved.

(Bernard Kok might know more about that)

CU Mathy Van Nisselroy

(I'll send you this message via Email and c.s.a.8)

---
* PabQwk 2.0 *
```

487. Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3rsso2$vb5@link.xs4all.nl>
Source record: 90720

```
b >From: bjcorr@delphi.com (Ben Corr)
b >Subject: Re: Dos 2.0d, 815's, and some other stuf
b >Date: 9 Jun 1995 04:39:23 GMT
b >
b >>
b >> Also, anybody know if AC is still publishing? I would love to write
b >>an article about all this nice stuff =)

Yep, still alive

Atari Classics
5507 Langford Court
Concord, California 94530
USA

Or try contacting Bob Woolley at RWoolley@ix.netcom.com

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

488. MyDOS & Sparta

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3rssth$vep@link.xs4all.nl>
Source record: 90721

Howdy Folks

Yesterday it happened again. While I booted MyDOS 4.53 off of a disk I rarely use to boot, instead of formatting my RAMdisk, the floppy itself got formatted (well, only the first 10 tracks or 180 sectors of a 1.44 meg floppy)

I guess this happens when you do a Write DOS to disk on a 64kB computer and then after a while boot from this disk on a 130XE. (I guess the 800XE sets the RAMdisk number to zero (as in NOT present), then on the 130XE disk zero is interpretted as being drive ONE. I once knowingly set the RAMdisk number in MyDOS to zero, and after booting off that disk, it got formatted.)

Fortunately the date lost wasn't very important, just some textfiles and DOS & DUP. First I wanted to buy a second 1.44 meg drive, but now I'm thinking, I might as well buy me a hard drive. But... sometimes I have to use SpartaDOS , while I REALLY like MyDOS. So I'd need to "split up" the Hard drive.

Is it possible to use part of a hard drive with MyDOS and the rest with Sparta (3.2)? Both having their own structure on their own partions?
Boot both from hard drive?

(please, NO "Sparta vs. MyDOS" discussions.)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

489. MyUtil Woes (again)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <rumpf.1-1606951943290001@slip2-20.acs.ohio-state.edu>
Source record: 90722

Okay, I've gotten a bit further in my quest for getting software from the net to my Atari. I've formatted some DS disks with Indus GT Dos and wrote some files to them on a PC using MyUtil. No problem. My Atari read the directory okay. But when trying to run the files, I got read errors on all of them. So: I'm going to format some disks using SpartaDos, thinking maybe a different format will help. But Sparta has *sooooo* many different formats! 35 sector, 40 sector, 77 sector, 80 sector - which should I use? I know to use true Double Density, but does the sector count matter? HELP!

Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"

*** Magic: The Gathering: It's not just a hobby anymore... ***
http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html
---

490. Re: GIF viewers

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: potter@escmail.orl.mmc.com
Message-ID: <3rt0e9$vs@theopolis.orl.mmc.com>
Source record: 90723

In article <3rntft$g2f@villa.fc.net>, tlivings@freeside.fc.net (Todd Livingston) writes:

|> I have an interest in converting some of my .gifs (black and white
|> 320x200) to the Atari 8. I have the .gif viewer, but I don't have the SW
|> to convert the images...

My JVIEW will convert those files into Graphics 8, 9, or 15 in black and
white or color. Look for it in the umich archive.

You say you have the .gif viewer? Do you mean Don Davis' ATVIEW8? My
software is different.

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

491. Re: Atari Archive new files? (and Rob Funk)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3rs8f7$hdd@charm.magnus.acs.ohio-state.edu>
Source record: 90724

Wow, I get my name in a subject line! :-)

In article <3rr46o$jiv@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>On an aside (since this *is* going to c.s.a.8 as well), Rob Funk! Where'd
>your Home Page go!?

Um, it was deleted, but I it'll be back within a week.

I only have an account on that machine when I'm taking a class in that
department. So I just keep taking computer science classes every
quarter to keep the account. The only problem is that the account
gets deleted at the end of each quarter. So I back it all up before
it's deleted, then as soon as I can login again, I put everything
back.

Summer quarter starts monday, so I should get the account back next
week.

This week I've been reminded of how much I depend on that page being
up, for quick access to stuff I use all the time.

It'll be down again sometime in September.
--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

492. Re: Best way to Backup protected software?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: bodysurf@netcom.com
Message-ID: <bodysurfDAAHzB.B1J@netcom.com>
Source record: 90725

rumpf.1@osu.edu (Robert Rumpf) wrote:

>Okay, now that I'm firmly back into 8-bit computers, I'm digging out old
>software from ten years ago - and naturally I'm paranoid about data
>integrity. I mean, floppies were never meant to last forever, but some of
>this stuff is irreplaceable (ie Alternate Reality - I LIVE for this
>game). How can I back these floppies up? I'd prefer a floppy to floppy
>solution (I don't own a PC)...do Happy drive upgrades allow for backing up
>protected software? Or is there something better? Or a software
>solution?

>By the way, shouldn't all this be in the FAQ???

You should get a Super Archiver II with the bit-writer option
available for 1050 disk drives via CSS. It copies pretty much
everything out there.

Lates!

Tim <bodysurf@netcom.com>
"Finger" for PGP v2.6.2 Public Key

493. Re: MyUtil Woes (again)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <140707@cup.portal.com>
Source record: 90726

Bob; Make ABSOLULTELY sure you use DSDD or SSDD disks for the transfer, the 1.2 meg HD type performance is spotty at best & the Atari can't write to it. I usually keep a couple of $5 360k mechanisms around for this type of transfer. A major problem is the heads on high density drives are actually narrower to allow for 80 vs 40 tracks. It's best to sort out a disk that works with your Atari drive for all operations, then format it on the clone with Util & use it from there.
Rick

494. Re: FS: Atari Comic Books

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: rjung@netcom.com
Message-ID: <rjungDA926L.2oD@netcom.com>
Source record: 90795
Cross-posted to: rec.games.video.atari,alt.atari,comp.sys.atari.8bit,comp.sys.atari

You might also try rec.arts.comics.misc, rec.arts.comics.dc.universe, and rec.arts.comics.marketplace. I'm looking for some of those mini-comics they packaged with the 2600 carts myself, even though the writing in them was atrocious (Commander Champion? Bludgeon-you-over-the-head-exposition? Yeesh)

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

495. Re: DOS Directory structure

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9506160105591.DLITE.bjcorr@delphi.com>
Source record: 90796

```
>Hi,
>
>Does anyone know the format of a DOS directory? more specifically
>the first byte.
>
>In the sector that contains the directory there is 5 bytes before
>the textual file name. Bytes 2+3 are the length of the program in
>sectors and bytes 4+5 are the start sector of the program but what
>is the first one?
>
>I have seen the following values: (hex)
>03 ??
>23 ??
>42 Seems to be a standard single desity file??
>43 ??
>60 ??
>62 Could this mean the file is stored in sectors > 720 ??
>80 ??

The first byte (Flag) has the following meanings;
$00 entry has never been used
$80 entry has been deleted
$40 entry in use
$20 entry locked
$02 file created by Dos 2.0
$01 file opened for output
Don't kow what those strange numbers you found mean....

bjcorr@delphi.com
```

496. Atari Archive new files? (and Rob Funk)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3rr46o$jiv@nic-nac.CSU.net>
Source record: 90797

Jody, are you still around and ok?! It's been FOREVER since any of the
"New" files at UMich have been moved into the "Newitems" directory...
it's getting full in there!

On an aside (since this *is* going to c.s.a.8 as well), Rob Funk! Where'd
your Home Page go!?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

497. Re: was: Re: Emulating copy protection (was...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: bodysurf@netcom.com
Message-ID: <bodysurfDA95pv.L2E@netcom.com>
Source record: 90798

"Mark E. Huss" <meh@bis.adp.com> wrote:

>>I seem to remember from my Atari days, that somebody came out with a program
>>which intercepted the disk read routine, and looked at the timing between
>>sectors, the data read, the error code, etc. There was also a board
>>available. You booted the software, then loaded whatever disk you were trying
>>to copy, and then you went back into the software. It then read back all the
>>data that was read from the disk, and wrote out an image along with the timing
>>data and error codes. In essence creating an unprotected image of the game.

>I think you're referring to a product from Happy Computing :). I
>can't remember what the product was called, but it was *real*good*
>at copying almost anything. The guy who ran Happy was a real hacker
>(in the good old sense), and would update his product as fast as
>they came out with new C.P. schemes. He later did some system
>software and hardware mods for 800s and 810s that greatly increased
>the SIO speed (instead of beep beep beep it sounded like a dentist
>drill!)

>I wonder whatever became of him.

The man's name was Richard Adams of Morgan Hills, CA. He is brothers
with Scott Adams of Adventure International fame. I haven't a clue
what he's doing now.

Lates!

Tim <bodysurf@netcom.com>
"Finger" for PGP v2.6.2 Public Key

498. CMC editor / CMC player sourcecode?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3rravv$ob4@nic-nac.CSU.net>
Source record: 90799

Where can I get or purchase a copy of Chaos Music Composer?
Is there an english version?

Also, where can I get sourcecode or a routine to load into a program (hopefully self-relocating ;)) to let my own programs play existing CMC files?

Also, with so many CMCs popping up, I'm guessing that either someone has made a CMC extraction program or the authors of the CMC tunes are giving them up as stand alone files? (Although I know someone who extracted the CMCs out of Sweet Illusions demo).

Anyway, I'm not going by word of mouth, picking CMC as a music editor.. it just seems to be the "in-thing"! And >I'd< not mind getting my foot in it.. perhaps (with a player routine.. I have the player program PLAYCMC.COM) I could add existing CMCs to some games to spruce 'em up!? :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
Very keen on Megagirl at the moment, but I've got three in-progress games to finish first! Sheesh!

499. Wanted: 8-bit programs

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: atariman@aol.com
Message-ID: <3rre64$cma@newsbf02.news.aol.com>
Source record: 90800

The following are Public Domain 8-bit disks I'm looking for:

Paradox - I never found this game except from C&T. It is a text
and graphix adventure like the first of the Ultima series,
back when the 8-bits still got respect. It plays well even as
primative as it is by today's standards. It was C&T disk #344.

8-Bit Graphix Maker - Was a program in the mold of Envision, but
PD. It was C&T disk #469.

Geneology - Just the thing to shake your family tree. It was one
of the disks that the Mormon Church distributed for a variety of
systems to trace one's roots. It was C&T disk #500.

Adventurer's Companion - A cheat sheet PD program for various popular
text adventures. I may never get the babble fish in my ear again
without it. It was C&T disk #681.

Aftermath - A rich and gothic look at a world following a
nuclear war. It may not be as likely today with no more Soviet
Union. It is C&T disk #371.

The programs I need cracking data are: Atari Planetarium, Movie
Maker from EA, and NATO Commander from Datasoft. Yes, I own the
original disks!

Write to Charles Kelly, 12 North Lake Ave #104, Duluth, MN 55802.
- or -
leave Email c/o AtariMan@aol.com

500. HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: I.A.Fox@bradford.ac.uk
Message-ID: <3rruhd$j0n@columbia.acc.brad.ac.uk>
Source record: 90801

I am having great difficulties with downloading files from ftp sites and I was wondering if anyone can help me.

I am running a Uniterm program through Kermit and can't find the way to download files. At the moment I can only download .zip files as Uniterm has an unzip function. I was wondering is there anyone out there who can give me step by step instructions as to how to get other files such as .lzh and .arc files down, expanded and running.

I have tried various methods such as downloading CWAC3 but my machine is only a 520 and can't handle it.

If anyone knows where I can get an archiver for .lzh and .arc files and how to expand them I will be very grateful.

Yours in desperation and hope,

Thanks in advance

Ian A Fox

501. Re: Undocumented SIO Commands

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <DA9nyp.C0K.0.-s@cs.vu.nl>
Source record: 90802

classics@en.com (Steven J Tucker) writes:

>Is there any refrence for information on the undocumented SIO commands?

>I recently added support to my software for the spartados $66 'format
> ultraspeed skew' command and noticed that it also attempts to use
> a command '@' when booting up.

>Is the '@' command directed at some HD interface or time device? Any help
> would be great.

I think it's a so called 'Percom command'. It's not a standard 1050 SIO
command.

>Also, there seem to be alot of undocumented 1050 SIO calls. Ive seen
> alot of them while using the 1050DIAG program. These include
> $23, $24, $FE and a few others. Any ideas?

$23 and $24 are internal diagnoses commands. Can be used to do all sort of
things like moving the head half a track forward and backward, see what's
the rpm etc.etc. I once wrote a small program which formatted a disk twice,
once starting at track -1 and once starting at the normal track 0 position.
Now I could put 26 sectors in front of track 0 which remained there even
after reformatting the disk. Could be used as sopme sort of copy protection,
though I doubt if all drives will recognise the $23 and $24 commands.

>Thanks

>Steve

Ivo

502. Best way to Backup protected software?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <199506161624.MAA12424@postbox.acs.ohio-state.edu>
Source record: 90803

Okay, now that I'm firmly back into 8-bit computers, I'm digging out old software from ten years ago - and naturally I'm paranoid about data integrity. I mean, floppies were never meant to last forever, but some of this stuff is irreplaceable (ie Alternate Reality - I LIVE for this game). How can I back these floppies up? I'd prefer a floppy to floppy solution (I don't own a PC)...do Happy drive upgrades allow for backing up protected software? Or is there something better? Or a software solution?

By the way, shouldn't all this be in the FAQ???

Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"

*** Magic: The Gathering: It's not just a hobby anymore... ***
http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html
---

503. Re: Best way to Backup protected software?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3rsjmo$iij@charm.magnus.acs.ohio-state.edu>
Source record: 90804

I like Chipmunk, which has a database of programs, and patches the
disk to remove the copy protection.

I don't know where you could find it, though, and if the program you
want to copy isn't on the list, you're SOL.

I have two versions, and I've noticed that the later one is missing a
few entries that the earlier one has, so I guess it's not always
helpful to get the latest version.

When I tried to patch one program, I forgot to switch disks before it
did the patch, so Chipmunk patched itself. :-(I still don't know if
it did any damage, and now I forget which disk it was.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

504. More Help required

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-16 00:00:00 UTC
From: I.A.Fox@bradford.ac.uk
Message-ID: <3rruob$j0n@columbia.acc.brad.ac.uk>
Source record: 90805

Just one other thing...anyone know if there are any soccer manager games
out there that are ftp'able?

I would really appreciate it to find out.

Thanks again

Ian A Fox

505. Re: Binary Load to Cassette Boot - HOW?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-17 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <140726@cup.portal.com>
Source record: 90727

Chris; when you turn on the computer, hold down for sure the <OPTION> &
<START> keys. You may only have to hold down the START on a 400. The computer
should beep once, press <RETURN> & the tape should start loading.
Rick

506. Re: Dos on Spartados HD images?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-17 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3rv74d$noq@charm.magnus.acs.ohio-state.edu>
Source record: 90728

In article <3rti91$7gb@antares.en.com>,
Steven J Tucker <classics@en.com> wrote:
>Having lost the manuals for the spartados that came with my US Doublers
> about 6 years ago, is there any way to write dos to a disk image
> formatted with HDINIT?
>
>It never asks if I want dos, just writes the directory and boot
> sectors to the image then says done.

The SDCS booklet says you should first use XINIT on a small partition
configured as drive 1 (tell XINIT it's a 40 track SSDD drive, no US),
then use HDINIT on the bigger partition. This is for the Supra hard
disk interface, though.

If that doesn't work, (or maybe even if it does), you might try the
BOOT command, which writes the name of the .DOS file to boot onto the
boot sectors. (e.g. BOOT XC23B.DOS)
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

507. Re: Best way to Backup protected software?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-17 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <rumpf.1-1706951535130001@slip3-11.acs.ohio-state.edu>
Source record: 90729

```
> You should get a Super Archiver II with the bit-writer option
> available for 1050 disk drives via CSS. It copies pretty much
> everything out there.

Okay, next question - where do I get the Super Archive II? ;)

--------------------------------------------------------------------
Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"
--------------------------------------------------------------------
*** Magic: The Gathering: It's not just a hobby anymore... ***
http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html
--------------------------------------------------------------------
```

508. Re: Best way to Backup protected software?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-17 00:00:00 UTC
From: rzabaga@aol.com
Message-ID: <3rvjv6$b2t@newsbf02.news.aol.com>
Source record: 90730

Do they have anything for the XF551 drive for copy protection?
Among my favorite games (Electronic Arts has come up with most of them) is Alternate Reality (though I've never had anything but a broken copy of this).

I too am concerned about the life span of my ancient 5.25 disks. I think they're pushing 70 in people years.

I'd love to be able to keep a BROKEN copy of my stuff vacuum sealed at 65 degrees.

cheers,

Z-man (RZabaga@AOL.COM)

509. WANTED!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-17 00:00:00 UTC
From: rzabaga@aol.com
Message-ID: <3rvjv5$b2q@newsbf02.news.aol.com>
Source record: 90731

Unfortunately, due to copy protection, some of my favorite games might be lost due to just plain age!
So what I'm looking for is this:

Does anybody have a broken copy (binary file version maybe?) of M.U.L.E???

I have the original, but a backup is USELESS because it won't work for beans, due to the fact that Electronic Arts software is copy protected well ! ! ! ! !

I'd be willing to pay for it. really. just a copy. that's it. 1 m.u.l.e. please.

cheers,

RZabaga@AOL.COM

a.k.a. Z-MAN.

510. Re: binaries or no binaries

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-17 00:00:00 UTC
From: rzabaga@aol.com
Message-ID: <3rvk00$b3c@newsbf02.news.aol.com>
Source record: 90732

No, you are not the last of the atarians who actually have an atari!

(though i do have XFORMER and it's neat!)

I have an 800xl, xf551, and a billion games that some pentiums will never reproduce! The old atari stuff is classic!

You mentioned 'binaries'......is there a NEWSGROUP out there where binaries are sent to? am i missing something fun and interesting? wouldn't be the first time......

cheers. thanks. g'day.

RZabaga@AOL.COM (a.k.a. Z-MAN)

zzzz

511. BIT Writer by CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-17 00:00:00 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <8d2_9506180105@flight.org>
Source record: 90733

```
The BIT Writer by CSS is no longer available and won't be unless there is
sufficient interest to get a production run ordered.
---------------------------- -//- ---------------------------
Internet: Michael.Fitzpatrick@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ---------------------------
```

512. Re: FAQts

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3rt7ga$1r9@nic-nac.CSU.net>
Source record: 90734

Mathy! Sounds like you're talking about ME!! (dropping all 8bit stuff
and running to program Unix... dropping Unix programming to go watch
Atari 8bit demos... dropping everything to watch TV.. :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

513. Re: FAQts

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-17 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3rt97u$k5f@charm.magnus.acs.ohio-state.edu>
Source record: 90735

```
In article <3rt7ga$1r9@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>Mathy! Sounds like you're talking about ME!! (dropping all 8bit stuff
>and running to program Unix... dropping Unix programming to go watch
>Atari 8bit demos... dropping everything to watch TV.. :) )

Hey, I thought he was talking about me!
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk
```

514. Re: MyDOS & Sparta

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-17 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3rt9p7$k6r@charm.magnus.acs.ohio-state.edu>
Source record: 90736

Mathy, sounds like you need to start using write-protect tabs on your
disks!

In article <3rssth$vep@link.xs4all.nl>,
Mathy Van Nisselroy <mathniss@link.xs4all.nl> wrote:
>might as well buy me a hard drive. But... sometimes I have to use SpartaDOS
>, while I REALLY like MyDOS. So I'd need to "split up" the Hard drive.
>
>Is it possible to use part of a hard drive with MyDOS and the rest with
>Sparta (3.2)? Both having their own structure on their own partions?

That's easy -- infact, it's necessary. The Atari has a limit of 16
megs on one disk, so for any disk bigger than that, you need to split
it into separate partitions. Each partition acts like a separate
disk. It doesn't matter how you format each one -- theoretically, you
could have a Sparta partition, a MyDos partion, a Macintosh partition,
a MS-DOS partition, and a unix partion all on the same hard disk.
(Finding an operationg system to read all those might be a challenge.)

>Boot both from hard drive?

I think the black box and the MIO allow you to specify which
disk/partition to boot from.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

515. Re: MyUtil Woes (again)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-17 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3rtaat$k81@charm.magnus.acs.ohio-state.edu>
Source record: 90737

In article <rumpf.1-1606951943290001@slip2-20.acs.ohio-state.edu>,
Robert Rumpf <rumpf.1@osu.edu> wrote:
>all of them. So: I'm going to format some disks using SpartaDos,
>thinking maybe a different format will help. But Sparta has *sooooo* many
>different formats! 35 sector, 40 sector, 77 sector, 80 sector - which
>should I use? I know to use true Double Density, but does the sector
>count matter? HELP!

First you need to remember that you'll need different software on the
PC to read the Sparta disks. Myutil (and Util and Atario) only read
Mydos format. The two programs I know of to read Sparta are SR
(SpartaRead) and (I think) SDATARI.

And for the format, I think you may have meant "track" instead of
"sector" (but then I've been dealing with "cylinders" for too long).
The different numbers of tracks are for different sizes of disks;
5.25" disks use a 40-track format.
(there are 18 sectors per track on normal single and double density
disks, and 26 sectors per track on enhanced density disks.)
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

516. Dos on Spartados HD images?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-17 00:00:00 UTC
From: classics@en.com
Message-ID: <3rti91$7gb@antares.en.com>
Source record: 90738

Having lost the manuals for the spartados that came with my US Doublers
about 6 years ago, is there any way to write dos to a disk image
formatted with HDINIT?

It never asks if I want dos, just writes the directory and boot
sectors to the image then says done.

Thanks

Steve

517. Re: Best way to Backup protected software?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-17 00:00:00 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <DAAxxw.Kpp@freenet.carleton.ca>
Source record: 90739

Tim (bodysurf@netcom.com) writes:
> rumpf.1@osu.edu (Robert Rumpf) wrote:
>
>>Okay, now that I'm firmly back into 8-bit computers, I'm digging out old
>>software from ten years ago - and naturally I'm paranoid about data
>>integrity. I mean, floppies were never meant to last forever, but some of
>>this stuff is irreplaceable (ie Alternate Reality - I LIVE for this
>>game). How can I back these floppies up? I'd prefer a floppy to floppy
>>solution (I don't own a PC)...do Happy drive upgrades allow for backing up
>>protected software? Or is there something better? Or a software
>>solution?
>
>>By the way, shouldn't all this be in the FAQ???
>
> You should get a Super Archiver II with the bit-writer option
> available for 1050 disk drives via CSS. It copies pretty much
> everything out there.
>

If you can't find a Super Archiver, you can fall back to software and get
a product called "Chipmunk". It unprotects quite a bit of the classic
stuff out there. I had a problem with my original Silent Service disk; it
would only boot after three or four tries. I used Chipmunk to copy it onto
a new disk, and it runs first time, every time.

Good luck

Vince

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

518. Binary Load to Cassette Boot - HOW?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-17 00:00:00 UTC
From: cecarman@miavx1.acs.muohio.edu
Message-ID: <1995Jun17.034543.46590@miavx1>
Source record: 90740

Okay, I just bought an Atari 400 (for the membrane keyboard, of course), and I want to transfer some of my 800's disk games onto tape so I can use them with the 400's tape drive (realize that this is just for the fun of loading games on tape). Now, my favorite game is Archon, which is in Binary load format (it's an .EXE file), around 180 blocks (of 707). I'm using a program called "The Archiver", which works with the 810 drive I have that has some copying chip installed to break copy protection (it doesn't work too well with newer stuff). In this program is an option to copy from binary load to boot cassette, and I've tried it, but I can't get the thing to reload. I've tried CLOAD, ENTER "C:", LOAD "C:", you name it. All it does is make that hideous scream when a tape isn't loading correctly (you probably load the sound) and gives me one of its ambigious erros (like Channel Already Open). Anyway, I want to know if there's any method in BASIC or DOS that I can use to save this program onto the cassette. Can I BLOAD "D1:ARCHON.EXE" (or whatever the way is, I can look it up) and then SAVE "C:", or is it more complex than that? Any help is greatly appreciated! Later,
-Chris Carman
-cecarman@miavx1.muohio.edu
-http://www.muohio.edu/~carmance

519. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-18 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_803471524@rtfm.mit.edu>
Source record: 90741
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

Revised 14-Jun-95

NEW ---- All Repair Shops are now listed here. ---- NEW

---- All Print and Disk Magazines are now listed here. ----

Additions/suggestions/comments/corrections are needed! Please send to:

Michael D. Current
URL:mailto:mcurrent@carleton.edu

Where to get the latest copy of this list:

The home of many FTP archives, automatically updated monthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev

The World Wide Web hypertext version, automatically generated monthly:
URL:http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html

Alternate hypertext version, not as fancy, in Europe:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Usenet newsgroups where this list is automatically posted monthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also send for this list by mail.
URL:mailto:mail-server@rtfm.mit.edu, message says:
send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

Conventions
-----------
All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" shareware/freeware/PD developers should also be listed.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, public domain
software/freeware/shareware, (new) commercial software, used (commercial)
```

software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No product can be developed by more than one developer. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information is given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of the more prominent sources I use. Current Notes magazine, and their 8-Bit Editor Rick Reaser. Atari Classics magazine, published by Jim Hood and Bob Woolley. And The Atari 8-Bit Omnibus, published by David A. Paterson.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

8-Bit Magazin (disk magazine)
See: Powersoft

8-Bits Forever (book)
See: GFH Marketing

A.B.B.U.C. e.V.
c/o Wolfgang Burger
Wieschenbeck 45
45699 Herten

Germany
Developer: various hardware and software (also schematics, mailbox,
disk magazine, repair-service, helpline addresses, meetings)
Publisher: Diskmagazin (disk magazine)
Repair Shop.

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY 10471-1222
United States
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

AMC-Verlag
Bluecherstr. 17
W-65195 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension),
STEREO Blaster (several versions), STEREO Blaster PRO, Herbert I, Herbert II,
other games

American Techna-Vision
Mail Order:
15338 Inverness St.
San Leandro, CA 94579-2016
United States
Sales Office:
1903 Fairway Dr.
San Leandro, CA 94577
United States
tel: (510) 352-3787
FAX: (510) 352-9227
Vendor: new hardware, commercial software
Repair Shop. 1050 Disk Drives only

Amethyst Software
211 South Kansas
Danville, IL 61832
United States
Vendor: commercial/PD/freeware/shareware

ANG Software
See also: MegaZine
Ridderkerksestraat 60
3114 RK Schiedam
Netherlands

tel/FAX: +31-10-4271732
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip),
t-shirts with Atari 8-bit game motives on them
Publisher: MegaZine (disk magazine)
fl10.00/disk

David Aronson
2911 Bree Hill Rd.
Oakton, VA 22124
United States
tel: (703) 620-6183
Vendor: used hardware

Artacyis Publications (James Catalano)
639 West Grace, Suite #336
Chicago, IL 60613
United States
tel: (312) 248-6065
Developer: over 60 original game titles

AS
See: Mirage

Assisting Children to Excel
P.O. Box 1213
Camarillo, CA 93011
United States
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape
sets each in: Reading, Spelling, Math, Economics, Physics, Psychology,
U.S. History, World History, Digital Electronics)

Atari 8-Bit Alive
c/o Damon Walker
RD#1 Box 62
Salem, NJ 08079
United States
tel: (609) 299-4667
URL:mailto:b.walker26@genie.geis.com
Fidonet: Node 1:266/52
Publisher: Atari 8-Bit Alive (print magazine)
bimonthly, $2.79/issue, or $8/three issues

Atari 8-Bit Omnibus (publication)
See: David A. Paterson

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd

Wales LL77 7UR
United Kingdom
URL:mailto:mbitdc9306@newi.ac.uk (David Wyn Davies)
Developer: Swift Spreadsheet (Standard or New), Loopz, Helter Skelter

Atari Classics
5507 Langford Court
Concord, CA 94521-1614
United States
URL:mailto:j.hood9@genie.geis.com
Publisher: Atari Classics (print magazine)
1 Year (bimonthly)
USA $25
Canada $30
Elsewhere $32
Elsewhere Air extra

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Drive
Pearl, MS 39208
United States
Vendor: shareware/freeware/PD

Atari Video Club
c/o Dan Iacovelli
1411 North 36th
Melrose Park, IL 60160-2726
United States
tel: (708) 345-4127
Vendor: games

ATCOM Micro Center (Barry Keyes)
P.O. Box 294
Newbury Park, CA 91319
United States
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: hardware and software
Repair Shop.

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA 90740-5909
United States
tel: (310) 430-5433
tel: (310) 596-6123
URL:mailto:d.mcalliste2@genie.geis.com

Developer: hardware and software for model railroading applications

Avatar (Ulf Petersen)
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/418260 (ISDN)
tel: +49/4381/418261 (ISDN)
tel: +49/4381/418262 (ISDN)
FAX: +49/4381/418243
URL:mailto:ulf%antic@cle.de
FIDO: Ulf Petersen@2:240/4060.22
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II
Publisher: User-Mag (disk magazine)
bi-monthly

Subject: B

B&C ComputerVisions
1725 De La Cruz Blvd., #7
Santa Clara, CA 95050-3011
United States
tel: (408) 986-9960
FAX: (408) 986-9968
Phone Hours: Tue-Fri 10am-6pm
Retail Store Hours: Thu & Fri 10am-6pm, Sat 10am-5pm
Vendor: new/used hardware, commercial/PD/freeware/shareware

Bensley Consulting
P.O. Box 301
Westfield, IL 62474-0301
United States
tel: (217) 967-5465
URL:mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA 95126-1127
United States
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd.
Panama City, FL 32405-5902

United States
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
P.O. Box 152
Wind Gap, PA 18091
United States
URL:mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St.
Simi Valley, CA 93065-5646
United States
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Branch Always Software
14150 N.E. 20th St., Suite 302
Bellevue, WA 98007
United States
tel: (206) 236-0540
FAX: (206) 236-0257
URL:mailto:brasoft@halcyon.com
URL:http://www.halcyon.com/brasoft/
Developer: ST Xformer 2.55 (for Atari ST), PC Xformer 3.01 (for DOS/Windows)

Bravo Sierra Computers
c/o Ben Smith
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
URL:mailto:bensmith@teleport.com
Vendor: used hardware/software

BRE Software
352 West Bedford, Suite 104
Fresno, CA 93711
United States
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St.
Mansfield, MA 02048-2925
United States
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
2012 South 314th St., #314
Federal Way, WA 98003-5622
United States
Vendor: PD/freeware/shareware

Subject: C

C&T ComputerActive
P.O. Box 893
Clinton, OK 73601
United States
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, IA 52245
United States
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Place
Crystal, MN 55427-2259
United States
Developer: various software

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
P.O. Box 5160
San Luis Obispo, CA 93403-5160
United States
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Games Plus
1839 East Chapman Ave.
Orange, CA 92667
United States
tel: (714) 639-8189 Noon-6pm Tue-Fri, Noon-3pm Sat
FAX: (714) 538-1707
URL:mailto:aturco@netcom.com (Art Turco)
Vendor: commercial software

Computer Software Services
See also: Bob Puff
P.O. Box 17660
Rochester, NY 14624
United States

tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super E-Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Current Notes
122 North Johnson Rd.
Sterling, VA 20164
United States
tel: (703) 450-4761
FAX: (703) 430-2618
URL:mailto:joe.waters@genie.geis.com
URL:mailto:74005.1270@compuserve.com
URL:mailto:jwaters@databank.com
Publisher: Current Notes (ISSN 8750-1937)--published bi-monthly
$24 per year
foreign surface: $30/year
disk subscriptions: $48/year
foreign disk subscriptions: $57/yr
air mail: Canada/Mexico $35; Cen.Am., Caribbean, $42;
S.Amer. Europe, N.Africa, $49; Mid East, Africa, Asia,
Australia, $58

Subject: D

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO 80222
United States
Developer: Daisy-Dot III

Data 8
P.O. Box 210
Mouth Card, KY 41548
United States
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue
See also: The AGDA Group
1623 West Fourth St.
Mansfield, OH 44906-1701
United States

tel: (419) 529-9797 1pm-5:30pm EST M-F
URL:mailto:dataque.1@genie.geis.com
URL:mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM
Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM,
Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list
options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit,
Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

DCW Magazine
c/o Richard Vermeulen
Princessenpad 3
5502 TV Veldhoven
Netherlands
Publisher: DCW Magazine (disk magazine)
free introductory issue,
7.50 Dutch guilders/disk
outside the Netherlands: add 6.00 guilders/disk

D.G.S.
See also: Lance Tatman
62 Thomson Ave.
Balby
Doncaster
England DN4 0NU
United Kingdom
tel: +44-302-855-026 (10am - 7pm GMT/BST only)
URL:mailto:dx107@cleveland.freenet.edu
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio
Publisher: News-Paper (print magazine)
UK: #6.00 / 4 issues
Europe: #8.00 / 4 issues
USA: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues

Discount Video Too
3223 F. South U.S. Hwy. 1
Fort Pierce, FL 34982
United States
tel: (407) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software

Diskmagazin (disk magazine)
See: A.B.B.U.C. e.V.

DynaComp Software
178 Phillips Rd.
Webster, NY 14580
United States
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983
Vendor: used hardware, commercial/used software
Repair Shop.

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Evangelo's Software
Angelo V.
27 Stiles St.
Elizabeth, NJ 07208
United States
tel: (908) 558-9518
Vendor: comercial software

Subject: F

Far North Computers
59 College Rd., #217
Fairbanks, AK 99701
United States
tel: (908) 456-3700
Vendor: hardware, software

Fine Tooned Engineering
P.O. Box 31270
Mesa, AZ 85275
United States

tel: (408) Get-REAL {438-7325} [Orders] (OLD??)
BBS: (408) 438-6775 (OLD??)
URL:mailto:ftooned@delphi.com
URL:mailto:f.tooned@genie.geis.com
Developer: BASIC XL, BASIC XL ToolKit, BASIC XE, MAC/65, MAC/65 ToolKit,
Action!, Action! ToolKit, Action! RunTime Package, P:R: Connection,
R-Time 8, US Doubler, Multi I/O 130XE Extender, FlashBack!, SpartaDOS X 4.21,
SpartaDOS 3.2g, SpartaDOS ToolKit, 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL,
RAMROD XL2, OSNXL, OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon,
Small Business Management, Small Business Management for the 130,
Express! Professional, MARS 8, Mini I/O II, Sweet 16

John Foskett
26 Auckland Rd.
Kingston-Upon-Thames
Surrey
England KT1 3BG
United Kingdom
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures), Jurrasic

Futura (disk magazine)
See: North of Scotland Atari User Group (NOSAUG)

Subject: G

Games+
610 North Alma School Rd.
Chandler, AZ 85224
United States
tel: (602) 890-0556
Vendor: new/used hardware, new/used software

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Richard Gore
79 Sprotbrough Rd.
Sprotbrough
Doncaster
England DN5 8BW
United Kingdom
tel: (0302) 784642 after 7pm(GMT) weekdays, any reasonable time weekends
URL:mailto:chmrig@leeds.ac.uk
Vendor: commercial software
Developer: Arena, Bubble Zone, Jawbreaker, Mousekattack, GTracker,

Super Print Lab XE, Yorky 256K Memory Upgrade, Golf Tour 95

Subject: H

Historically Brewed (print magazine)
See: Historical Computer Society

Historical Computer Society (David A. Greelish)
2962 Park St., #1
Jacksonville, FL 32205
United States
URL:mailto:historical@aol.com
Publisher: Historically Brewed (print magazine)
6 bimonthly issues: $18 ; or $2 for a sample issue

Horizon Computers
601 South Broadway, Suite B
Denver, CO 80209
United States
tel: (303) 777-8080
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

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Subject: I

IB Computers
9242 S.W. Beaverton-Hillsdale Hwy.
Valley Plaza Shopping Center
Beaverton, OR 97005
United States
tel: (503) 297-8425
Vendor: hardware, software

IceSoft
c/o Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
URL:mailto:bruck@brachot.jct.ac.il
Developer: Ice-T 2.0 XE, 1.1

Subject: J

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC
Vanickova 5
16900
Praha 6-Strahov
Czech Republic
Developer: Turbo Tape, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
URL:mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

K-Products
P.O. Box 2212 A.M.F.
Salt Lake City, UT 84122
United States
tel/FAX: (801) 967-7400
BBS: (801) 967-8738
Vendor: used hardware
Developer: BBS Express! Professional, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,
Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, BBS Express! PRofessional Update Disks V4.0b,
KPI Hard Disk Drive Interface
Repair Shop.

Nick Kennedy
300 South Vancouver Ave.
Russellville, AR 72801
United States
tel: (501) 967-3843
Developer: SIO2PC

KE-Soft
c/o Kemal Ezcan
Frankenstrasse 24
63477 Maintal
Germany
tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, The Brundles
Publisher: Zong (print magazine)
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

LACE (London Atari Computer Enthusiasts)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London
England SW16
United Kingdom
URL:mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
URL:mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando, Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge with 64KB or 128KB RAM with battery), Centronics interface: Microprint, all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044, Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa, Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus, Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change, Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb, Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums), Chaos Music Composer, Geometria (education), Kurs Fizyki (education), Panther (text editor), Quick Assembler (with some other tools), Szperacz Dyskowy (disk monitor)

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
URL:mailto:e.halliwell@genie.geis.com
URL:mailto:ehalliwe@emh.kunsan.af.mil
Developer: FlickerTerm 80 (beta), ColorViewSquash, ColorSquashView, EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu, Link Basher, Maze-War 3D

Subject: M

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL 60148-2059
United States
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

MegaZine (disk magazine) (c/o Freddy Offenga, a.k.a. Frankenstein)
See also: ANG Software
P.O. Box 164
8800 AD Franeker
Netherlands
URL:mailto:offen300@hio.tem.nhl.nl

Micro-Discount
265 Chester Rd.
Streetly
West Midlands
England B74 3EA
United Kingdom
tel: 0121-353-5730 4pm-8pm Mon-Fri
FAX: 0121-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger, Menu Print

Mirage / AS
ul. Gen. Abrahama 4
03-982 Warsaw
Poland
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

Moonsoft
See: Black Moon Systems

More Than Games
8207 Briarwood Lane
Austin, TX 78757-7642
United States
URL:mailto:74766.1561@compuserve.com
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256

United States
Vendor: PD/freeware/shareware

MyTek
P.O. Box 750396
Petaluma, CA 94975-0396
United States
FAX: (707) 527-0674
URL:mailto:mytek@genie.geis.com
Developer: Prism Studio (full color genlocking, NTSC only)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software
c/o Bill Kendrick
59 Palm Lane
Novato, CA 94945-2574
United States
URL:mailto:kendrick@vax.sonoma.edu
URL:http://zippy.sonoma.edu/~kendrick/nbs/nbs.html
Developer: sound and animation demos, Cooltris, Sludge, HyperIt! (beta), Geneocide (beta), ScotchDUP (beta)

News-Paper (print magazine)
See: D.G.S.

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

North of Scotland Atari User Group (NOSAUG)
P.O. Box 10001
Peterhead
Scotland AB42 6ZN
United Kingdom
Publisher: Futura (disk magazine)
$3 cash or #2 IMO for sample issue

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: P

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
United Kingdom
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!
Publisher: New Atari User (print magazine)
(bi-monthly) Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
USA/Canada - Surface #17.00 #32.00
USA/Canada - Air Mail #23.00 #42.00
Other countries as USA/Canada

Palette Imaging
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
URL:mailto:itsmarver@aol.com
Developer: ChromaCAD (3-D Model Builder Program, Model Surface Shader XE,
Printer&Mover Utilities, Examples Disk, 3-D Stereo Glasses)

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300
Repair Shop.

David A. Paterson
P.O. Box 342
Cote-St-Luc, QU H4V 2Y5
Canada
URL:mailto:d.paterson2@genie.geis.com
Developer: CardStax
Publisher: Atari 8-Bit Omnibus
US$5 for 1994 edition

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St.
Winter Springs, FL 32708
United States
URL:mailto:potter@escmail.orl.mmc.com
URL:mailto:74030.2020@compuserve.com
URL:mailto:jdpotter@genie.geis.com
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Quick, Quick Support Disk 1, Screen Aided Management (SAM),
SAM Budget, SAM Utility Extensions Disk, SAM Designer, Quick Ed, Minesweeper,
Glaggs It!, Rubber Ball, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Powersoft
c/o Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840
Vendor: hardware, commercial/PD/freeware/shareware
especially recent software and hardware from Poland (Avalon etc.)
Publisher: 8-Bit Magazin (disk magazine)

Bob Puff
See also: Computer Software Services
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
United States
URL:mailto:76702.1076@compuserve.com
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, Taskmaster, Parallel Printer Port, TurboLoader kit

Thomas Smailus
READY +TECHNOLOGIES+
2245 College Dr. Apt. 170
Baton Rouge, LA 70808
United States
URL:mailto:tom@ready.rsip.lsu.edu
URL:http://sarah.rsip.lsu.edu/tom/tom.home.html
Developer: Olympics, Word for the Blind, Menu Master (c)1986
Specialized hardware & software systems for the Atari 8bit
PC's and standalone systems.

Revista STAK Atari
Casilla 51552 STGO 1

Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Ronnie Riche
See also: Dale Wooster
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

San Jose Computer
moving?
tel: (408) 995-5080

Software Infinity
642 East Waring Ave.
State College, PA 16801
United States
tel: (814) 238-7967 24hrs
Vendor: commercial/PD/freeware/shareware

STAK Atari (print magazine)
See: Revista STAK Atari

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
Publisher: Strange Invasion (disk magazine)
single issue 5DM

6 issues (1/2 year) 25DM

Paul Sungenis
URL:mailto:pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: (074) 969 169
URL:mailto:masstorage@closer2.brisnet.org.au
URL:ftp://closer.brisnet.org.au/pub/archive1/8_bit/super/
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Surplus Computer Software
3301 South Harbor Blvd.
Santa Ana, CA 92704
United States
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Subject: T

Lance Tatman
See also: D.G.S.
844 Kern St.
Richmond, CA 94805
United States
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Developer?: education related

Telegames
Box 901
Lancaster, TX 75146
United States
Vendor: commercial software

Toad Computers
570 Gov. Ritchie Highway
Severna Park, MD 21146-2925
United States
tel: (800) 448-8623 Orders
tel: (410) 544-6943 Information

FAX: (410) 544-1329
FAX: (410) 544-0098 FAXBack
BBS: (410) 544-6999
URL:mailto:toad@genie.geis.com (slow response)
URL:mailto:toad@charm.net (fast response)
URL:ftp://ftp.charm.net/pub/home/toad/
URL:http://www.charm.net/~toad/
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
England NE28 6DQ
United Kingdom
Tel: (0191) 2710086 (David Ewens)
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #16.00 plus the following postage:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50

Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00
6 copies #11.00
Europe 1 copy #2.20
Europe 6 copies #12.50
Elsewhere 1 copy #2.50
Elsewhere 6 copies #14.00

Subject: U

UltraBasic
10 East 10th St.
Bloomsburg, PA 17815
United States
Vendor: commercial software

User-Mag (disk magazine)
See: Avatar

Subject: V

Video 61
22735 Congo St. N.E.
Stacy, MN 55079
United States
tel: (612) 462-2500 24hrs
Vendor: hardware and software (game-related)

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA 15223
United States
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Subject: W

Dale Wooster
See also: Ronnie Riche
7113 W. Pasadena
Glendale, AZ 85303
tel: (602) 846-1575
United States
Developer: TextPRO 5.20 Manual
printed manual: $12
2-disk set containing program, modules, macros, docs: add $4

2-disk set of more support files: add another $4

Subject: Z

Zong (print magazine)
See: KE-Soft

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731
United States
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

520. Re: 9-bit floppy disk

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-18 00:00:00 UTC
From: fseipel@freenet.columbus.oh.us
Message-ID: <fseipel-1806951004500001@slip2-7.acs.ohio-state.edu>
Source record: 90742
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <3rkr2m$fka@news.duke.edu>, hubal@acpub.duke.edu (Robert Hubal)
wrote:

> Don't know if this is the best newsgroup, but perhaps someone could point
> me in the right direction...
>
> I have a floppy disk from an old, old Atari computer, with files that I
> wish to retrieve. Norton utilities on an IBM PC, as far as I can tell, has
> no idea how to read from this disk, since it's formatted using 9-bit bytes.
> No Macintosh to which I have access is able to read this disk, either.
>
> Any ideas? If anyone has (a) an old, old Atari, (b) software that could
> read from this disk, or (c) any other idea how to retrieve the data,
> please let me know. Thanks.
>
> Rob Hubal
>
> ===
> _ _ _
> | |_ _ _ | |_ __ hubal@acpub.duke.edu ___ _ | |_ _ __
> | || | || o |< < | o || ||_ || // |
> |_|_| __||__/ >_> |__/ |_| /_/ __/
> ===

There are several programs for the PC, including Atario, which can read
Atari 8-bit disks.

Most require that the disks be in double density however.

See the FAQ and the atari.archive.umich.edu ftp site for more information.

521. Specs on DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-18 00:00:00 UTC
From: jduersto@kendall.mdcc.edu
Message-ID: <3s0mgj$dhu@uranus.kendall.mdcc.edu>
Source record: 90743

I'm in the process of writing an integrated Atari <-> PC disk tool and
I need some information on MYDOS and how it handles big partitions. I
think I have information to handle SpartaDOS partitions, but MYDOS
might get tricky.

I'll post more info when it's available. :)

Jason Duerstock
jduersto@kendall.mdcc.edu
jasond@mdcs2.cs.mdcc.edu

522. Atari Video Music

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-18 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3s0t64$1ms@nnrp2.primenet.com>
Source record: 90744

Does anyone know who is responsible for engineering this thing?

Might Jay Miner have done this before working on the 2600?

523. Re: Specs on DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-18 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3s1tuv$bl1@dartvax.dartmouth.edu>
Source record: 90745

jduersto@kendall.mdcc.edu (Jason Duerstock) writes:

>I'm in the process of writing an integrated Atari <-> PC disk tool and
>I need some information on MYDOS and how it handles big partitions. I
>think I have information to handle SpartaDOS partitions, but MYDOS
>might get tricky.

You should look at my 'unix2atr.c' and 'atr2unix.c' programs at:
ftp://ftp.cs.dartmouth.edu/pub/crow/Atari/
They convert .ATR format disk images to ordinary Unix files, and back
(well, mostly back).

MyDos disks are mostly Dos2 compatible, but they use a full two-byte
sector number instead of a file number for each data sector, allowing
$FFFF sectors.

If they need a larger bitmap than is available on sector 360, it uses
sectors 359,358,... for additional data.

MyDos uses an extra bit in the directory status byte to indicate that
a file is a subdirectory, and, I think, another to indicate that the
file doesn't use file numbers (long sector numbers), but I'm a bit
unclear on the details.

Directories are always 8 contigious sectors. If the disk is DD, only
the first 128 bytes of each directory sector is used.

--PC
--
"If guns were outlawed, only outlaws would shoot people."
"Guns don't kill people, lack of structural integrity of the brain does."
"I wasn't aborted, and I vote!"

524. Atari repair??

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-18 00:00:00 UTC
From: mvanclea@silver.ucs.indiana.edu
Message-ID: <3s259t$pgm@usenet.ucs.indiana.edu>
Source record: 90746
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Say, does anyone know of a good repair site that could fix a Satcy?

If so please email me at:

mvanclea@indiana.edu

Thanks

MVC

525. Free Agent Spam

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-18 00:00:00 UTC
From: free-agent-spam@spam.com
Message-ID: <3s1rqp$6n3@dub-news-svc-4.compuserve.com>
Source record: 90747

```
Free Agent, Spam Ware Without Compare
```

526. Re: digitizing routine

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-18 00:00:00 UTC
From: bmcbrine@hakatac.port.island.net
Message-ID: <3s2ob5$868@hakatac.port.island.net>
Source record: 90748

In article <0ec_9506150106@flight.org>,
Tim Gearin <Tim.Gearin@flight.org> wrote:
> Has anyone ever tried writing a program to get pot readings every two scan
>lines or more? I did and it has'nt worked. I set bit 2 in SKSTAT and then
>mapping the atari says you have to reset it too to drain the capacitor it uses
>to read the pot so, I made my routine toggle bit two on and off after I
>initially blank the screen, reset the HW, turn off the NMIs and IRQs, and
>whatever else I thought nessesary. The most I got was some nearly random buzz
>and thats after I also poked POTGO in my loop. Its made in action/ml just
>incase you thought otherwise. Anyhow, it dos'nt work and without the potgo,
>the pot dont reset ((bit 2 dont do it either)

About 1987 I was trying to build a sound digitizer. Just what it sounds like
you are trying to do -- using the same concept it sounds like. :-)
What I was able to work out, delving into Mapping the Atari for weeks, was
that it was not possible to read POTentiometers more often than every other
scanline. Because the Atari just doesn't update it's registers any faster
than that. This seems to work out to about 8-10,000 samples per second. And
I am being approximate in that number. Even turning ANTIC off didn't seem
to help my calculations. I never had a working test-bed to test out the
system, as my own design required a small amount of hardware which I didn't
build after I worked out the solution.

So if you sample from Pot timers, In My Estimation, you won't get much more
than 10k samples/sec. Now if you were to build a sound sampler (or whatever
type of digitizer) on the parallel bus (PBI of the XL's for instance), then
you would have much more bandwidth to work on. But then you get slapped in
the face by the small memory size, and need to look at bank-switching, which
is a different problem. I'm not sure whether bank-switching would even be
fast enough to keep up with your digitizing system... Probably work though.

I wish you luck and hope you are pleased with the product.

Enjoy!
l8r...
--
--beautiful bc.--west canada---# THE DISCOVERY CHANNEL..."THERE YOU ARE!"
l8r... !{] Bill T. McBrine | "My views are not necessarily that of any
bmcbrine@alb.port.island.net___|_organisation or any person living or dead."
-"What is genius? It is the power to be a boy again at will." J.M.Barrie-1897

527. Re: digitizing routine

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-18 00:00:00 UTC
From: Tim.Gearin@flight.org
Message-ID: <aad_9506190105@flight.org>
Source record: 90749

If you can find anything in the magazine that describes how to make a sampling loop, id like to know. Yes, Lashower is the guy who wrote the program. I guess he also described how to make a digitizer. (something I finally figured out on my own!) its actually a simple thing to do. I've had my stereo wired to the computer and it works fine but I guess theres a danger of wrecking your computer too.

So is steve Lashower still an active atarian?

---------- -//- ----------

Internet: Tim.Gearin@flight.org

| note: the views expressed by this user are strictly his/her own.|

| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|

---------- -//- ----------

528. CMC editor / CMC player sourcecode?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-18 00:00:00 UTC
From: Tim.Gearin@flight.org
Message-ID: <aae_9506190105@flight.org>
Source record: 90750

I take it that CMC is one the better music makers. I've still only played around with sound mon. and im extrememly worried that even if I got the player for it working, it would take up alot of processing time. other thing is its not designed to do 16-bit sound but you can change AUDCTL settings in it.

I hav'nt heard from you since you told me you were goin to try the sound maker program I sent. Have you tryed it out yet? what did you think of Madonna?

---------- -//- ----------
Internet: Tim.Gearin@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

529. FlickerTerm anomaly?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3s2mfr$3bf@hustle.rahul.net>
Source record: 90656

When I'm using the 800 to connect to my ISP, I'm usually using
FlickerTerm, which usually works right, with one exception.

After FlickerTerm is booted and ready to start working, I then type
the AT command to dial the ISP (i.e. "ATDT 5551212"). The problem is this:
Whenever I make a mistake, and have to backspace and re-enter the command,
the modem acts funny. It never connects. In order to connect, I have to
turn the machine and the modem off and then on, reboot and make sure I
enter the AT command correctly the first time.

Has anyone else seen this? And is there anything that can be done
to avoid having this happen?

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* COBOL/Mainframe turned C/Unix Geek * GCS: !h s:+ !g au+ C++$ v++ w+ U N++
* softball 95: 19 games, 8-11, .660 * W po+ Y+ j++ B-- e+++ u** r+++ y+++

530. Re: FlickerTerm anomaly?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3s2o1c$njf@nic-nac.CSU.net>
Source record: 90657

Have you tried just hitting [Return] and then trying it again? Or if that doesn't work, just turning the modem off and then back on?

The backspace character in FT is probably set the ASCII dec.127 instead of ASCII dec.8 .. this is the setting useful for VT100/Unix stuff..
Of course, since I never use FT (don't have a modem interface for my 8bit) I don't know if this really is the problem, BUT it's MY best guess..

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
Babylon 5 is a cool show

531. Re: digitizing routine

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3s2sdm$qp7@nic-nac.CSU.net>
Source record: 90658

Speaking of digitizing through the PBI (or for that matter the cart) port
and running out of RAM.. why not one of the first things to come out for
the Sweet16+Mars8 combo be a digitization `station'? With the huge amounts
of linear RAM that'll be available (thanks to S16+M8) and the cheap, fast,
easy hard drive space we'll have (thanks to MIO2) we'll have the capacities
to store and retrieve into memory rather large samples of both sound and
video data!

I think what we might need next is CD ROM support! ;)

Also, how about a cheap DAC/ADC cartridge (or addition to the Mars8)
which anyone could have? It could come with a simple sampler/player...
~~~~~~

Oooh.. now I'm starting to drool (and get completely off of the subject)..

<8^P~~ imagine this:

You insert disk 1 into your PC
Load up SIO2PC
Load A:\INSTALL.ATR into drive 2
Turn on your 4MB Atari with Sweet16 and Mars8 (making the 4MB linear)
and VERY large IDE or SCSI hard drive (connected with a BlackBox or
MIO-II)
You load D2:INSTALL.COM onto the Atari and answer the prompts..
After quite a while of loading and decompression onto your HD it asks
for the next disk
You insert disk 2 into your PC and hit a key on the Atari...
... and so on ...
Now it tells you to set your destination partition as the D1: and reboot

Very quickly after reboot appears a 256 color 3D animation of some raytraced
logo along with some digital sound playing (strings or thunder or something)
It then fades out and after a little more loading a digitized movie intro
appears explaining the plot
Then a brilliant 4096 color title screen awaits your command

leave the game ITSELF to your imagination...

a side scroller with parallax scrolling (probably can be done MUCH
more easily with a Sweet16.. fast blockmoves, linear RAM (maybe
use a TON of chsets to be flipped through? ;))

a mystery game where you're trapped in a digitized or ray-traced
haunted house

a fast Star-Raiders like 3D space shoot-em-up (but with a deep plot)
~~~~~~

Well!? When the HELL are Mars8 and MIO-2 coming out!? I WANT THEM NOW! :)

Oh.. sorry 8^) ... anyway... boy, what a digression, huh?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

532. Using faster computers for computation

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3s2tdc$s37@nic-nac.CSU.net>
Source record: 90659

While in the shower (I always have my most profound thoughts (and best ideas for music (NEED MUSIC EDITOR) while in the shower) I thought it would be cool to make a very complicated, very life-like roll playing game.. like Alternate Reality and the like, but with an Ultima point of view (above).. at least for now.. But the number of things I want calculated per move would slow the game to a screeching halt on any plain vanilla 6502-based XL/XE...

Then it struck me... why not use good ol' Zippy, the Sun Unix box I'm on at this very moment.. (note: I didn't think that sentence in the same form that you see it.. so don't worry, I'm not so stuck online that I can't even take a shower without being logged on!)

Anyway.. Zippy, well, he's a FAST machine.. I can convert a DCM into an ATR in an INSTANT (unless don't use the "-q" option, in which case the fact that it has to send me which sector is being worked for EVERY sector REALLY slows everything down.. it's not Zippy's fault, it's that I'm on a 14.4k modem using a computer that can barely keep up with it.. (IBM PS/2))

I can make an index out of my home page (which requires a lot of file I/O!) in about 5 seconds!

I figured keeping track of a large map and a hundred or so enemies and objects wouldn't be too hard and that I could get the data from the Zippy onto the Atari via a modem! The Atari in the meanwhile will return an aknowledge, send any movement information and of course give me, the user, the output..

How's this sound?: 240 bytes (need to be characters which are displayable on a terminal.. so maybe make that about 500) of screen data are needed from the Unix box..

500 characters = 4000 bits.. at 14.4k bps that's less than 1/3rd of a second per frame.. now, you could make it only update things that have changed on the screen (and maybe even saying "scroll left and here's the data to go on the right edge of the screen"), but having such speed differences per frame in a game is uncalled for..

Now, also, different games can be played by simply running different programs on the Unix machine.. need a different font? Well, be sure it's available to the Atari and the Unix machine will say:

"hello, my title is SUCH&SUCH and I require font FONT.FNT"

If the Atari finds it and can load it, it'll say "Ok, ready"
if not it'll say "oops! sorry!" The game will quit and the program on

the Atari will return to a simple terminal mode (or exit to (DOS where
you can load up) some other real terminal like BobTerm/FlickerTerm/IceT)

Anyway, not only THAT, but with some good code, the program (the graphics
and game interface) would be written for any platform (PC, Mac, you name it)

In a way, it's a LITTLE like X-Windows, huh?

Anyway, what do you folks think? Do you Atarians with Unix accounts want
anything like this??!?

-bill! (NEEDS A GOOD P:R:CONNECTION!)
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

533. source for joystick for 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: degroote@tigger.stcloud.msus.edu
Message-ID: <3s2u76$o4e@urvile.MSUS.EDU>
Source record: 90660

Over the weekend my son rediscovered the atari 800xl. After splicing
together a connector it was great to play "River Raid" again. Anyway,
he says that the play value and graphics are worth a new joystick--the
one we have is very marginal. A couple of years ago i investigated the
stores in town and there were none to be found. The question is are there
catalogs for vintage atari products? If so would some kind soul post to
me directly. I am teaching summer school and don't have time to keep up
on the newsgroups. Nick and I would very much appreciate it.
Thanks in advance
David DeGroote
e-mail: degroote@tigger.stcloud.msus.edu
Thanks again

534. Re: digitizing routine

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: lashower@netcom.com
Message-ID: <lashowerDAEqGo.H4q@netcom.com>
Source record: 90661

Rick_Michael_Cortese@cup.portal.com wrote:
: Tim, I have the mag, but don't remember if the source code is on the disk.
: I believe it was done by Steve Lashower who recently made an appearance
: here. If anybody remembers what time or has a hardcopy of the digest, maybe
: they can pick his email address off it.
: Rick

Howdee!

The Antic Sampling Processor [ASP] appeared in the Feb/Mar 1990 issue of Antic Magazine. The source code was probably not included. The 6502 code I used as a basis for writing ASP appeared in the July 1983 issue of Antic Magazine in an article called "Talk Is Cheap." ASP's digitizing circuit was slightly better than the 1983 circuit - a minor improvement was added by two Sound Technicians at Disneyland (I was working there at the time). The whole circuit still probably costs less than $10.00 to build. As far as the July 1983 issue with the 6502 play/record code goes, if you hang out here long enough, someone will come along selling back issue of Antic Magazine.

ASP also features MIDI sample sync if you have a Hybrid Arts MidiMate Interface. ASP had a couple of other silly features like the ability to play a sample backwards, recording multiple samples in RAM, and writing sample values directly to an ANTIC color register to get really funky displays. Unfortunately, I never had the time to add 130XE back switching code for really long samples. By the time ASP was published, I was busy writing AMP for the Atari ST.

If you're interested in checking out ASP, I could probably post the executable to my FTP site. If you have any questions about how it works, just ask... but don't expect a quick response - I haven't looked at it since I wrote it back in 1989. And I'm making no promises that I can still figure out my MAC/65 source code... :)

-- Steve

--
Steven Lashower | "You can't expect to wield supreme executive power
lashower@netcom.com | just 'cause some watery tart threw a sword at you!"
| - Monty Python and the Holy Grail

535. Re: Best way to Backup protected software?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.803565140@gmi.edu>
Source record: 90662

ai542@FreeNet.Carleton.CA (Vince Grienti) writes:

>If you can't find a Super Archiver, you can fall back to software and get
>a product called "Chipmunk".

Where can we get Chipmunk?

/Kevin

> Vince

536. Re: CMC editor / CMC player sourcecode?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: Tim.Gearin@flight.org
Message-ID: <e6a_9506200106@flight.org>
Source record: 90663

No. I dont care much for MTV besides I dont even have cable. The picture
I used was from an old GIF I had. Ive also converted a GIF of the moon and
used it for the backround in a shoot-em-up game. One person who played it said
its like space invaders and asteroids in the same game but I can still make
alot more levels in it.

As for that sound maker, Im not even going to bother with it. if I do
anything, it would be to make it save the data but thats it.
---------- -//- ----------
Internet: Tim.Gearin@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

537. Re: CMC editor / CMC player sourcecode?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950619105910.13903A-100000@moose.erie.net>
Source record: 90664

```
On 18 Jun 1995, Tim Gearin wrote:

> maker program I sent. Have you tryed it out yet? what did you think of
^^^^^^^^^^^^^^^^^^^^^^
> Madonna?
^^^^^^^

She's a slut! ;)
```

538. Atari 850 Tech Info

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: classics@en.com
Message-ID: <3s440e$cfa@antares.en.com>
Source record: 90665

Is there a source for technical information on the SIO protocol used
to communicate with the atari 850 interface?

Specifically Im looking for information on how it boots, the code that is
exchanged when the 'handler' downloads, the commands for setting
and checking lines, baud rates, etc, and how concurrent i/o
works.

Whew. :)

Well, any information you can provide would be great. Making printing
work was a simple matter, but Im afraid this will take awhile :)

Steve

539. Re: CMC editor / CMC player sourcecode?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3s4l4v$6l7@nic-nac.CSU.net>
Source record: 90666

Oh jeez Tim! I thought I already got back to you on your sound editor!
Sorry! Let's see.. (trying to remember way back then) I think I found
it difficult to figure out and as usual got frustrated.. I'll have to
see if I still have it around (my PC's HD space goes down to 0K whenever
I have a 300K file to DL so it's bye-bye time for low-priority stuff unless
I'm fortunate enough to have some empty floppies around.. inotherwords,
it may have bit the dust).

Have you added anything to it? If so, send it my way and I'll play with it
some more!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

540. 1771 FD Controller

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: classics@en.com
Message-ID: <3s443h$cfa@antares.en.com>
Source record: 90667

The STATUS command returns the status of the fd1771 controller, is there any refrence information on what these bits mean?

Steve

541. Re: source for joystick for 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: btomlin@crl.com
Message-ID: <3s48or$5ah@crl7.crl.com>
Source record: 90668

David DeGroote (degroote@tigger.stcloud.msus.edu) wrote in comp.sys.atari.8bit:
>one we have is very marginal. A couple of years ago i investigated the
>stores in town and there were none to be found. The question is are there

Try Goodwill.

Also, Sega Master System and Genesis pads may work, if you use the B
button to fire.

542. Re: digitizing routine

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <140900@cup.portal.com>
Source record: 90669

Loose ramblings: About a year or two ago I had a PBI ADC chip up & running
so I offered to post the plans, but there was no interest. The chip I
chose/software could only do about 4k 8 bit samples/second & the noise
from in the background was something significant. Even after digitizing
the samples, it was limited by Ataris 4 bit<& change> sound reproduction.
Sooo.... I built a stereo 8 bit DAC onto the PBI, but the only guy interested
in this type of stuff at the time was Bill with his 1200XL
Sooo... I built a mono 8 bit DAC along with an RS232 port into a cart
But.... Since the cartridge port doesn't have the !IRQ line & Bill doesn't
want to use timer interupts to sample & some people with more then a
little familiarity with terminal programs, like Itay, have said they
don't believe you can do a lot of interupts & still have time for your
mainline code to run, I started on a ECI version so I could use the !IRQ
line
But... Itay's 130XE has been so heavily modified I'm having trouble finding
free hardware space to add the features I originally planned.
Isn't development wonderful<grin>?
Anyway, I can go either route, cart or PBI for DAC/ADC, but you always
come down to math, 4k samples/second X 10 seconds of sound =>40k of
data which is the most a lot of people can use. 10 seconds of sound isn't
a lot. The way Atari did it with Pokey is probably right for an 8 bit
machine. Interest in this stuff is fine, ebbs & flows. Gumby was a neat
hack, but I really wonder what percentage of us have it installed or use it?
It's amazing what you can do if you want, for instance, I could probably
fit 4 Pokey chips in the cartridge address space, but then I have no desire
to use the thing & it would mean I'd have to disable 4 other atari's.
I'm open to sugguestions, particularly if no one is in a hurry. When/if
I ever figure out how to get Itay's board working I'll probably start on
an 80 column cartridge video board for myself, but after that I may try
to do something of wider interest.
Rick

543. Re: Directly read Atari diskettes?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3s48sa$bf9@dartvax.dartmouth.edu>
Source record: 90670

In <3s3eeu$gf2@majestix.uni-muenster.de> tvdm@urix3.uni-muenster.de (Timm von der Mehden) writes:

>Is it possible to read Atari 800 XL- disks on an Amiga ,too?
>Are there any Programms available via ftp? (DOS & AmigaOS ?)

There is no such thing as "Atari 800 XL- disks." The 800XL
is a computer, not a disk drive. You need to specify the type
of disk format you're interested in reading (SD, ED, or DD)--if
you don't know, at least specify the type of drive that created
them, and we can hopefully figur it out.

--PC
--
"I'm guilty of a lot of things, but I didn't ever do that.''
--Bill Clinton, on why he had astroturf lining the
back of his pickup truck

544. Re: Using faster computers for computation

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3s4b0o$5qj@charm.magnus.acs.ohio-state.edu>
Source record: 90671

In article <3s2tdc$s37@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>In a way, it's a LITTLE like X-Windows, huh?

Sure is.

>Anyway, what do you folks think? Do you Atarians with Unix accounts want
>anything like this??!?

Sounds great! Especially with a direct null modem connection to my
linux machine. No reason to limit it to Unix, though -- I'm sure
people with PCs (and even macs) would like it.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

545. Re: XFD/ATR DOS file extractor

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3s4bhp$5s0@charm.magnus.acs.ohio-state.edu>
Source record: 90672

In article <XiY5vAAEBh107h@rcp.co.uk>, Ivan Mackintosh <ivan@rcp.co.uk> wrote:
>Any idea what the first of the last 3 bytes of every sector
>represent?

I think it's the file number, matching the one in the directory entry.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

546. Re: XFD/ATR DOS file extractor

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3s4akl$faj@dartvax.dartmouth.edu>
Source record: 90673

In <XiY5vAAEBh107h@rcp.co.uk> ivan@rcp.co.uk (Ivan Mackintosh) writes:

>I am writing a program on the PC to display a directory and
>extract files from Atari DOS disk images (useful for uploading
>.COM files from my PC)

>Any idea what the first of the last 3 bytes of every sector
>represent?

>FYI:
3rd to last byte = Hi portion of next sector (2 bits), and file number (6 bits)
Under MyDos, all 8 bits are used to allow sector numbers upto 0xffff.
>2nd to last byte = Next sector number for this file.
>Last byte = Number of bytes used within this sector.

>Alternatively, does anyone know of a program already written
>that will do what I want?

I have a program that does this under Unix for ATR files in DOS or
MyDOS format, and it should be mostly portable. Take a look at:
ftp://ftp.cs.dartmouth.edu/pub/crow/Atari/atr2unix.c

--PC
--
==========
= kill files for responsible posting: =
= :!s:PLEASE READ :!s:READ THIS =
==========

547. Re: CMC editor / CMC player sourcecode?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3s4l8d$6lk@nic-nac.CSU.net>
Source record: 90674

Yeah but she's still one of the sexiest sluts around... even with her eyes crossed and lips all bent.. :) (seen her latest video?)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

548. Re: XFD/ATR DOS file extractor

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3s4ll6$6v7@nic-nac.CSU.net>
Source record: 90675

Ivan, for Atari DOS 2.x and MyDOS 4.5x SIO2PC .ATR disk images, the program "S2PC" is what you want. Also "Atarimg" works as well, but unless you have a good graphics card it'll just crash. >:^("Atarimg" might handle SpartaDOS disk images as well..

Finally, if you're on a Unix machine, "atr2unix" will extract all of the files out of a MyDOS disk, including subdirectories and the files/subdirs within them! (And "unix2atr" will do the opposite!) (Also, I'm 99% sure it supports plain DOS 2.x disk images as well, of course!)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

549. Liebich demo - vs. Gtracker/DigiStudio

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3s4vg4$dm4@nic-nac.CSU.net>
Source record: 90676

Is there any sound editor which produces the kind of music that the Liebich demo has? (Also Cool Emotions and at least one other demo I've seen have it too.)

I'm pretty sure that both GTracker (haven't seen it yet.. now that I have a mulit-part-DCM-to-ATR converter I can finally try it out) and DigiStudio (haven't looked at it in a while) only let you mix and play one digital sound at a time..

These demos, on the other hand, play TWO digital channels at the same time, plus two standard channels.. all four at the same time! (Actually, I'm not sure if Cool Emotions' intro. even plays two digital channels.. I think it's only one!)

Also, not only is the screen ON, but there's a scroller, and in the Liebich demo, two Players which depict what the digital sound is doing, two colored bars which lighten and darked depending on the volume of the standard channels, a bouncing logo, and a menu.. pretty full screen if you ask me!

Are there any music editors which make this yet? Will there be!?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

550. Spartados ...

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <5o8ShN1KzHB@peter.soemtron.sb.sub.de>
Source record: 90677

Howdy !

Here in Germany is Sparta Dos not so populair like in america . But where
to get Sparta Dos ? Are there any rights on it ?

I have downloaded a file with a *.scp extension what's in the heck is that
??

Can anyone post me Sparta Dos as a DCM diskimage File ?

TSCH<unk>SSIKWOSKI
PETER
==========
= PETER aus der SOEMTRON write also to:PETER@SOEMTRON.sb.sub.de =
==========
Die Zeit ist ein gro<unk>er Meister . Schade nur , da<unk> sie ihre Lehrlinge
sterben l<unk><unk>t .
CrossPoint v3.02

551. Where are the good games ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <5o8SjDm4zHB@peter.soemtron.sb.sub.de>
Source record: 90678

Howdy !

Where are the good games at last time ? There are tons of files in the
'Games' dirctory in Umic but which games are really good ?

Perhaps you can post your Top 5 or so in the comp\sys\atari\8bit ? What do
think is the best game ever played on Atari ?

TSCH�SSIKWOSKI
PETER
==========
= PETER aus der SOEMTRON write also to:PETER@SOEMTRON.sb.sub.de =
==========
Die Zeit ist ein gro�er Meister . Schade nur , da� sie ihre Lehrlinge
sterben l��t .
CrossPoint v3.02

552. Infocom adventures ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <5o8Sizn4zHB@peter.soemtron.sb.sub.de>
Source record: 90679

```
Howdy !

Where can i buy original classical Infocom adventures ? I mean programms
like 'The hitchikers guide to the galaxy' for example or 'Moomist' .

Do you have any idea ? It's for me important , that all items of the
package are included !
```

TSCHSSIKWOSKI
PETER
==========
= PETER aus der SOEMTRON write also to:PETER@SOEMTRON.sb.sub.de =
==========
Die Zeit ist ein gro er Meister . Schade nur , da sie ihre Lehrlinge
sterben lt .
CrossPoint v3.02

553. LucasArts like adventures ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <5o8Sjjf_zHB@peter.soemtron.sb.sub.de>
Source record: 90680

```
Howdy !

Exist there any programm out there , that have the grandious LucasArts'
SCUMM system ?

Do everbody have a complete list of all Lucasfilm Atari games ?
```

TSCH<unk>SSIKWOSKI
PETER
==========
= PETER aus der SOEMTRON write also to:PETER@SOEMTRON.sb.sub.de =
==========
Die Zeit ist ein gro<unk>er Meister . Schade nur , da<unk> sie ihre Lehrlinge
sterben l<unk><unk>t .
CrossPoint v3.02

554. XFD/ATR DOS file extractor

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: ivan@rcp.co.uk
Message-ID: <XiY5vAAEBh107h@rcp.co.uk>
Source record: 90681

Hi,

I am writing a program on the PC to display a directory and
extract files from Atari DOS disk images (useful for uploading
.COM files from my PC)

Any idea what the first of the last 3 bytes of every sector
represent?

FYI:
2nd to last byte = Next sector number for this file.
Last byte = Number of bytes used within this sector.

Alternatively, does anyone know of a program already written
that will do what I want?

Thanks

Ivan
ivan@rcp.co.uk

--

555. Re: FlickerTerm anomaly?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.2.002EF49A@mindspring.com>
Source record: 90682

In article <3s2mfr$3bf@hustle.rahul.net> ziggy29@rahul.net (Tim Irvin) writes:
>From: ziggy29@rahul.net (Tim Irvin)
>Subject: FlickerTerm anomaly?
>Date: 19 Jun 1995 02:13:15 GMT

> When I'm using the 800 to connect to my ISP, I'm usually using
>FlickerTerm, which usually works right, with one exception.

> After FlickerTerm is booted and ready to start working, I then type
>the AT command to dial the ISP (i.e. "ATDT 5551212"). The problem is this:
>Whenever I make a mistake, and have to backspace and re-enter the command,
>the modem acts funny. It never connects. In order to connect, I have to
>turn the machine and the modem off and then on, reboot and make sure I
>enter the AT command correctly the first time.

> Has anyone else seen this? And is there anything that can be done
>to avoid having this happen?

Modems very often don't recognize a backspace. Try using ^H instead
(Control H).

Bruce Willard
bwillard@mindspring.com

556. 800 + 810 for sale cheap, plus some software

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: dgb@owlnet.rice.edu
Message-ID: <3s40gf$ggf@larry.rice.edu>
Source record: 90683

Box of Atari Software: All tested, all work, all include manuals
and most boxes. The list: Chem Lab, Sons of Liberty (SSI),
Atariwriter Plus, Printshop and Printshop Companion, Enchanter (Infocom),
Clear for Action (Avalon Hill), Combat Chess (Avalon Hill), Battle of
Antietam (Avalon Hill). Also, I will include original manuals
for SynCalc, SynTrend, SynFile+, and VisiCalc (I lost the disks!).

Price: $35 which includes U.S. shipping.

Atari 800 console (48k) with power supply, Atari 810 disk drive (the very
first version and in great condition) with power supply, Atari 410 cassette
recorder, BASIC cartridge, RF switchbox, and joystick. Comes with manuals
and Pole Position game disk.

Price: $70 which includes U.S. shipping.

E-Mail dgb@owlnet.rice.edu if interested.

557. Games/Demo uploads contest -- what happened?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <3s3oin$722@news.xmission.com>
Source record: 90684

Just curious what happened to the upload contest that we were going to have a while back??

Nobody uploaded anything -- or if they did, didnt tell me about it.

Have we bagged this idea?

558. Re: Best way to Backup protected software?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <3s4mul$cti@chuangtsu.acns.carleton.edu>
Source record: 90685

Both Chipmunk and the Alternate Reality games are still available from
American
Techna-Vision (contact information in the vendor list).

Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

559. USA Today newspaper - June 20

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <3s4n7c$d2d@chuangtsu.acns.carleton.edu>
Source record: 90686

There's supposed to be a section in the June 20 USA Today newspaper about home computing, and it's supposed to contain an article on orphan computers and their users. Including the 8-bit Atari.

I have no idea what's going to get in the article, but watch for it!

Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

560. Re: Dos on Spartados HD images?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <3s4noi$d3n@chuangtsu.acns.carleton.edu>
Source record: 90687

>Having lost the manuals for the spartados that came with my US Doublers
> about 6 years ago, is there any way to write dos to a disk image
> formatted with HDINIT?

You could always buy a new copy of the manual from Fine Tooned Engineering.

Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

561. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <140924@cup.portal.com>
Source record: 90688

Stephen; absolutely, positively, you've either wired the MAX232 chip wrong or you've got a bad one. I've never seen one that far off voltage without something being wrong. Does the computer boot properly? Are you sure you've got the right orientation for the plug? I've used plugs from several manufacturers & the only differences I've found are
1) What Nick says is black for Atari ground is usually bare wire shield ground. The logic ground, pin #4 I believe is always black. Those two should let you if you have the pin-out right.
2) The violet is light green on Chelco<sp?> manufactured cables. Everything else I've seen is accurate. Something else that may help pinpoint you problem is if you're using a 1200XL computer.
BTW: If you give up the ghost on the MAX232, I have a version that just uses a 74LS00 or a cmos 4049 that will work with a 1200 for sure.
Rick

562. Re: Directly read Atari diskettes?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: tvdm@urix3.uni-muenster.de
Message-ID: <3s3eeu$gf2@majestix.uni-muenster.de>
Source record: 90751

Mark E. Huss (meh@bis.adp.com) wrote:
: Does anyone know of a utility program that will allow a PC to directly
: read old Atari single-sided 70K diskettes?

Is it possible to read Atari 800 XL- disks on an Amiga ,too?
Are there any Programms available via ftp? (DOS & AmigaOS ?)

Timm
--
tvdm@uni-muenster.de _/_/_/_/_/ _/_/ _/_/
Timm von der Mehden _/ _/ _/ _/_/ _/
Plantstaken 24 _/ _/ _/ _/_/ _/ _/ _/ Trust Me,
D-48161 Muenster _/ _/_/ _/ _/ _/ _/ i know what i'm doing
Germany _/ _/ _/_/ _/ _/ - Sledge Hammer -

563. Re: DOS Directory structure

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: Marek Wojciechowski 19-93 Bp4 <mw@altis>
Message-ID: <Pine.SOL.3.91.950619113001.7340A-100000@altis>
Source record: 90752

As I know sector 1024 contains the VTOC of whole disk. The first part of
this sector is identical to the sector $168 (for compatibility reasons).

So, while we are on the subject, does anyone know the meaning of the first
byte of the MyDOS VTOC. I suppose it contains the number of additional
VTOC sectors + 2 for big discs, am I right ?

Marek Wojciechowski

-- mw@altis.chem.pg.gda.pl ---

On Thu, 15 Jun 1995, Chris Lam wrote:

> On the subject of DOS images, does anyone know how the VTOC of
> an enhanced density disk works? I think sector 1024 is used to
> keep the VTOC of the additional sectors (i.e. 721 to 1040)
>
>
> Cheers,
>
> Chris Lam,
> Aston University,
> U.K.
>
>
>
>
>

564. Re: CMC editor / CMC player sourcecode?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: Marek Wojciechowski 19-93 Bp4 <mw@altis>
Message-ID: <Pine.SOL.3.91.950619115601.7632A-100000@altis>
Source record: 90753

You can get it from LK Avalon:
L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland

and probably from Mirage Software (I am not sure about it.)
Mirage / AS
ul. Gen. Abrahama 4
03-982 Warsaw
Poland
tel: 671-77-77
FAX: 671-76-22

I don't know whether they have english version of the documentation, the
software itself has english descriptions.

There are some examples of .CMC files on the distribution disk as well as
simple BASIC program demonstrating how to use CMC modules in your own
games.

Marek Wojciechowski

-- mw@altis.chem.pg.gda.pl ---

On 16 Jun 1995, William Kendrick wrote:

>
> Where can I get or purchase a copy of Chaos Music Composer?
> Is there an english version?
>
> Also, where can I get sourcecode or a routine to load into a program
> (hopefully self-relocating ;)) to let my own programs play existing CMC
> files?
>
> Also, with so many CMCs popping up, I'm guessing that either someone has
> made a CMC extraction program or the authors of the CMC tunes are giving
> them up as stand alone files? (Although I know someone who extracted the
> CMCs out of Sweet Illusions demo).
>
> Anyway, I'm not going by word of mouth, picking CMC as a music editor..
> it just seems to be the "in-thing"! And >I'd< not mind getting my foot
> in it.. perhaps (with a player routine.. I have the player program
> PLAYCMC.COM) I could add existing CMCs to some games to spruce 'em up!? :)
>
> -bill!

> kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
> William (Bill) Kendrick / | \ ** New Breed Software **
> http://zippy.sonoma.edu/~kendrick
> Very keen on Megagirl at the moment, but I've got three in-progress games
> to finish first! Sheesh!
>
>
>

565. Re: Any 8-bit emulators for Amiga?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: Paul 'Mclane' Irvine <mclane@dellos.demon.co.uk>
Message-ID: <9506181953.AA0008e@dellos.demon.co.uk>
Source record: 90754

Anonymous the Nutter (lsusj@csv.warwick.ac.uk) wrote:
: Hi! Just a quickie - I was wondering if anyone knows of any
: emulators for any of the 8-bit Atari range (I`ve got a 130XE) for use on
: an A1200? Is it possible to connect up a 1050 diskdrive using a custom
: interface?
: Cheers,

: Mark.
Good luck with the question m8, asked this myself and it seems the only one is
the Emplant proposed emulator. And guess what , yep you need expansion slots for
it....
Lets hope that the new amiga's from Escom have a Decent pc board so then at
least we can use their emulator..

--
Paul Irvine :- mclane@dellos.demon.co.uk
[-----------------------------------]
-A1200 030 50mhz 540MB HD 10mb Mem-
* * * * * * * * * * * * * * * * * * *
I Will Attack, And You Dont Want Tha

566. Re: Binary Load to Cassette Boot - HOW?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-19 00:00:00 UTC
From: darrins@cyllene.uwa.edu.au
Message-ID: <3s2iai$15n@styx.uwa.edu.au>
Source record: 90755

Try holding down START while you turn on the computer! (with all cartridges
removed) after hearing the BEEP press PLAY on the tape (assuming the tape
is in the correct position) and then press RETURN on the keyboard to start
loading the game.
The game will load and run automatically (assuming the boot tape you made
works!)
The same is true for XL/XE series machines except you hold down OPTION and
START (to disable the inbuilt basic)
Hope this helps!

--
Darrin Smith
Ph.D Student, Physiology Dept. Phone:(work) 09 380 3307 (+61 9 380 3307)
The University of Western Australia (home) 09 305 9425 (+61 9 305 9425)

E-Mail: darrins@cyllene.uwa.edu.au WWW: http://www.uwa.edu.au/cyllene/darrins
---

567. Re: Emulating copy prot. Backup Master 3.0?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: bmcbrine@hakatac.port.island.net
Message-ID: <3s89vo$emj@hakatac.port.island.net>
Source record: 90606

In article <3rppem$p15@igthost.bis.adp.com>,
Mark E. Huss <meh@bis.adp.com> wrote:
>>I seem to remember from my Atari days, that somebody came out with a program
>>which intercepted the disk read routine, and looked at the timing between
>>sectors, the data read, the error code, etc. There was also a board
>>available. You booted the software, then loaded whatever disk you were trying
>>to copy, and then you went back into the software. It then read back all the
>>data and error codes. In essence creating an unprotected image of the game.
>

[Missed the original post]

I think that sounds like what a program called BackUp Master does, as well.
It used to read the entire boot disk with some various toggles for something,
wrote an 'image' or some bootup system to a new disk, then you needed a normal
sector copy of the original disk after the program booted and was past the
copy-protection scheme.

Anyone remember BACKUP MASTER? I have v3.0.

Enjoy!
l8r...
--
--beautiful bc.--west canada---# THE DISCOVERY CHANNEL..."THERE YOU ARE!"
l8r... !{] Bill T. McBrine | "My views are not necessarily that of any
bmcbrine@alb.port.island.net___|_organisation or any person living or dead."
-"What is genius? It is the power to be a boy again at will." J.M.Barrie-1897

568. SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: roamer@ix.netcom.com
Message-ID: <3s53su$rv@ixnews4.ix.netcom.com>
Source record: 90607

Hello,

I am having trouble building an SIO2PC cable. I am working with a friend to build it. He is an engineer at the company I work for and is very good with electronics, so I think he is capable. The company builds PC internal and external modems, etc. We are building boards and soldering stuff all the time.

I am trying to build the MAX232 one chip version of the SIO2PC cable. The problem is that the directions are relatively confusing. I am using the DB25 connector for the PC end and the standard MOLEX cable for the Atari. In terms of pinouts and wire colors, things get confusing.

The colors listed in the text files do not match every listed Atari cable pinout. We tested the connections and went by what pin were connected to what wire, instead of using colors. For the PC end, we also went by the tested connections, not colors. I used the chart in the text file to convert the DB9 pinouts to the DB25 pinouts, but its show 5 pinouts used, even though the cable only seems to use 4 of them There is pin that shows a conversion from DB9 to DB25, but it is not used. It is pin #7 on a DB9 and pin #4 on a DB25. It is not used according to the design.

We tried the various voltage tests and voltages were way off. Where there should be +9 volts, there was -3 volts. We changed one thing, then got +3 for that pinout.

Can anyone please email the connections that need to be made, both Atari and PC. I just need to know what pins are connected to what. I am using the DB25 connector for the PC. I have the text file instructions that came with my PCXformer 3.01, but I am not sure they are right.

I would like to email the original designer of the cable, but I do not have his email address or remember his name.

Please help!!!!!!!!!!!1

Thanks,

Stephen Buechler

569. Re: Liebich demo - vs. Gtracker/DigiStudio

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: bosco@yab.com
Message-ID: <3s57rg$3q4@news.yab.com>
Source record: 90608

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: Is there any sound editor which produces the kind of music that the Liebich
: demo has? (Also Cool Emotions and at least one other demo I've seen have
: it too.)

Can't answer your question, but what is the Liebich demo? I haven't seen
it uploaded anywhere.

John Collins
Bosco@host.yab.com

570. Re: Spartados ...

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: bosco@yab.com
Message-ID: <3s589r$3q4@news.yab.com>
Source record: 90609

Thomas Havemeister (peter@soemtron.sb.sub.de) wrote:
: Howdy !

: Here in Germany is Sparta Dos not so populair like in america . But where
: to get Sparta Dos ? Are there any rights on it ?

: I have downloaded a file with a *.scp extension what's in the heck is that
: ??

: Can anyone post me Sparta Dos as a DCM diskimage File ?

Hello! If you have FTP access, then SpartaDOS 3.2f & g can be found at
the UMICH archives as well as it's many mirrors. It is Shareware from
Fine Tooned Engineering.

As for it's popularity, that is debatable. But many DO use it and it is
very popular amongst hard-drive and BBS operators because of it's power.
A file with a .scp extender is probably a SCOPEd disk. That's a utility
that is used with SpartaDOS. Similar to .dcm . I also think that version
3.2f is available on a B side of a Top Magazin disk.

John Collins
bosco@host.yab.com

571. Re: Liebich demo - vs. Gtracker/DigiStudio

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3s58i1$jra@nic-nac.CSU.net>
Source record: 90610

Liebich.com is at both Xmission (where I got it) and Umich (where I put it)

Also, FYI, I checked out the GTracker demo and, although side 1 leaves quite
a bit to hope for, side 2 is actually quite impressive! It DOES sound
like at LEAST 2 digital audio channels playing at once! Is this correct???

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

572. Re: WTB 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9506192334591.DLITE.bjcorr@delphi.com>
Source record: 90611

>NNTP-Posting-Host: zippy.sonoma.edu
>
>
>No Ben, Bob's ROM switch DID kill ALL RF.. or _something_ did..
>
>One day at a friends house I was gonna hook my 1200XL (back when it worked
>right <cry>) to his PC via SIO2PC and to a spare TV.. Well, his spare TV
>didn't have AV monitor inputs..
>
>Sufficed to say, SIO2PC didn't like their PC either, so all we really got
>out of it was one HELL of a >HUGE< game of Star Raiders! :) (ie, I hooked
>it up to their BIG-BIG-BIG screen TV)
>
>-bill!
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
>William (Bill) Kendrick / | \ ** New Breed Software **
>http://zippy.sonoma.edu/~kendrick
>
Hmmm... I was reading out of one of Bob's own articles when I wrote that
post, ha claimed that removing the switch left you on channel 3. But then,
he didn't remove your switch, he re-routed it's use!
Star Raiders on the BIG screen! I gotta try that on my Mitsubishi!

573. Re: Atari 400 48K upgrade - lost instruc

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9506192334592.DLITE.bjcorr@delphi.com>
Source record: 90612

>I have an Atari 400 that I had upgraded (years ago) to 48K. I pulled it
>out of the closet and have been using it for the past few weeks, and today
>it started acting up on me. Like not booting. So I pulled it apart, and
>sure enough, the jumper wires for the upgrade had come loose - not all of
>them, but once I saw the first one loose I (silly boy) tugged at another,
>and it too came off (bad soldering job, I guess). Anyway, does anyone
>have specs on this? If they can be faxed to me, that would be great - or
>scanned in and emailed, or just plain USmailed...Please Help!
>
>____
>Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"
>____
> *** Magic: The Gathering: It's not just a hobby anymore... ***
> http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html
>____
>
I may be able to help if you can tell me which person wrote the memory hack
you used (for example was it the Windhover 400 superram mod by Jay Torres
and Jerry Rombert?)
bjcorr@delphi.com

574. XE looses Hlock when warm. U8 bad. Now what?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: rrolf@ee.ualberta.ca
Message-ID: <3s5o2b$g9u@rover.ucs.ualberta.ca>
Source record: 90613

I picked up an XE with Keyboard, gun, and joystick at a garage sale
for $5.00.
It works for the first couple of minutes (just long enough to get my
4 yr old hooked on missile command) and then the background looses
horizontal lock, but the sprites remain OK.

Since I'm a good hardware type I determined that U8 was flaky, but the
symptoms are not a 'binary' failure, but rather a VCO that has drifted off
center, and can't be pulled back. I loaded every pin with my fingers, but
could not affect the display, so I suspect that the PLL is totally internal
and defective.

SO, is it worth fixing to have a simple entertainment option for my kid,
or should I just trash bin it?

Also, is there an equivalent to a memory Peek or Poke command in the
Basic that loads when the keyboard is attached? I figure I could scan
the ROMs to find the keywords that basic is using to get a handle on
whats possible for commands.

Thanks in advance for any suggestions or pointers to a solution.
--
Robert
--RRolf@nyquist.ee.ualberta.ca

575. Re: XE looses Hlock when warm. U8 bad. Now what?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3s5pla$2la@nic-nac.CSU.net>
Source record: 90614

If it's a chip, you can get it pretty cheap from BEST Electronics
(see the Vendors/Developers part of the Official Comp.sys.atari.8bit FAQ).

If you need PEEK and POKE, yep, they're there in internal BASIC:

```
POKE 123,456
PRINT PEEK(789)
```

If you ever want to get a disk drive... and happen to have a PC/clone,
get a hold of SIO2PC.. the software for the PC and the information on
building the cable are available at
ftp://atari.archive.umich.edu/atari/8bit/Sio2pc
with it, you can have up to 4 disk drives at a time handled by the PC,
each numbered from 1 to 8 and being of any size up to 16MB.

Of course, if you need to access real floppies, you'll need a real disk
drive (unless the disks are Double Density (rare for commercial products!)
and you have a certain type of 5.25" drive on your PC).

As for getting software (cartridge or otherwise) or hardware, again, check
the monthly-posted comp.sys.atari.8bit FAQ pt.2: Vendors/Developers.

If you need general help with the Atari 8-bit, both pt.1 of the FAQ and
my Unofficial Atari 8-bit New User, Emulator Help FAQ will help you to
get [re]started with the 8-bit (and as the name implies, mine also helps
you with using emulators).

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

576. Re: digitizing routine

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: bosco@yab.com
Message-ID: <3s5tb0$6e2@news.yab.com>
Source record: 90615

Steven Lashower (lashower@netcom.com) wrote:

: Howdee!

: The Antic Sampling Processor [ASP] appeared in the Feb/Mar 1990 issue of
: Antic Magazine. The source code was probably not included. The 6502 code I
: used as a basis for writing ASP appeared in the July 1983 issue of Antic
: Magazine in an article called "Talk Is Cheap." ASP's digitizing circuit
: was slightly better than the 1983 circuit - a minor improvement was added

FYI - The source code *was* included on the disk. The circuit,
unfortunately, is only in the magazine. Also, look for an article in
ANALOG magazine called "Cheep Talk" by Dr. Ashley Brilliant that included
a circuit very similar to the ASP circuit. This one was published
previous to the ANTIC article (sorry, Steven) and also included a
player/recording program.

Steve's program can be found at ftp.clark.net/users/atari/mag/antic
file: 90-02b.zip (Hope I got that right, it's from memory).

ZipKwote 2.1 "I hear poodles barking in my head!" YOW!

577. Re: Directly read Atari diskettes?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: tvdm@urix4.uni-muenster.de
Message-ID: <3s5u07$u4m@majestix.uni-muenster.de>
Source record: 90616

Preston F. Crow (crow@coos.dartmouth.edu) wrote:

: There is no such thing as "Atari 800 XL- disks." The 800XL
: is a computer, not a disk drive. You need to specify the type
: of disk format you're interested in reading (SD, ED, or DD)--if
: you don't know, at least specify the type of drive that created
: them, and we can hopefully figur it out.

I've got a Floppy (1050 ?, i think so) without a cable, i do not really know
much about, but i think its DOS Version 2 (about 70k ??)

Bye
Timm
--
tvdm@uni-muenster.de _/_/_/_/_/ _/_/ _/_/
Timm von der Mehden _/ _/ _/ _/_/ _/
Plantstaken 24 _/ _/ _/ _/_/ _/ _/ _/ Trust Me,
D-48161 Muenster _/ _/_/ _/ _/ _/ _/ i know what i'm doing
Germany _/ _/ _/_/ _/ _/ - Sledge Hammer -

578. Re: Infocom adventures ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: Paul 'Mclane' Irvine <mclane@dellos.demon.co.uk>
Message-ID: <9506202044.AA0008y@dellos.demon.co.uk>
Source record: 90617

```
Thomas Havemeister (peter@soemtron.sb.sub.de) wrote:
: Howdy !

: Where can i buy original classical Infocom adventures ? I mean programms
: like 'The hitchikers guide to the galaxy' for example or 'Moomist' .

: Do you have any idea ? It's for me important , that all items of the
: package are included !

: TSCHSSIKWOSKI
: PETER
: ========================================================================
: = PETER aus der SOEMTRON write also to:PETER@SOEMTRON.sb.sub.de =
: ========================================================================
: Die Zeit ist ein groer Meister . Schade nur , da sie ihre Lehrlinge
: sterben lt .
: ## CrossPoint v3.02 ##

--
Paul Irvine :- mclane@dellos.demon.co.uk
[---------------------------------]
-A1200 030 50mhz 540MB HD 10mb Mem-
* * * * * * * * * * * * * * * * * * *
I Will Attack, And You Dont Want Tha
```

579. digitizing program

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: Tim.Gearin@flight.org
Message-ID: <47c_9506210711@flight.org>
Source record: 90618

Rick:
interesting! four pokeys on a cart.
I knew a guy who did the stereo XL thing but I would'nt get into any mf them
types of HW hacks. Its not my thing but Ive installed a few mee upgrades.
im more into programming.

Steve Lashower:
I dont see why you need a digitizer. I just put stereo output to the POT
you read in ASP and it sounds ok to me. (ok for what id expect it to sound like
it is'nt real great) someone else told me it was risky
but if I wreck the ADC for POT2, ill use the next one. Im still not quite
over just being able to do sampling period.
Hey, that backmask feature was a great idea. as I wanted to do for a long
time, I sampled a back masked message from an Iron Maiden tape I got
(I fliped vhe tape over to hear it last time, but that was'nt smart) but
playine it backwards I find its still in another language anf all I can make
out is the burp at the end. Also, when I got the playgr there were two that
came with it from a pink floyd and led zeppelin song.
If you could tell me how you did the sampling that would be fine
or just post the source code). Did you use a timer interupt?
here is basicly how I did it:

```
DO loop start
POTGO=0; Action code for setting registers.
SKCTN=4

STAabs WSYNC
STAabs WSYNC
LDAabs POT0
ORA 16 ;SET VOL. ONLY BIT
STAabs AUDC0

SKCTL=0

OD Loop end
```

This is'nt actually it because my RD messed up and I did'nt save it.
Im not sertain where you should set bit two or do a POTGO(Does it matter what
value you use?) but I tried it in all variations.

Bill V, McBrine:
I tryed delaying it with WSYNCs and even a fast PRINT.
It still does'nt work. If it works in ASP, there is a way to do it.
10k/sec. is'nt all that bad. I think ASP does it even slower.
The banking I would'nt see being hard at all. With my
1 meg I figure I could get about a 3.15 min. sample at the speed ASP samples
in. You would use 14 bits of a pointer for the $4000-7FFF area and 5 more

for the banking. It could be alittle slower though depending on how
---------------------------- -//- ----------------------------
Internet: Tim.Gearin@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

580. Re: Using faster computers for computation

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <9Vw5vksjYZ8D083yn@IBM.NET>
Source record: 90619

In article <3s2tdc$s37@nic-nac.CSU.net>,
kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>
>While in the shower (I always have my most profound thoughts (and best
>ideas for music (NEED MUSIC EDITOR) while in the shower) I thought it
>would be cool to make a very complicated, very life-like roll playing
>game.. like Alternate Reality and the like, but with an Ultima point
>of view (above).. at least for now.. But the number of things I want
>calculated per move would slow the game to a screeching halt on any
>plain vanilla 6502-based XL/XE...

[Stuff Deleted]

It sounds like a pretty cool idea!! It should be extended to being
a networked game, where others could play too!! (A simple way to try
this out would be to make a graphical front end to a MUD. The Atari
would intercept information from the host, and pretty it up!! You
would be able to use the joystick to move, the keyboard to type, etc)

It reminds me of Air Warrior on GEnie, but I don't know how much of
the processing was on the home computer end, and how much was at GEnie
itself.

Ryan 'Gozar' Collins RLCOLLI@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

http://miavx1.muohio.edu/~rlcollins
---

581. Re: Where are the good games ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <3s69hl$3hp@pinot.ext.jussieu.fr>
Source record: 90689

>Where are the good games at last time ? There are tons of files in the
>'Games' dirctory in Umic but which games are really good ?
FREE is really very very good. But I'm the author, so this opinion is a little
biased. But even so, it's true.

>Perhaps you can post your Top 5 or so in the comp\sys\atari\8bit ? What do
>think is the best game ever played on Atari ?
1. FREE
2. Fractalus
3. Spelunker
4. Jumpman
5. The hitchhiker's guide to the galaxy


```
+-----------------------------------------------------------+
|Bertrand Le Roy |A Darwinian theory of Gravitation: |
|bleroy@ccr.jussieu.fr|In the beginning, mature apples fell|
|tel. 44.27.72.95 |in all directions. But only the trees|
|fax. 44.27.72.87 |whose apples fell down have survived.|
+-----------------------------------------------------------+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+-----------------------------------------------------------+
```

582. Re: Where are the good games ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <DAH42G.1J0@freenet.carleton.ca>
Source record: 90690

Bertrand Le Roy (bleroy@ccr.jussieu.fr) writes:
>>Where are the good games at last time ? There are tons of files in the
>>'Games' dirctory in Umic but which games are really good ?
> FREE is really very very good. But I'm the author, so this opinion is a little
> biased. But even so, it's true.
>
>>Perhaps you can post your Top 5 or so in the comp\sys\atari\8bit ? What do
>>think is the best game ever played on Atari ?
> 1. FREE
> 2. Fractalus
> 3. Spelunker
> 4. Jumpman
> 5. The hitchhiker's guide to the galaxy
>
>

I would have to go with the following for the Top 5;

1. Draconus
2. Shadow World
3. Mercenary (I or II)
4. Space Beagle
5. F-15 Strike Eagle

Thus far, Draconus, is the only game I have ever seen that pushes the limits of what the 8-bit can do, more than any other game. It is equal to the NES, which is saying a lot considering the NES was designed as only a game machine, not a computer.

Shadow World has a horizontal independant split screen, which has not been successfully matched as yet by any computer/game platform to date.

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

583. Do not send mail to DELPHI address

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <3s65da$nn1@news.xmission.com>
Source record: 90691

I have cancelled my Delphi account. Please do NOT send mail to that address.
Instead, please only use the jeking@xmission.com address..

Thank-you.

584. Re: USA Today newspaper - June 20

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <3s6ik4$lh4@chuangtsu.acns.carleton.edu>
Source record: 90692

Well, I can't find the article I was expecting. I suppose it got cut for lack of hype value.

Sorry if you wasted $.50 looking for it!

Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

585. Help request again, null modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: wcm1@cornell.edu
Message-ID: <wcm1-200695104257@128.84.239.122>
Source record: 90693

I need to transfer files from Atari 8 bit onto Macintosh readable discs
to salvage several years of accumulated work. Of highest priority are
AtariWriter files, text only, but Data Perfect and Atari Filing Manager
data files are also of interest. I have previously accomplished text file
transfers by modem over Ma Bell's landlines but in the present case
simplicity indicates a null modem transfer.
The Macintosh end of the transfer will be handled by an SE, running the
serial tool of the communications module of Claris Works The SE has ample
additional RAM and hard drive space for the transaction, and from the
software standpoint appears ready to accept data transfer.
The Atari end of the transfer is a 130xe with two disc drives and three
options for communications software, Kermit, 212 Express, and GoldCard.
Using Gold Card, I've been able to get indications of a connection, load
the data buffer and inititate a transfer, but the files do not arrive in
the SE's capture buffer.
The physical cable connections appear to be the problem. I have tried a
number of configurations with a variety of degrees of unsuccess. Anyone
have an informed recommendation?

```
Macintosh DB-8 serial
Pin Function designation color
shell shield ground foil braid
1 output handshake red
2 input handshake orange
3 transmit data minus green
4 signal ground yellow
5 recieve data minus black
6 transmit data plus brown ground
7 general purpose input blue
8 recieve data plus white ground

Atari 8 bit DB-13 serial
1 clock input brown
2 clock output pink
3 data input orange
4 signal ground black
5 data output dark green
6 shield ground bare wire
7 command light green
8 motor control yellow No connection?
9 proceed light blue
10 + 5.0 v dc/ ready dark blue
11 audio input white carrier detect?
12 + 12 v dc red
```

13 interupt grey

I&#65533;m aware that wire colors may vary with different production runs of the cables, so that column of the table is irrelevant for you.
I have tried a number of user groups for information to solve this transfer problem, and have discovered that quite a few people need the solution. We are aware that officially Atari does not want to further support 8 bit users, but this should be a very simple problem whose solution is probably just a couple of minutes work for someone. Has anyone gotten this connection to work?
replys to wcm1@cornell.edu.. Tnk.... Bill.

586. Re: CMC editor / CMC player sourcecode?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3s6ndu$hna@nic-nac.CSU.net>
Source record: 90694

Tim! Send that game my way!! :) (I'm SOOO looking for new games lately,
it's making me sick! Either that or it's my antibiotics.. they say they're
supposed to make you feel queezy)

That is, if you feel like it... :) How're the graphics? PMGs? Chars?

Thanx! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

587. Re: Where are the good games ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3s6nqv$htk@nic-nac.CSU.net>
Source record: 90695

Hehe.. Bertrand, you would put FREE at the top of your list!!! ;)

HEY! Have you see Sexmisja? (No, nothing to do with sex (I know, I was disappointed too... err.. I mean uhh..))

It's a lot like FREE I think, in Polish.. I can almost wanter around correctly.. very good graphics (much smaller "viewport" than FREE, but the commands are available while the "viewport" is on the screen.. in fact, you point at things on the screen to select them / move / etc.)

I a'course DELeted it since I'm no expert at Polish, and also not that much of an adventure gamer, but for those who care, I'd put it up there in the ranks with FREE (.. you know, ABOVE the ranks of most of the other older adventure games (esp. the BASIC ones <shudder!!!>))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

588. Re: Where are the good games ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3s6o1g$i11@nic-nac.CSU.net>
Source record: 90696

If you like Shadow World, you'll like Cavelords. COOL game!! I like it
a lot!

As for Draconus, if you like IT, you'll like their other game of matching
quality (and almost identical graphics engine, AND it scrolls!): Zybex..

IMO, Draconus is not even CLOSE to "pushing the limits" of the Atari 8bit..
If you seriously think that, you haven't seen some of the high quality
demos like: (no particular order)

Sweet Illusions
Bitter Reality
Liebich
Cool Emotions
Intel Outside

Some of THOSE push the limits pretty far! (And most of the time, even if
they aren't pushing limits, they're still quite impressive!)

So.. where's the Halle 1995 demo!?!?!?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

589. Re: USA Today newspaper - June 20

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3s6o5e$i17@nic-nac.CSU.net>
Source record: 90697

Mike, I thought I heard it was supposed to be out the 21st.. ah.. but I was wrong (just checked my e-mail).

That sucks! :((I even told him oodles about the emulation possibilities but whoever was in charge didn't think it was important or something! SHEESH! At least they put people's URLs/etc. in there... anyone with an AOL account and some cash to waste can browse the Web now, at least..)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

590. Re: Where are the good games ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: Paul 'Mclane' Irvine <mclane@dellos.demon.co.uk>
Message-ID: <9506201908.AA0008t@dellos.demon.co.uk>
Source record: 90698

: >>Perhaps you can post your Top 5 or so in the comp\sys\atari\8bit ? What do
: >>think is the best game ever played on Atari ?
: > 1. FREE
: > 2. Fractalus
: > 3. Spelunker
: > 4. Jumpman
: > 5. The hitchhiker's guide to the galaxy

: I would have to go with the following for the Top 5;

: 1. Draconus
: 2. Shadow World
: 3. Mercenary (I or II)
: 4. Space Beagle
: 5. F-15 Strike Eagle

Well are we going for Hitech or playability..Hmmm I think the Play side is far more important..

So:-
1. Jumpman
2. Bandits
3. Way out
4. Fractulus
5. Star raiders

Though a top five I would find it hard to pick the top dog of them..
Jumpman, Well its THE platform Game, Stick graphics but TOP playability..
Bandits was a great little shootem up. Looked good sounded good, not bad for an Apple port..

As far as maze games go, way out was the 1st? as still the best, great fun.
Rescue on Frac...Classic!! and last but not least Star raiders still a tremendous bit of software..

Thats the tip of the iceberg, who remembers pitfall, hero, necromancer, bruce lee, conan, preppie, lode runner, bounty bob & pharoahs curse...Great games..

--
Paul Irvine :- mclane@dellos.demon.co.uk
[----------------------------------]
-A1200 030 50mhz 540MB HD 10mb Mem-
* * * * * * * * * * * * * * * * * * *
I Will Attack, And You Dont Want Tha

591. My Web Page...

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <199506201958.PAA09356@top.magnus.acs.ohio-state.edu>
Source record: 90699

```
....is back up now. Enjoy.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk
```

592. Re: XFD/ATR DOS file extractor

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <3s7aa6$i3d@news1.halcyon.com>
Source record: 90700

In article <XiY5vAAEBh107h@rcp.co.uk>, Ivan Mackintosh <ivan@rcp.co.uk> wrote:
>Hi,
>
>I am writing a program on the PC to display a directory and
>extract files from Atari DOS disk images (useful for uploading
>.COM files from my PC)
>
>Any idea what the first of the last 3 bytes of every sector
>represent?
>
>FYI:
>2nd to last byte = Next sector number for this file.
>Last byte = Number of bytes used within this sector.
>
>Alternatively, does anyone know of a program already written
>that will do what I want?

The program S2PC.EXE included with PC Xformer 3.0x does exactly that.
It is freeware as far as I know, and you can obtain the latest copies
(and probably source code) from it author at tgreen@iastate.edu.

I would also highly recommend getting your hands on some form of
documnetation for the Atari, whether De Re or whatever. Most of these
books describe the format of Atari DOS 2.0 disks. It's a better way to
go than trying to reverse engineer the format when the information
has been readily available for 15 years. I can fax you the relevant
page or two if necessary.

Contact Bob Puff or Charles Marslett (don't have their email addresses
handy) about the format of MyDOS disks, and contact Mike Hohman at
Fine Tooned about the SpartaDOS format.

I don't believe anyone has actually written a utility that can extract
all 3 formats, so there is a cool goal to try for.

- Darek

--
==
Darek Mihocka, email:brasoft@halcyon.com http://www.halcyon.com/brasoft/
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 Compuserve:73657,2714 AOL:brasoft

593. nir-PAL and Sweet16

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3s7cb8$1vd@nic-nac.CSU.net>
Source record: 90701

I'm sure nobody knows yet, but just in case...

Do the nir-PAL upgrade and Sweet16 CPU upgrade work together alright?
I'm planning on getting both.. but I have this feeling I'll have to
get them put in two different machines (versus two same machines har har)

Also, I'm STILL pondering over Sweet16's large-linear-RAM capabilities..
obviously only the CPU will be able to access the >64K RAM, right?
ANTIC will be stuck within 64K?

Although, now that I think of it, the CPU can do all it needs to out in the
>64K realm while ANTIC gets a whole 64K (err..62K? or 48K w/OS to play with
at any given time.. and then with the 65816's move-block command one can
quite quickly dump other stuff from the >64K area into the 64K area.

Inotherwords, if we wanted to say, animate a set of 64x96x16 images, that's
about 3K per image, let's bump it up to 4K to compinsate for ANTIC's 4K
boundery problem, that's 12 images within the 48K. The player routine
and other images would be stored in the >64K area. The code would be,
more or less:

```
for aa=0 to 9
for a=0 to 11
point antic to ( a * 4096 + starting_offset )
next a
move ( 49152 ) bytes from ( 65536 + 49152 * aa ) to ( starting_offest )
next aa
```

that's 12 frames * 10 sets-of-12-frames .. that's 120 frames!

And it only took: 480 K !!! :)

Hey.. how fast can 480K be loaded into an Atari using a hard drive? ;)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

594. Re: 1771 FD Controller

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: hans@macbeth.umd.edu
Message-ID: <3s7c54$fhv@macbeth.umd.edu>
Source record: 90702

In article <3s443h$cfa@antares.en.com>,
Steven J Tucker <classics@en.com> wrote:
>The STATUS command returns the status of the fd1771 controller, is there
> any refrence information on what these bits mean?
>
>Steve

From the WDC data sheet:

FD1771 status after type I commands (Restore, Seek, Step):
bit 7: Not ready (high order bit)
bit 6: Write protected
bit 5: Head loaded
bit 4: Seek error
bit 3: CRC error
bit 2: Track 0
bit 1: Index
bit 0: Busy

FD1771 status after type II and type III commands (i.e. reads and writes):
bit 7: Not ready
bits 6 and 5: Record type from data address mark (after read command)
bit 6: write protect (after write/write track command)
bit 5: write fault
bit 4: record not found
bit 3: CRC error
bit 2: Lost data
bit 1: Data Request
bit 0: Busy

Hans Breitenlohner
hans@umd5.umd.edu

595. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: n7ryw@teleport.com
Message-ID: <3s7ff2$jpo@maureen.teleport.com>
Source record: 90703

In article <3s53su$rv@ixnews4.ix.netcom.com>, roamer@ix.netcom.com said...

>The colors listed in the text files do not match every listed Atari
>cable pinout. We tested the connections and went by what pin were
>connected to what wire, instead of using colors. For the PC end, we
>also went by the tested connections, not colors.

I just built one, and it works. On the Atari connector, instead of using wire colors, use the pin numbers. The numbering is...

Looking at the ->Back<- of the Atari connector with the longer row on top, pin 1 is upper right, pin 2 is lower right, pin 3 is next in from upper right, etc. They go upper, lower, upper, lower. Also, use the pin numbers on the RS-232 end.

Atari connector from rear-

13 11 9 7 5 3 1

12 10 8 6 4 2

25 D connectors are numbered on the connector.
I have built quite a number of projects with Max-232 chips, and I haven't found a bad one yet that I didn't blow myself. The capacitors used should be 1uf 25v on modern versions of this chip.

--
From Bill, n7ryw@teleport.com
Amsat NA Life Member #2109

596. Re: Help request again, null modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: n7ryw@teleport.com
Message-ID: <3s7fuv$jpo@maureen.teleport.com>
Source record: 90704

In article <wcm1-200695104257@128.84.239.122>, wcm1@cornell.edu said...
>
> I need to transfer files from Atari 8 bit onto Macintosh readable discs
>to salvage several years of accumulated work.

Be aware that the SIO connection on the Atari is not a normal serial port. The levels are TTL (+5 volts or ground) and the software would need to be able to handle the commends that get sent out to it. The SIO2PC program does this, but I don't know of any others.

The easiest way to get this to work is to find an 850 interface box. It will turn the TTL signals into RS-232 and also format the data so that you can use a terminal program. Be sure to get the technical and users manuals with the 850. The pinouts Atari used are different from the normal RS-232 that we see today. Then you can build your null modem and have it work with standard software on both ends.

--
From Bill, n7ryw@teleport.com
Amsat NA Life Member #2109

597. AT800 - 800XL emulator from Germany - needed

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-20 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DAHpMp.7K2@freenet.carleton.ca>
Source record: 90705

We used to have this program on the Atari XE Group BBS until I deleted it, because it didn't seem to do anything and I uploaded the shareware of teh PC Xformer to make up for it. But now, people are begging for it because it's supposed to be able to read/transfer files from an Atari disk drive or something... does anyone know of this program and if so, mail or UPS it to me, UUencoded of course. Thanx...

=CB=

--
To the BatPinto! ...*BLAM!!* You idiot, Robin, you put in reverse!!
Chris Brown ba930@freenet.carleton.ca "Stop the normalness!!"-me
= > J E S S I C A T O D D ' S S P A C E ! ! < =
* - * Nothing is true until it's OFFICIALLY DENIED * - *

598. Re: FlickerTerm anomaly?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-21 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DAHyny.2EI@iglou.com>
Source record: 90620

```
You could change the modem's backspace character with AT S5=xxx (try 127
for xxx). Or just use ^H instead of backspace.

--
Bill Marcum bmarcum@iglou.com
SEX IS NOT OBSCENE, CENSORSHIP IS!
```

599. The 810 and 1050 together???

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-21 00:00:00 UTC
From: damadog@aol.com
Message-ID: <3s88oi$efi@newsbf02.news.aol.com>
Source record: 90621

Hi ya'll,
I have an Atari 800 48k and two disk drives, the 810 and 1050.
What I was trying to do, unsuccessfully, was daisy chain them so I could
have the ever-so-convienient D1: and D2:
No matter which switches I tried setting in the back of the units, they
would not work with eachother.
Any help on this sincerely appreciated.
Thanks!
BJMg
BJMg

600. Re: USA Today newspaper - June 20

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-21 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <DAIwMH.B4q.0.-s@cs.vu.nl>
Source record: 90622

kendrick@zippy.sonoma.edu (William Kendrick) writes:

>Mike, I thought I heard it was supposed to be out the 21st.. ah.. but I was
>wrong (just checked my e-mail).

>That sucks! :((I even told him oodles about the emulation possibilities
>but whoever was in charge didn't think it was important or something!
>SHEESH! At least they put people's URLs/etc. in there... anyone with an AOL
>account and some cash to waste can browse the Web now, at least..)

So it _was_ in the June 20 issue? Hmm, I checked it out at my local newsagent,
and couldn't find anything. I didn't want to buy it at once before I was
sure the article was worth the $2. Anyway, just curious, did it mention my
Atari 8-Bit homepage? :-) :-)

>-bill!

Ivo

601. Re: USA Today newspaper - June 20

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-21 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3s9d3d$dgg@nic-nac.CSU.net>
Source record: 90623

Oopps.. no, I should've said "they WERE GOING to put our URLs etc. in there"
not "they did".. sorry :) bad wording

I guess it never did get printed. That sucks :(

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

602. Re: Emulating copy protection (was...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-21 00:00:00 UTC
From: GriffisC@dbm1.mpc.af.mil
Message-ID: <2FE83730@dbm1.mpc.af.mil>
Source record: 90624

Date: 15 Jun 1995 17:08:38 GMT
From: "Mark E. Huss" <meh@bis.adp.com>
Subject: was: Re: Emulating copy protection (was...)
To: Atari8@netcom.com

There was another, called Backup Master from Reeve Software, but it never worked well. The good thing was that it didn't require any special hardware.

I have a copy (original), and it creates a two disk scheme that reads the copy protection, and creates a loader file for the second disk with all the data.
I had a 1050 happy drive at the time, so I didn't use it very much...

Craig

(BTW: The happy mod finally beat my tandon drive mech to death with that 'dentist's drill' speed. It made a horrible grinding noise when moving the heads around on every drive I ever put it in.)

C

>I seem to remember from my Atari days, that somebody came out with a program
>which intercepted the disk read routine, and looked at the timing between
>sectors, the data read, the error code, etc. There was also a board
>available. You booted the software, then loaded whatever disk you were trying
>to copy, and then you went back into the software. It then read back all the
>data that was read from the disk, and wrote out an image along with the timing
>data and error codes. In essence creating an unprotected image of the game.

I think you're referring to a product from Happy Computing :). I can't remember what the product was called, but it was *real*good* at copying almost anything. The guy who ran Happy was a real hacker (in the good old sense), and would update his product as fast as they came out with new C.P. schemes. He later did some system software and hardware mods for 800s and 810s that greatly increased the SIO speed (instead of beep beep beep it sounded like a dentist drill!)

I wonder whatever became of him.

--mark

603. Subject: Using faster computers for computation

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-21 00:00:00 UTC
From: GriffisC@dbm1.mpc.af.mil
Message-ID: <2FE83CBF@dbm1.mpc.af.mil>
Source record: 90625

```
Date: 19 Jun 1995 04:11:24 GMT
From: kendrick@zippy.sonoma.edu (William Kendrick)
Subject: Using faster computers for computation
To: Atari8@netcom.com

While in the shower (I always have my most profound thoughts (and best
...
Anyway, what do you folks think? Do you Atarians with Unix accounts want
anything like this??!?
------------------------------------------------------------------------
---
Yes, _yes_, and YES!

Craig
griffisc@hq.mpc.af.mil
```

604. Re: Spartados ...

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-21 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DAHz1w.2oy@iglou.com>
Source record: 90626

```
You can get Spartados from atari.archive.umich.edu in the 8bit/Fte
directory (get all the .dcm files).

--
Bill Marcum bmarcum@iglou.com
SEX IS NOT OBSCENE, CENSORSHIP IS!
```

605. Re: Atari 850 Tech Info

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-21 00:00:00 UTC
From: heller@blue.crayola.cse.psu.edu
Message-ID: <3sa0nn$p7r@psuvax1.cse.psu.edu>
Source record: 90627

Steven J Tucker (classics@en.com) wrote:
: Is there a source for technical information on the SIO protocol used
: to communicate with the atari 850 interface?

: Specifically Im looking for information on how it boots, the code that is
: exchanged when the 'handler' downloads, the commands for setting
: and checking lines, baud rates, etc, and how concurrent i/o
: works.

There is the 850 users manual and the 850 Tech manual..
also the 400/800 tech ref notes set. These are what you need..
try BEST.

Andrew

606. Re: The 810 and 1050 together???

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-21 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3sa2fr$fmi@blackice.winternet.com>
Source record: 90628

> damadog@aol.com (DamaDog) writes:
> Hi ya'll,
> I have an Atari 800 48k and two disk drives, the 810 and 1050.
> What I was trying to do, unsuccessfully, was daisy chain them so I could
> have the ever-so-convienient D1: and D2:
> No matter which switches I tried setting in the back of the units, they
> would not work with eachother.
> Any help on this sincerely appreciated.
> Thanks!
> BJMg
> BJMg
>
>>>>

Looking at the switches from the rear of drives (Both are the same).
DRIVE # 1: both switches to the LEFT.
DRIVE # 2: first switch (black) to the RIGHT (white switch still to the left).
Sounds like you've had the SIO cables on and off quite a lot. First
better make sure each one will work individually, BOOT as drive # 1 with nothing
else connected to the SIO. The CA 3086 chips used on the SIO interface don't
take kindly to the cable being removed or installed with power on.

Rich Mier

607. Re: The 810 and 1050 together???

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-21 00:00:00 UTC
From: moellerw@hookup.net
Message-ID: <3sa9se$eg8@noc.tor.hookup.net>
Source record: 90629

In article <3sa2fr$fmi@blackice.winternet.com>, rbmier@winternet.com says...
>
>> damadog@aol.com (DamaDog) writes:
>> Hi ya'll,
>> I have an Atari 800 48k and two disk drives, the 810 and 1050.
>> What I was trying to do, unsuccessfully, was daisy chain them so I could
>> have the ever-so-convienient D1: and D2:
>> No matter which switches I tried setting in the back of the units, they
>> would not work with eachother.
>> Any help on this sincerely appreciated.
>> Thanks!
>> BJMg
>> BJMg
>>
>>>>>
>
> Looking at the switches from the rear of drives (Both are the same).
>DRIVE # 1: both switches to the LEFT.
>DRIVE # 2: first switch (black) to the RIGHT (white switch still to the left).
> Sounds like you've had the SIO cables on and off quite a lot. First
>better make sure each one will work individually, BOOT as drive # 1 with nothing
>else connected to the SIO. The CA 3086 chips used on the SIO interface don't
>take kindly to the cable being removed or installed with power on.
>
> Rich Mier
>
>
Just testing.....

608. Re: binaries or no binaries

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-21 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <140997@cup.portal.com>
Source record: 90630

Hey-hey, chalk me up as ANOTHER Atari-only user -- at least, where running Atari programs is concerned! I mean, I have an Amiga, and a couple of ancient PCs that I rarely ever even power up, but I don't do Atari stuff on THEM, I do it on my Atari! Or should I say AtariS -- I have six or seven of 'em stashed around here and there, including the two I just bought (used of course) back in May... I could use a few more disk drives, BTW, if anybody wants to sell some!

I -am- starting to become concerned about the lifespan of disks, though, as recently discussed here, so am now starting to think about ways of archiving (and thereby "refreshing" through rewriting) my HUNDREDS of Atari 8-bit 5.25" floppy disks. Suggestions?

Chris
Chris_F_Chiesa@cup.portal.com

609. Re: Where are the good games ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-21 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <140998@cup.portal.com>
Source record: 90631

My Top Five (though maybe not in any particular order):

1) Spindizzy
2) Miner 2049'er (okay, so I'm a simplistic sap...)
3) Star Raiders
4) M.U.L.E.
5) BallBlazer

It's actually hard to limit myself to just FIVE... ;-)

Chris
Chris_F_Chiesa@cup.portal.com

610. Re: binaries or no binaries

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-21 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <141015@cup.portal.com>
Source record: 90632

Well, no matter what some people may think, SIO2PC is running a real Atari, you just use the PC as a disk drive. Chris, IMO: SIO2PC is the best way to go for backing stuff up. I suffered a major heart break this winter when my roof leaked onto some of my disks. I'm thinking the 200-300 disks I have would fit on a couple 1.44 megs disks if I only moved the files I actually use. Let's face it, I won't be using AMODEM 4.2 for the 1030 much anymore.
Rick

611. RE: ALL GAYS SHOULD DIE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-21 00:00:00 UTC
From: jacquie.davis@muskrat.hi.net
Message-ID: <95062217340510609@muskrat.hi.net>
Source record: 90633

-=> Quoting Ejahn@abq-ros.com to All <=-

Ej> From: ejahn@abq-ros.com
Ej>
Ej> HA|Hmm....
Ej>
Ej> HA|If all gays should die then...
Ej>
Ej> HA|1 - The King of Macedon and conqueror of most of Asia, the military
Ej> |genius, Alexander the Great should have been killed... he was gay.
Ej> |2 - Hadrian's Wall would not have been built... the Emperor Hadrian
Ej> was |gay.
Ej> | NOTE: His lover Antinous drown himself at age 21 rather than
Ej> age and |lose his
Ej> | good looks.
Ej> |3 - The stories of the knights of the Round Table would not have
Ej> come to |us because Richard the Lionhearted was gay.
Ej> |4 - We would not have the wonderful works of the Renaissance,
Ej> Leonardo da |Vinci was gay -- as was Michelangelo.
Ej>
Ej> HA|You get my point. Even the great British Primeminister Winston
Ej> Churchill |had affairs with other men. When he was asked by W.
Ej> Somerset Maugham
Ej> This is the biggest crock of ---- I've ever heard in my life. Not one
Ej> grain of provable truth in it. Just the same old tired lies the homo-
Ej> sexual community has been trying to palm off on us for years.
Ej>
Ej> * SLMR 2.1a * Never trust a draft-dodger, esp. one who didn't inhale.
Ej>
Ej>
Ej> --
Ej> The Albuquerque ROS - (505) 296-3000

What ever happened to being just human and not worrying about what people do behind closed doors....I am not homosexual but I get tired people worrying about what everyone else is doing....Worry about yourself....

... My hard disk is full! Maybe I'll try this message section thing.
___ Blue Wave/QWK v2.12

612. ZIP drive on Falcon ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-22 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3sbma5$eq8@news.iesd.auc.dk>
Source record: 90634
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

Can the SCSI ZipDrive be used with the Falcon030's SCSI-II port ?

Is the drive supported by any Atari drivers (ie. ICD etc.) ?

Thanx in advance.

Keep Cool and Flying...

ChainXOR...

613. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-22 00:00:00 UTC
From: pngai@mv.us.adobe.com
Message-ID: <1995Jun22.075527.20469@adobe.com>
Source record: 90635
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

Once again the claim that ZIP disks are 100MB unformatted. I have never seen a rating for unformatted capacity from IOMEGA. What I do see when I run a DOS CHKDSK on my ZIP drive is 100,431,872 bytes. That's 100 megabytes by most disk vendors' standard practice of using DECIMAL megabytes.

--
Should the 1st amendment apply to the Internet? Ask Senator Feinstein.

614. WTB: Racing Destruction Set

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-22 00:00:00 UTC
From: renze@trans.manawatu.gen.nz
Message-ID: <renze.0dxj@trans.manawatu.gen.nz>
Source record: 90636

```
WANTED TO BUY: Racing Destruction Set - by Electronic Arts

I'm looking for this classic game, which I would dearly love to play again. If
you have this item for sale, please get in touch with me as soon as possible.

Thanks in advance.

--
.****.
*____* Renze de Ruiter UUCP: renze@trans.manawatu.gen.nz
(_/\_) PGP public key available on request
| `' | ---------------------------------------------------
`.~~.' "Two most common elements: Hydrogen and Stupidity"
""
```

615. Re: Eamon for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-22 00:00:00 UTC
From: winston@merk.com
Message-ID: <DAKItx.FMG@merk.com>
Source record: 90637

On Wednesday, June 21, 1995 at 05:49:15 GMT
dann@elvira (Daniel Noguerol) wrote:

DN> I forgot to say where I uploaded it to:
DN>
DN> ftp.xmission.com:/pub/users/j/jeking/uploads
DN>
DN> Ooops!!
DN>
DN> Dan Noguerol (dann@nymt.reuter.com)

Is this the famous EAMON game from the APPLE-II that had about six hundred player modules and a fan club ? How is it ? Who did the conversion for the ATARI 8-bit ? Are modules interchangable ? (I'm curious....) Thanks.

616. Re: FlickerTerm anomaly?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-22 00:00:00 UTC
From: winston@merk.com
Message-ID: <DAKKIM.GEw@merk.com>
Source record: 90638

On Monday, June 19, 1995 at 02:13:15 GMT (9:13pm Sun Jun 18 EDT ?)
ziggy29@rahul.net (Tim Irvin) wrote:

TI> When I'm using the 800 to connect to my ISP, I'm usually using
TI> FlickerTerm, which usually works right, with one exception.
TI>
TI> After FlickerTerm is booted and ready to start working, I then type
TI> the AT command to dial the ISP (i.e. "ATDT 5551212"). The problem is
TI> this:
TI> Whenever I make a mistake, and have to backspace and re-enter the
TI> command, the modem acts funny. It never connects. In order to connect,
TI> I have to turn the machine and the modem off and then on, reboot
TI> and make sure I enter the AT command correctly the first time.
TI>
TI> Has anyone else seen this? And is there anything that can be done
TI> to avoid having this happen?

[NOTE: BTW AFAIK FYI ISP IMNSHO ASAP B --> InterNet Service Provider
'Gads! "modem" may have entered the language, but ISP ?
...or do those companies mean "InterNet Self-Promotion" ?]

What type of modem ? What type of modem interface ? If you are using
a Hayes compatible modem, then what is the value your S5 register holds ?
(i.e. ASCII backspace value). Has anyone seen this ? Sure I have seen
this. Some modems allow you to type a BACKSPACE or a DELETE character in
order to ABORT what has been previously typed (since typing CONTROL-C might
get the attention of the computer, but not the modem). There usually is no
need to reboot. You merely enter a CONTROL-M/CONTROL-J and then type an
"AT" (enter attention mode) query. Your response would be either "ERROR", or
"OK". If the response is "ERROR", type another "AT" and wait for an "OK".
Once you are at an "OK" prompt, that means that the modem command buffer
has been cleared and you can retype the line. ("OK" is the modem's version
of a BASIC "READY".)

Usually, if your modem gets hungup, there is no reason to reboot the
entire machine. You can reboot the modem. Entering "ATZ" will do a "warm
boot", or you can cycle the modem power switch to "cold boot" your modem.
Having your modem stuck in a typo is a very common occurrence. I do it at
least twice a day. It is not a big deal, and there is certainly no need
for you to reboot your machine (unless the "R:" handler has been messed
up).

617. Directory structures + ADIR

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-22 00:00:00 UTC
From: ivan@rcp.co.uk
Message-ID: <riY6vAeDBh107h@rcp.co.uk>
Source record: 90639

Hi,

Thanks to everyone that gave me help with Atari DOS2.x
directory structure. I wanted the information so that
I could view the contents of and extract files from
.ATR and .XFD disk images.

I have written a program to do this called ADIR.EXE
and uploaded it to jeking's site. The program does
exactly what I wanted if for but is limited to
running under MSDOS and viewing Atari DOS2.x/MyDos4.5
single/enhanced density disk images.

I will supply the C source if anyone wishes to modify
it for their own purposes.

Ivan
ivan@rcp.co.uk

--

618. Gtracker

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-22 00:00:00 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <1829AE84815@east-01.novell.leeds.ac.uk>
Source record: 90640

I can confirm that Gtracker only allows one digitised channel to be played at once, but it can play back in pseudo-stereo, ie use either or both of the left/right channels with a Gumby compatible stereo upgraded machine. The demo on the archives at Umich is mono only I'm afraid. I should know, I am the official distributer for the software.

I also happen to know the author is working on an XE version of the software that will (hopefully) allow two (or more) digital channels of playback. I say XE version because to be effective you really need more than 64k of memory.

Onto something completely different, Draconus is a great game, and I believe it does push the 8-bit Atari to near its limits. Bill (and others) I would imagine you know that programming a game with user interactions etc is a lot different from programming a demo where you can tightly time and control all the on-screen action and not have to worry about what direction the joystick is being pushed, what has just collided with what etc. Sure demos like Sweet Illusions and Cool Emotion have some great graphics, but Draconus is pretty snazzy too and it has some amazing music which is often ripped off and used in demos anyway!!!!!!! These comments are not intended too offend anybody, they're just my personal point of view!

Richard Gore
chmrig@leeds.ac.uk

619. CSS 3 slave Multiplexor for sale or trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-22 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <3sc3op$bls@news.xmission.com>
Source record: 90641

Turn your 8bit Atari into a virtual network. Tie up to 8 Atari's (XL/XE/XEGS, etc..) into one file server.
The file server runs all hard disks, floppies, printers, etc.. allowing all 8 Atari's to access those
devices with the connection of a simple cartridge and upgraded ROM.

asking cash price: $200
trades: Anything of interest ??? <grin>

For further information, email me..

620. Re: MyUtil Woes (again)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-22 00:00:00 UTC
From: hans@macbeth.umd.edu
Message-ID: <3scchh$60b@macbeth.umd.edu>
Source record: 90642

In article <rumpf.1-1606951943290001@slip2-20.acs.ohio-state.edu>,
Robert Rumpf <rumpf.1@osu.edu> wrote:
>Okay, I've gotten a bit further in my quest for getting software from the
>net to my Atari. I've formatted some DS disks with Indus GT Dos and wrote
>some files to them on a PC using MyUtil. No problem. My Atari read the
>directory okay. But when trying to run the files, I got read errors on
>all of them. So: I'm going to format some disks using SpartaDos,
>thinking maybe a different format will help. But Sparta has *sooooo* many
>different formats! 35 sector, 40 sector, 77 sector, 80 sector - which
>should I use? I know to use true Double Density, but does the sector
>count matter? HELP!
>
>____
>Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"
>____
> *** Magic: The Gathering: It's not just a hobby anymore... ***
> http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html
>____

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (280-some rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC

for PC to Atari transfers.

I used the UTIL program some years ago with a 360k drive, with pretty good results. Most disks would read eventually, but some sectors did require a fair number of retries.

Hans Breitenlohner
hans@umd5.umd.edu

621. Re: Eamon for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-22 00:00:00 UTC
From: dann@vogon
Message-ID: <DAL7qM.BIL@nymt.reuter.com>
Source record: 90643

Winston Smith (winston@merk.com) wrote:
: On Wednesday, June 21, 1995 at 05:49:15 GMT
:
: Is this the famous EAMON game from the APPLE-II that had about six
: hundred player modules and a fan club ? How is it ?

Yes, this is a port of EAMON from the Apple-II version.

Being that Atari BASIC has no string arrays, the code is not identical.
However, it plays and works the same as the Apple version. In fact I
duplicated everything verbatim, right down to the address of the Apple
EAMON fan club.

: Who did the conversion for the ATARI 8-bit ? Are modules interchangable ?

I did the conversion several years ago. If you mean modules for the Apple,
no, they will not work directly. I did, however, port the Dungeon Designer
(a program that allows users to write their own EAMON adventures)
and one adventure - the Death Star. The Dungeon Designer was rough - in fact
I can't quite remember to what degree it worked. If there is interest, I will
gladly make .DCM files out of them both and upload to xmission.

Have fun!

Dan Noguerol
dann@nymt.reuter.com

622. Re: Eamon for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-22 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3sclu2$l7s@nic-nac.CSU.net>
Source record: 90644

Dan, the Eamon DCM doesn't boot properly. I loaded it under MyDOS and ran it ("RUN "D:HELLO"") from my RAMdisk and it seemed to work ok for quite a while.

At one point, however, when I got to "1. Go on an adventure", it gave me an out of memory error at line 20000-and-something (one where there's a DIM V(26) command).

So, I tried it from TurboBASIC XL and it ran the same (faster of course) and (since TBXL also has more free RAM) it DIDN'T give me the out of memory (ERROR 2) error, BUT it eventually, around the same place, gave me a "TRUNC" error.. <:^(

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

623. What hapened to Philip Price

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-22 00:00:00 UTC
From: H <Max@headroom.demon.co.uk>
Message-ID: <803861978snz@headroom.demon.co.uk>
Source record: 90645

Hello out there.

Just a couple of quick questions if any one can help.

Do you remember the games on the Atari 8bits called:
Alternate Reality. The City and The Dungeon.

I had hours fo fun on these games and still own a Atari 130xe and two 1050
disk drives for this reason.

So my question is this what happened to Philip Price the writer of these games
they were so advanced for the time that they were released aprox 1986-8.

Also (sorry second Question) can you get an emulator for the pc that will
run these games and mule

I know they came out on the Amiga but the British version was tottaly pathetic
compard to the Atari.Also they were not writen by him.
Sorry I forgot to mention he did not write the dungeon game.

This question has been with me for years I hope someone can help me
--
"H"

624. will the person who sold me the Atari 1027 printer send me email?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-22 00:00:00 UTC
From: Mark Crispin <mrc@CAC.Washington.EDU>
Message-ID: <Pine.NXT.3.92.950622162504.4169E-100000@Tomobiki-Cho.CAC.Washington.EDU>
Source record: 90646

I lost your email address, and I need to get in touch with you.

-- Mark --

DoD #0105, R90/6 pilot, FAX: (206) 685-4045 ICBM: N 47 39'35" W 122 18'39"
Science does not emerge from voting, party politics, or public debate.

625. Once again

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-22 00:00:00 UTC
From: tom.brammer@mercopus.com
Message-ID: <11312.862.uupcb@mercopus.com>
Source record: 90647

```
Atari Printer- Epson HomeWriter 10, comes with Paperclip (best atari
word processor i ever used, which is on disk.) and Atariwriter which is
on cartridge.
please make offers
TomBrammer@Mercury.com

----
+-------------------------------------------------------------------------+
| Mercury Opus BBS - St. Petersburg, Florida, USA - +1-813-321-0734 |
| (Please do not send any attached or uuencoded files to this address.) |
+-------------------------------------------------------------------------+
```

626. 8-bit games????

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-22 00:00:00 UTC
From: ckormos@delphi.com
Message-ID: <526fOxN.ckormos@delphi.com>
Source record: 90648

alleged 8-bit game titles?
Roklan - Eyes(?), Rockball
Mindscape - Rambo
Datasoft - Fathoms 40, Gumby, Heckle & Jeckle
Datamost - Bilestoad, Mating Zone
CBS/Coleco - Timebound, Lightwaves, Murder by the Dozen, Omega Race, Superfox,
Domino Man
Sublogic - Jet, Ghostly Manor
Sirius - Critical Mass, Alien, Beany Bopper, Deadly Duck, Megaforce
First Star - Cosmic Squeeze, Rentwars
Activision - Little Computer People
Sierra - Creepy Corridors, Sammy Lightfoot
Access - Tenth Frame
Gamestar - On Court Tennis
Microlab - Dino Eggs, The Heist, Death in the Caribbean
Synapes - Slamball, Reptilean, TNT, Flamelords
Microprose Gunship, Acrojet
Epyx - Winter Games

ALso rumored....Since there is an adapter on th 5200 to play 2600 games-
and a 5200 is 90% a 400 computer-
where is the XE/XL adapter to play 2600 games?

Charley

627. Re: WANTED!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-22 00:00:00 UTC
From: ckormos@delphi.com
Message-ID: <5W7cOzG.ckormos@delphi.com>
Source record: 90649

Z-man
I have what you requested.
Charley

628. Re: binaries or no binaries

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-22 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3sak2n$akv@nic-nac.CSU.net>
Source record: 90650

Chris, you have some PCs? GO FOR SIO2PC!!!! :)

-bill!
--
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

629. Using Cartridges with Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-22 00:00:00 UTC
From: toby@cyberspace.com
Message-ID: <3sdhnr$q9c@case.cyberspace.com>
Source record: 90651

```
Any way to?
```

630. Re: What hapened to Philip Price

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-22 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <141140@cup.portal.com>
Source record: 90652

As much as I can recall, when I said i'd heard he was programming mainframes
he replied it was mostly mid size computers for the defense department.
B2 bomber & all that. He also said he was serving on a C standardization
commitee or something to that effect. I also mentioned that I heard he
had moved on from Atari & he said that was true. Some people within
the sig doubted it was really him, but he seemed just about quirky
enough to convince me it was really him. I forgot all the offers he made,
stuff like music from the AR series that had never been published, etcetera,
but he never got around to delivering it. Seemed to be to busy to even
bother setting up an 8 bit system to get the files transfered, but then
I'd also heard he had dumped everything. I made him an offer for all his
old programming disks since he said he wanted to dump those also, but he
never responded.
Rick

631. Re: Subject: Using faster computers for computation

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-22 00:00:00 UTC
From: buesc911@raven.csrv.uidaho.edu
Message-ID: <3scc8s$qfe@newshound.uidaho.edu>
Source record: 90653

```
: Date: 19 Jun 1995 04:11:24 GMT
: From: kendrick@zippy.sonoma.edu (William Kendrick)
: Subject: Using faster computers for computation
: To: Atari8@netcom.com

: While in the shower (I always have my most profound thoughts (and best
: ...
: Anyway, what do you folks think? Do you Atarians with Unix accounts want
: anything like this??!?

Um, not really... I'd rather see high-quality games for SVGAlib under
linux, for example.

Not that using a unix box in conjunction with an 8-bit is such a bad idea.
Here's my wish list for such stuff:

- a GIF & JPEG to colorview conversion program for unix
- a way to use unix printer spooling from the 8-bit
- SLIP for the 8-bit
- patches to xpaint to handle 8-bit graphics modes (funny shaped pixels and
reduced palettes)

Now if someone would only do a port of microemacs (or NotGNU emacs) to the
8-bit...

Brent
```

632. Question about XF v.2.5

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-22 00:00:00 UTC
From: madaras@kosice.upjs.sk
Message-ID: <3sb9qo$6i5@ccnews.ke.sanet.sk>
Source record: 90654

I have the following question:

having PC Xformer version 2.5, I'd like to turn off internal
clickin-squeeking of keyboard, which disturbs me much. I can turn it off
from Basic, poking POKE 731,1, but I'd like to have it automatically
after running XF after pseudo-boot process. I tried to write short
AUTORUN.SYS with code turning off the buzzer, but it seems it doesn't
turn off. I have disk image with MYDOS 4.50.

I'll be thankful for any suggestions.

Tommy Madaras

633. Atari 400 Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: gkomatsu@uhunix3.uhcc.Hawaii.Edu
Message-ID: <DAMCn3.3Dt@news.hawaii.edu>
Source record: 90556

Anyone have the part number of this item? thanks.
--

____
(_)___oo) gkomatsu@uhunix.uhcc.hawaii.edu
tinsdale...

634. Re: Where are the good games ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DAM37n.Gt@freenet.carleton.ca>
Source record: 90557

Vince Grienti (ai542@FreeNet.Carleton.CA) writes:
> I would have to go with the following for the Top 5;
>
> 1. Draconus
> 2. Shadow World
> 3. Mercenary (I or II)
> 4. Space Beagle
> 5. F-15 Strike Eagle
>
> Thus far, Draconus, is the only game I have ever seen that pushes the
> limits of what the 8-bit can do, more than any other game. It is equal to
> the NES, which is saying a lot considering the NES was designed as only a
> game machine, not a computer.

The 8-bit can outperform the NES any day :)

> Shadow World has a horizontal independant split screen, which has not been
> successfully matched as yet by any computer/game platform to date.

Actually, Sega did it with Toejam & Earl and Sonic 2 and 3, and Nintendo
just did it with Uni-racers. But Atari has done it, by far, the best.
All of teh other games tend to 'squish' the graphics when they're in
a split screen.

-Tapper

--
To the BatPinto! ...*BLAM!!* You idiot, Robin, you put in reverse!!
Chris Brown ba930@freenet.carleton.ca "Stop the normalness!!"-me
= > J E S S I C A T O D D ' S S P A C E ! ! < =
* - * Nothing is true until it's OFFICIALLY DENIED * - *

635. Re: Where are the good games ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: fom@iller.zfe.siemens.de
Message-ID: <3sdvr7$6ak@ztivax.zfe.siemens.de>
Source record: 90558

: Well are we going for Hitech or playability..Hmmm I think the Play side is far
: more important..

: So:-
: 1. Jumpman
: 2. Bandits
: 3. Way out
: 4. Fractulus
: 5. Star raiders

: Though a top five I would find it hard to pick the top dog of them..
: Jumpman, Well its THE platform Game, Stick graphics but TOP playability..
: Bandits was a great little shootem up. Looked good sounded good, not bad for an
: Apple port..

: As far as maze games go, way out was the 1st? as still the best, great fun.
: Rescue on Frac...Classic!! and last but not least Star raiders still a
: tremendous bit of software..

: Thats the tip of the iceberg, who remembers pitfall, hero, necromancer, bruce
: lee, conan, preppie, lode runner, bounty bob & pharoahs curse...Great games..

1. Wizard of Wor (ROKLAN/CBS) (best two player game ever, on
any platform; lots a bugs that
made it even more fun !)
2. Rallye Speedway (Aventure Int'l) (another great two player
game)
3. Star Raiders (a classic and only 8K)
4. Repton (outstanding defender clone)
5. Gyruss (simply forget Tempest)

Other great stuff: Gumball, Drol, Ballblazer, Karateka,
Capture the Flag, Rails West, Computer Ambush, Mask of the Sun
Operation Whirlwind, Serpentine, MULE, Davids Midnight Magic,
Bounty Bob, Mr. Do

BTW, you mentioned Bandits. I have my original copy dating back
to 1983 here and of course can back it up using the happy
enhancement. But did anyone ever suuceed to unprotect this for use
this PC Xformer ? Does it work with PC Xformer ? Should not be do
difficult as it is an apple port.

Frank-Oliver

636. Re: ALL GAYS SHOULD DIE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <3se36r$185@ns.mcs.kent.edu>
Source record: 90559

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Why the HELL did this thread get HERE?!
: ~~~~

I can only think that there is yet another broken usenet gateway. It seems
that in the past week, there have been reports of some gateways spewing
out articles with incorrect and sometimes cryptic headers. Might want
to check out the net.* hierarchy for the net-abuse.announce group.

--Craig

637. Re: XFD/ATR DOS file extractor

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: Marek Wojciechowski 19-93 Bp4 <mw@altis>
Message-ID: <Pine.SOL.3.91.950623135200.1102B-100000@altis>
Source record: 90560

On 20 Jun 1995, Darek Mihocka wrote:

> [some text deleted]

> I don't believe anyone has actually written a utility that can extract
> all 3 formats, so there is a cool goal to try for.
>
> - Darek
>

I'm working on such a tool for a long long time :)
I just haven't got too much time to spend on it, but now I hope that
the preliminary verssion of the tool will be ready in about month or two.
As soon as I finish it I will make it available at umich and xmission.
It's a little bit similar to Norton Commander and I've named it
Alladin - All ATARI Disk Image Navigator ;)

The program supports:

ATRs - all sizes, read/write
XFDs - standard SD, ED, DD, r/w
DCMs - standard SD, ED, DD, read only (in current version)

Marek Wojciechowski

-- mw@altis.chem.pg.gda.pl ---

638. Re: Where are the good games ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: ral@ral.slip.iglou.com
Message-ID: <ral.14.0008418B@ral.slip.iglou.com>
Source record: 90561

In article <3s69hl$3hp@pinot.ext.jussieu.fr> bleroy@ccr.jussieu.fr (Bertrand Le Roy) writes:
>From: bleroy@ccr.jussieu.fr (Bertrand Le Roy)
>Subject: Re: Where are the good games ?
>Date: 20 Jun 1995 10:56:53 GMT

>FREE is really very very good. But I'm the author, so this opinion is a little
>biased. But even so, it's true.

>>Perhaps you can post your Top 5 or so in the comp\sys\atari\8bit ? What do
>>think is the best game ever played on Atari ?
>1. FREE
>2. Fractalus
>3. Spelunker
>4. Jumpman
>5. The hitchhiker's guide to the galaxy

My top five games on the 8bit.....

1. Loderunner
2. Boulderdash
3. Alternate Reality
4. Mule
5. 7 Cities of Gold

I've got lots more, and I haven't played them is a LONG time, but they are the tops for me. I especially liked building my own screens for Loderunner and Boulderdash (via the construction set).

639. Looking for CHIPMUNK

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.803913291@gmi.edu>
Source record: 90562

Someone on this group mentioned that American Technavision had the Chipmunk utility that lets you make backups of copy-protected software.

I called them, and they don't have it. THey gave me another place to contact, and they don't have it either.

It looks as though this product can't be found mail-order anymore. Does anyone have a copy they are willing to sell me?

Thanks for any info you may be able to offer.

/Kevin

640. Sweet16?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: xebec@delphi.com
Message-ID: <B8yf2ba.xebec@delphi.com>
Source record: 90563

Hi, I am about to buy a sweet16 card, does anyone have infos about the way it works, what is best with it cpu 65816 or cpu 65802?

641. CRC16 uhmm a request

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Jun23.111754.2103@wariat.UUCP>
Source record: 90564

```
Uhmm. I see that crc16v09.arc and crc16v10.arc from umich and xmission
might come in handy for some people, like, if they could get someone
with a good copy of a dcm to give them the checksum. I can tell you
BobTerm adds stuff to the end of a file and that AtarZmodem doesn't
corrupt the file. So here's my request, if possible.
If Mr. King and anyone at umich (like J. Lenn maybe) could delete
crc16v09.arc and crc16v10.arc and just leave crc16v20.arc, it might
prevent some headaches, as crc16v20 gives the correct crc16 value and
includes an IBM crc16 that gives the same value. The earlier (.09 and
1.0) crc16 DO NOT give the same crc16 as crc16v20.arc. This comes from
a rush to publish.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
*********************************************************************
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
*********************************************************************
```

642. Re: Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <141153@cup.portal.com>
Source record: 90565

David; just exactly what did you need to know? Blank PC boards or how to write software?
I fairly familiar with making carts, but it's helpful if you give as much info as possible, like do you need it to work with DOS/disk drive, etc.
Rick

643. Re: binaries or no binaries

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <141154@cup.portal.com>
Source record: 90566

>Chris, you have some PCs? GO FOR SIO2PC!!!! :)

I suppose it's possible, but these are OLD. Like, I haven't been able to run a modem off either of 'em, because I haven't found the serial port or any terminal-emulator software that'll run on either one. Of course, I haven't tried very hard... ;-)

What are SIO2PC's hardware requirements, for both the software and the hardware?

One of these, too, goes back to the ex-wife eventually, probably this July...

Chris
Chris_F_Chiesa@cup.portal.com

644. Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: sharris@bobcat.ent.ohiou.edu
Message-ID: <DAMu3M.IAn@boss.cs.ohiou.edu>
Source record: 90567

Yesterday, I bought an Atari 800XL, a color monitor, 4 disk drives, an atari printer, and 3 atariwriter cartridges and a bunch of misc disks for $6.00 at a school auction. I'm happy about it. It brings back memories of when I used to be quite a basic programmer for the 800XL I used to have. I'm trying to load some software from my old cassette player, but I forget what I need to do to boot the computer so it gives me that long buzzing sound before I start the tape player. I know I have to hold down at least 2 function buttons when I turn the 800's power on, but I can't remember which 2. Can anyone help me? Please e-mail me. Thanks,

Steve H
sharris@bobcat.ent.ohiou.edu

645. Copying a boot Program on a Cass to disk

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: sharris@bobcat.ent.ohiou.edu
Message-ID: <DAMuo3.IqK@boss.cs.ohiou.edu>
Source record: 90568

I am so new to this Atari realm. I've always used a cassette player with my old 800XL, now I finally have disk drive and I don't know what I can and can't do with it. Is DOS just like MS-DOS for PCs? Are PC and Atari dirves/disks compatible? In other words, is DOS for Atari MS-DOS compatible?

And ultimately, can I copy my boot cassette programs to floppy disk? How is this done. Thanks,

Steve Harris

646. Re: ALL GAYS SHOULD DIE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: esmith@netaxs.com
Message-ID: <3seq5a$edi@netaxs.com>
Source record: 90569

Jacquie Davis (jacquie.davis@muskrat.hi.net) wrote:
: -=> Quoting Ejahn@abq-ros.com to All <=-

: Ej> From: ejahn@abq-ros.com
: Ej>
: Ej> HA|Hmm....
: Ej>
: Ej> HA|If all gays should die then...
: Ej>
: Ej> HA|1 - The King of Macedon and conqueror of most of Asia, the military
: Ej> |genius, Alexander the Great should have been killed... he was gay.
: Ej> |2 - Hadrian's Wall would not have been built... the Emperor Hadrian
: Ej> was |gay.
: Ej> | NOTE: His lover Antinous drown himself at age 21 rather than
: Ej> age and |lose his
: Ej> | good looks.
: Ej> |3 - The stories of the knights of the Round Table would not have
: Ej> come to |us because Richard the Lionhearted was gay.
: Ej> |4 - We would not have the wonderful works of the Renaissance,
: Ej> Leonardo da |Vinci was gay -- as was Michelangelo.
: Ej>
: Ej> HA|You get my point. Even the great British Primeminister Winston
: Ej> Churchill |had affairs with other men. When he was asked by W.
: Ej> Somerset Maugham
: Ej> This is the biggest crock of ---- I've ever heard in my life. Not one
: Ej> grain of provable truth in it. Just the same old tired lies the homo-
: Ej> sexual community has been trying to palm off on us for years.
: Ej>
: Ej> * SLMR 2.1a * Never trust a draft-dodger, esp. one who didn't inhale.
: Ej>
: Ej>
: Ej> --
: Ej> The Albuquerque ROS - (505) 296-3000

: What ever happened to being just human and not worrying about what people do
: behind closed doors....I am not homosexual but I get tired people worrying
: about what everyone else is doing....Worry about yourself....

: ... My hard disk is full! Maybe I'll try this message section thing.
: ___ Blue Wave/QWK v2.12

--
This is also the wrong area to post this BS in.

+-------------------------------------+
| Edward M. Smith (esmith@netaxs.com) |

+-------------------------------------+------------------------+

647. Re: Copying a boot Program on a Cass to disk

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3sf1qk$1mso@seminole.gate.net>
Source record: 90570

In article <DAMuo3.IqK@boss.cs.ohiou.edu>,
Steven Harris <sharris@bobcat.ent.ohiou.edu> wrote:
>Is DOS just like MS-DOS for PCs?

Not necessarily, if you have AtariDOS, MyDOS, or most other kinds of DOS then it is a menu-based DOS, if you use SpartaDOS, DOS/XL, or DOS/XE then it is a CLI. But none of them are compatible with MS-DOS.

>Are PC and Atari dirves/disks compatible?

They are not all compatible, as far as common encoding technique, the XF551 disk drive uses MFM encoding, so it is 'technically' compatible to MS-DOS. But the disk directory structure is not compatible, and MS-DOS wouldn't understand if you threw an Atari disk in there. The 1050 and the 810 use FM encoding, some drives/controllers on the PC side can handle it, but again MS-DOS wouldn't understand it. You need a program that will be able to retrieve the directory structure, files, etc.

>In other words, is DOS for Atari MS-DOS compatible?

No.

>And ultimately, can I copy my boot cassette programs to floppy
>disk? How is this done. Thanks,

Don't know. But here is something helpful you may want to know:

To boot from a cassette, hold START and turn on power, once you hear the beep noise then press play on the cassette and I believe you have to press RETURN on the Atari, not sure about that. <It's been awhile since I used my cassette drive>

To boot from a disk, hold OPTION <this swaps out BASIC ROM> and turn on power, the disk will boot. Otherwise type 'DOS' from BASIC and it will do so.

--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

648. Re: Alternate Reality waffle (re: What happened to Philip Price)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DAn46K.MHq@jackson.napervilleil.attgis.com>
Source record: 90571

#==========lremery@fast.net, 6/22/95==========
#
I'll always have a special place in my memories for AR
#City. Someday I guess
#I'll break out my Atari's and show my Son & Daughter (3 & 2 now)
#this stuff. Will
#it be a fascinating history lesson or will it bore them to tears
#in this age of VR
#instead or AR?

I never played the AR series much (I have the Dungeon with a nice map),
but I spent a lot of time playing Infocom's text adventures. When you
are playing them and thinking about what to do, etc., it is easy to picture
what is going on in your mind. But my son, who is 19 now, could never
see my fasination with these things. Looking back, I would have probably
have felt the same way just looking over someone's shoulder. It's like
reading a book: it only is really engrossing when you are doing it and
picturing things in your mind. I find it harder to do if someone else is
doing the reading.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM

649. Free

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: bosco@yab.com
Message-ID: <3segrs$41s@news.yab.com>
Source record: 90572

Okay, I give up. I DL'ed the first side of the demo of Free from both
UMICH & XMISSION, and when I try to unDCM it, it reports "bad bytes".
Anyone care to re-upload it somewhere?

John Collins
Phx, AZ

650. Re: Alternate Reality waffle (re: What happened to Philip Price)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <rumpf.1-2306951048060001@slip3-4.acs.ohio-state.edu>
Source record: 90573

No doubt; Alternate Reality was the best game I played on the 8-bits;
nothing came close to it until I got DungeonMaster for my ST. I second
the call for hints & maps; if anyone has some, scan them and put them at
an archive site! If you can't, fax (or snail-mail) them to me and I will.

Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"

*** Magic: The Gathering: It's not just a hobby anymore... ***
http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html
----

651. Alternate Reality Woes...

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: par@scs.leeds.ac.uk
Message-ID: <y1z7n6clkpk.fsf@csindy12.scs.leeds.ac.uk>
Source record: 90574

Okay two questions about AR.

1. Has anyone got Alternate Reality to work with any of the Atari Emulators that are around ?

2. If so, where would one buy AR now, and how would you get it in a form that the emulator could use. (If the answer to Q. 1 is no then don't answer this one)

thanks in advance,

--
Paul

652. Re: 8-bit games????

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DAnD39.qH@jackson.napervilleil.attgis.com>
Source record: 90575

```
#==========ckormos@delphi.com, 6/22/95==========
#
#alleged 8-bit game titles?

#Access - Tenth Frame

This one never came out (at least officially). I was a big
bowling fan and wanted this one badly. There may be some
unreleased/early prototype versions floating around but I
have never seen it.

#Epyx - Winter Games

I have this game but I think it was released by Thunder Mountain.

#ALso rumored....Since there is an adapter on th 5200 to play 2600 games-
#and a 5200 is 90% a 400 computer-
#where is the XE/XL adapter to play 2600 games?

Never heard of this one.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM
```

653. Re: What hapened to Philip Price

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3sd4iq$229@nic-nac.CSU.net>
Source record: 90576

Last I saw, a while ago (2+ months) both Alt.R. The City and The Dungeon could be picked up for $5-6 each..

Also, Philip Price is around here somewhere still I think..?

Finally, as for emulators running AR, umm.. it'd take a cracked copy... <:^/

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

654. Alternate Reality waffle (re: What happened to Philip Price)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: BigBro`
Message-ID: <Pine.SV4.3.91.950623024652.15559I-100000@holly>
Source record: 90577

On Thu, 22 Jun 1995, H wrote:

> Hello out there.
>
> Just a couple of quick questions if any one can help.
>
> Do you remember the games on the Atari 8bits called:
> Alternate Reality. The City and The Dungeon.
>
> I had hours fo fun on these games and still own a Atari 130xe and two 1050
> disk drives for this reason.
>

What an amazing surge of emotion these few lines evoked within me!
The hours/days/weeks/months that I spent playing AR City during the
Summer Hols. after my GCSE`s!!!
My 130XE + 2x1050`s are also still upon my desk, clothed in dust
covers, waiting for my to return! And I shall!!!
Has anyone got a complete set of maps for the City. I`ve got some
rather scruffy, unfinished ones (on about 12 pieces of A4 graph paper!),
but would really appreciate some "real" ones!
Does anyone remember that really smart Dungeon Character Editor
by someone called WosFilm? It was published in an issue of Page 6 NAU
yearsandyearsandyears ago. (Well....). The question that must be asked
is, has he done one of the same for the City. Aha! Good Question. To be
honest, I don`t really need it - it`d just be nice :) -the only thing
that seems to be able to kill me are the nasty potions! Not TREASURE
FINDING! -how I used to hate getting this, then downing a bottle of
STRONG POISON! aaaaaarrrrrgh!
Did anybody ever find the MAGICAL! FLAMESWORD! ?- I only ever
found a *!?&*!? (aka CURSED!) one.

Thanks very much for that very welcome bout of nostalgia! Does
anyone else feel the same way? Perhaps I should start a new newsgroup -
alt.religion.AR.city ?!?! Hahahaha!

Big Bro`

P.S. What, too, happened to the musical maestro, Gary Gilbertson? The
tune for AR - City is still my fave!

655. Re: Where are the good games ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: BigBro`
Message-ID: <Pine.SV4.3.91.950623030125.15559J-100000@holly>
Source record: 90578

On 19 Jun 1995, Thomas Havemeister wrote:

> Howdy !
>
> Where are the good games at last time ? There are tons of files in the
> 'Games' dirctory in Umic but which games are really good ?
>
> Perhaps you can post your Top 5 or so in the comp\sys\atari\8bit ? What do
> think is the best game ever played on Atari ?
>
>
AR - City, obviously!!! :)
BHA Eternal Dagger
Ultima III
etc.

Big Bro`

BTW These games aren`t PD, so should not be present on the `net...i.e.
you won`t find them in the `games' directory!

656. Re: Where are the good games ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: BigBro`
Message-ID: <Pine.SV4.3.91.950623030928.15559L-100000@holly>
Source record: 90579

Wahey! Reading thru` other msg`s, and all the old (buried?)
memories came flooding back! Lode Runner. F15. Draconus. Zybex.
Fractalus. YES!

657. Re: Eamon for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: dann@elvira
Message-ID: <DALqyz.K8L@nymt.reuter.com>
Source record: 90580

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Dan, the Eamon DCM doesn't boot properly. I loaded it under MyDOS and
: ran it ("RUN "D:HELLO"") from my RAMdisk and it seemed to work ok for
: quite a while.

: At one point, however, when I got to "1. Go on an adventure", it gave me
: an out of memory error at line 20000-and-something (one where there's
: a DIM V(26) command).

: So, I tried it from TurboBASIC XL and it ran the same (faster of course)
: and (since TBXL also has more free RAM) it DIDN'T give me the out of memory
: (ERROR 2) error, BUT it eventually, around the same place, gave me a
: "TRUNC" error.. <:^(

If the disk doesn't boot properly, then I probably didn't make the DCM
correctly. The game was written using DOS 2.0s. I never used MyDOS, so I
can't say why you were having memory problems. As for TurboBASIC XL, again,
I never used it. I wrote the game on an 800. I just recently acquired a
130XE, so I will obtain a copy of MyDOS and check it out.

In fact, I just tested it out myself on my machine, and was able to adventure
quite nicely. Could be a result of the bad DCM? I will remake the DCM and
re-upload it.

We'll see if that solves the problem.

Dan

658. Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: leslies@sequent.com
Message-ID: <1995Jun23.041342.24388@sequent.com>
Source record: 90581

I am looking for any information regarding the Atari 8 bit cartridges. Is thereany info regarding the size of the eproms, size of the program in the cart, etc.Also, is there info regarding looking at the code to a particular program.

Any and all help would be greatly appreciated! You can post here, or email me at leslies@sequent.com.

Thanks,
David Shaw

659. Re: Alternate Reality waffle (re: What happened to Philip Price)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: lremery@fast.net
Message-ID: <3sdk06$732@nn.fast.net>
Source record: 90582

In <Pine.SV4.3.91.950623024652.15559I-100000@holly>, BigBro` <lsusj@Everywhere...> writes:
>On Thu, 22 Jun 1995, H wrote:
>
>> Hello out there.
>>
>> Just a couple of quick questions if any one can help.
>>
>> Do you remember the games on the Atari 8bits called:
>> Alternate Reality. The City and The Dungeon.

> What an amazing surge of emotion these few lines evoked within me!
>The hours/days/weeks/months that I spent playing AR City during the
>Summer Hols. after my GCSE`s!!!
> My 130XE + 2x1050`s are also still upon my desk, clothed in dust
>covers, waiting for my to return! And I shall!!!
> Has anyone got a complete set of maps for the City. I`ve got some
>rather scruffy, unfinished ones (on about 12 pieces of A4 graph paper!),
>but would really appreciate some "real" ones!
> Does anyone remember that really smart Dungeon Character Editor
>by someone called WosFilm? It was published in an issue of Page 6 NAU
>yearsandyearsandyears ago. (Well....). The question that must be asked
>is, has he done one of the same for the City. Aha! Good Question. To be
>honest, I don`t really need it - it`d just be nice :) -the only thing
>that seems to be able to kill me are the nasty potions! Not TREASURE
>FINDING! -how I used to hate getting this, then downing a bottle of
> Did anybody ever find the MAGICAL! FLAMESWORD! ?- I only ever
>found a *!?&*!? (aka CURSED!) one.
>
> Thanks very much for that very welcome bout of nostalgia! Does
>anyone else feel the same way? Perhaps I should start a new newsgroup -
>alt.religion.AR.city ?!?! Hahahaha!
>
>Big Bro`
>
>P.S. What, too, happened to the musical maestro, Gary Gilbertson? The
>tune for AR - City is still my fave!
>
Big Bro',

I gotta tell you... AR City, the atmosphere, the MUSIC(!!!), watching
the sun rise and set, braving fierce thunderstorms, hearing the distant
trumpets near the Palace, the fighting in the Arena (how many times have
you wished you could just climb to the top of those walls just to take a
peek at what was going on inside?), even dragging my poisoned ass to one
the Healers only to find that he was out. I could go on and on, as I'm sure

you also could. There was something incredibly entrancing about City that just wasn't there in Dungeon (though Dungeon was GREAT fun too).

Yeah, I wonder about Phil Price and especially Gary Gilbertson. I wonder if Robert Prince (my current favorite composer for computer games: Wolf3D, Doom, etc.) was influenced by him in any way?

I've still got all of my Atari stuff boxed away: an 800 and two 130XE's with plenty of spare parts, two Indus drives, two 1050's (one with Super ArchiverII and Bit Writer, the other Happy), loads of other stuff. My 800 has the Impossible! installed. That was about the best legal way to back up protected s/w until SA-II w/BitW came out.

I'll always have a special place in my memories for AR City. Someday I guess I'll break out my Atari's and show my Son & Daughter (3 & 2 now) this stuff. Will it be a fascinating history lesson or will it bore them to tears in this age of VR instead or AR?

Take care,
Larry

660. Re: Alternate Reality waffle (re: What happened to Philip Price)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: lremery@fast.net
Message-ID: <3sdk80$732@nn.fast.net>
Source record: 90583

Big Bro',

By the way, I had one City character who found a Magical Flamesword!,
Magical Tower Shield!, *AND* Magical Crystal Plate!!

Larry

661. Re: XFD/ATR DOS file extractor

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9506230200591.DLITE.bjcorr@delphi.com>
Source record: 90584

>Hi,
>
>I am writing a program on the PC to display a directory and
>extract files from Atari DOS disk images (useful for uploading
>..COM files from my PC)
>
>Any idea what the first of the last 3 bytes of every sector
>represent?
>
>FYI:
>2nd to last byte = Next sector number for this file.
>Last byte = Number of bytes used within this sector.
>
>Alternatively, does anyone know of a program already written
>that will do what I want?
>
>Thanks
>
>Ivan
>ivan@rcp.co.uk
>
>--
>
According to Inside Atari Dos,

Byte 125 [________] # of bytes used this sector

Byte 126 [______|__]
File # Next sector (High two bits)

Byte 127 [________] Next sector (Low eight bits)

bjcorr@delphi.com

662. Re: ALL GAYS SHOULD DIE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3sdm3s$e3m@nic-nac.CSU.net>
Source record: 90585

```
Why the HELL did this thread get HERE?!
~~~~
--
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
```

663. Re: Alternate Reality waffle (re: What happened to Philip Price)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3sdmb8$e4c@nic-nac.CSU.net>
Source record: 90586

Oh! I seriously need to pull out the City and play more.. (re:
hearing fighting in the arena, trumpets by the palace, etc.).

I thought the anvil hammering outside the Smithie's shop was cool.. jeez
what I missed for never playing for hours!! :)

--
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

664. Need a copy of Lucasarts Ball Blazer

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: cfipaul@ix.netcom.com
Message-ID: <3sdohf$j6k@ixnews3.ix.netcom.com>
Source record: 90587

I would like to obtain a copy of Lucas Arts Ball Blazer from anyone who has it. You can leave me some E-mail here regarding this. I would be willing to pay up to $10 for the copy.

Thanks,
Paul

665. Re: digitizing program

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: lashower@netcom.com
Message-ID: <lashowerDAM7Ho.FH3@netcom.com>
Source record: 90588

Tim Gearin (Tim.Gearin@flight.org) wrote:

: I dont see why you need a digitizer. I just put stereo output to the POT
: you read in ASP and it sounds ok to me. (ok for what id expect it to sound like
: it is'nt real great) someone else told me it was risky
: but if I wreck the ADC for POT2, ill use the next one. Im still not quite
: over just being able to do sampling period.
: Hey, that backmask feature was a great idea. as I wanted to do for a long
: time, I sampled a back masked message from an Iron Maiden tape I got
: (I fliped vhe tape over to hear it last time, but that was'nt smart) but
: playine it backwards I find its still in another language anf all I can make
: out is the burp at the end. Also, when I got the playgr there were two that
: came with it from a pink floyd and led zeppelin song.
: If you could tell me how you did the sampling that would be fine
: or just post the source code). Did you use a timer interupt?

Tim -

Believe it or not, as far as I can remember the digitizing ciruit helped
improve the quality of the sample. I dug through the source code and was
able to find the digitizing routine. My comments and labels were very
sparse as to enable MAC/65 to assemble everything in RAM. These days, I cross
assemble everything using a PC, so I don't have that problem anymore.

Here's the code... I don't remember how or why it works (I was a senior
in high school when I wrote ASP...) I didn't use a timer interrupt. I
just disabled pretty much everything except the NMI and plopped the
machine in a polling loop:

```
Record LDA #0
STA $D400 ; Disable DMA
STA $D40E ; ...and VBIs

Loop STA $D40A ; Wait for WSYNC
STA $D40A

LDX RecordRate
BEQ NoDelay

JSR Delay ; A delay routine...

NoDelay LDA $D202 ; Read Port 0
LDX #$13
STX $D20F ; No fast scan

LDX #$17
STX $D40A ; Wait for WSYNC
```

```
STX $D20F ; Fast pot scan

STX $D20B ; Start scanning

LDX NibbleSelect ; Upper of lower 4-bits???
BNE LoNib

HiNib AND #$F0 ; Save the nibble (we're going to write
STA TempVal ; it to RAM in LoNib)

ROR A
ROR A
ROR A
ROR A

AND #$0F
ORA #$10 ; Use 4-bit D/A
STA $D201 ; and echo sound to speaker

INC NibbleSelect
BRA Loop

LoNib ROR A
ROR A
ROR A
ROR A

AND #$0F
ORA #$10 ; Use 4-bit D/A
STA $D201 ; and echo sound to speaker
AND #$0F

ORA TempVal ; Or in upper nibble
DEC NibbleSelect
STA (CurMemPos),Y

;
; Check to see if end of RAM has been reached...
;

; If not...

BRA Loop
```

That's about it. It might not be the best 6502 code, but it works (or at least it did --- I just hope I didn't make a typo)...

--- Steve

--
Steven Lashower | "You can't expect to wield supreme executive power
lashower@netcom.com | just 'cause some watery tart threw a sword at you!"
| - Monty Python and the Holy Grail

666. Re: ZIP drive on Falcon ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: arlanni@aol.com
Message-ID: <3sesmf$2a4@newsbf02.news.aol.com>
Source record: 90589
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

AHHAHAHAHAHAHAHAHAHAHAHAHAAHAHAHHAAHAHAH! YOU HAVE A FALCON!?!?!? WHY ARE YOU POSTING IN COMP.SYS.AMIGA.HARDWARE?

667. FlickerTerm anomaly?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9506241819.AA05897@emh.kunsan.af.mil>
Source record: 90590

> this? Sure I have seen this. Some modems allow you to type a
> BACKSPACE or a DELETE character in order to ABORT what has been
> previously typed (since typing CONTROL-C might get the attention of

WHAT modems act this way? Certainly not any manufactured in this
decade. Every modem I've ever used has treated backspace as a
backspace, not some Cancel code.

> the computer, but not the modem). There usually is no need to
> reboot. You merely enter a CONTROL-M/CONTROL-J and then type an
> "AT" (enter attention mode) query. Your response would be either

"CONTROL-M"??? You mean, the "Return" key? Sheesh, talk about
needlessly confusing things!

> Having your modem stuck in a typo is a very common occurrence. I
> do it at least twice a day. It is not a big deal, and there is
> certainly no need for you to reboot your machine (unless the "R:"
> handler has been messed up).

The ONLY circumstance under which a Hayes-compatible modem will "lock
up" is if you type "AT" and then change baud rates. The "AT"
sequence is used by the modem to determine what baud rate its host is
talking at, and if you switch after that, it will still be listening
at the previous baud rate. The only way out is to change back to the
original baud rate (or cycle power to the modem, which is kind of
overkill).

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

668. Re: binaries or no binaries

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3sf6q5$m14@dartvax.dartmouth.edu>
Source record: 90591

Chris_F_Chiesa@cup.portal.com writes:

>What are SIO2PC's hardware requirements, for both the software and the
>hardware?

A PC with a serial port (even on old 8088!)
The SIO2PC software for the PC
available via ftp from the UMich archive
The SIO2PC cable
instructions via ftp from the UMich archive

That's it. No software for the Atari--the cable translates SIO calls
to RS232 signals, and the PC emulates the disk drive. The Atari can't
tell the difference, except in the speed (it's a bit faster).

If you have a PC, you should definitely get SIO2PC. What better use
for a PC than as a fileserver for you Atari?

--PC (My initials, not my philosophy)
--
Segmentation fault
%

669. Re: Alternate Reality waffle (re: What happened to Philip Price)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: rzabaga@aol.com
Message-ID: <3sfg41$7oa@newsbf02.news.aol.com>
Source record: 90592

Yes, AR is the most incredible 8-bit game....

I dug out my old stuff and played it for a while. And i remembered just how tough it was to stay alive.

....it'd be great if it ran on a PC-Emulator!

Zzzzzzzzz

670. Re: ALL GAYS SHOULD DIE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: dann@elvira
Message-ID: <DAnAnD.Gv4@nymt.reuter.com>
Source record: 90593

Jacquie Davis (jacquie.davis@muskrat.hi.net) wrote:
: -=> Quoting Ejahn@abq-ros.com to All <=-

: Ej> |4 - We would not have the wonderful works of the Renaissance,
: Ej> Leonardo da |Vinci was gay -- as was Michelangelo.
: Ej>
: Ej> HA|You get my point. Even the great British Primeminister Winston
: Ej> Churchill |had affairs with other men. When he was asked by W.
: Ej> Somerset Maugham
: Ej> This is the biggest crock of ---- I've ever heard in my life. Not one
: Ej> grain of provable truth in it. Just the same old tired lies the homo-
: Ej> sexual community has been trying to palm off on us for years.
: Ej>
: Ej> * SLMR 2.1a * Never trust a draft-dodger, esp. one who didn't inhale.
: Ej>
: Ej>
: Ej> --
: Ej> The Albuquerque ROS - (505) 296-3000

Actually, I hear that people who post to the wrong newsgroup are
extraordinarily gay.

(or so I've heard...)

671. FlickerTerm anomaly?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9506241806.AA05229@emh.kunsan.af.mil>
Source record: 90594

> You could change the modem's backspace character with AT S5=xxx
> (try 127 for xxx). Or just use ^H instead of backspace.

At the risk of suggesting the obvious, have you tried toggling
"Backspace Char" from the terminal menu?

(and whoever said to hit ^H instead of backspace... ^H *IS*
backspace!)

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

672. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-23 00:00:00 UTC
From: kingb@software.mitel.com
Message-ID: <3sefdg$2p0@kingb.mitel.com>
Source record: 90655
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

pngai@mv.us.adobe.com (Phil Ngai) writes:

>Once again the claim that ZIP disks are 100MB unformatted. I have never
>seen a rating for unformatted capacity from IOMEGA. What I do see when
>I run a DOS CHKDSK on my ZIP drive is 100,431,872 bytes. That's 100
>megabytes by most disk vendors' standard practice of using DECIMAL
>megabytes.

I'm pretty sure that the ZIP-disks are 120-Meg UNFORMATTED. On an IBM, they
format out to 100 metric-megs, and on the Amiga, they should format out
slightly larger...
--
+-----------------------------------+----------------------------------+
Brian D. King - Computer Engineer	Fourth Dimension Software, author
PBX/ISDN Software Development Group	of LhA-GUI, Cert. Amiga Developer
Mitel Corporation, Kanata, Ontario	***** Brian_King@Mitel.com *****

673. FlickerTerm anomaly?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-24 00:00:00 UTC
From: atari8@netcom.com
Message-ID: <atari8DAowBD.Asu@netcom.com>
Source record: 90506

Quoting ehalliwe@emh.kunsan.af.mi

e >At the risk of suggesting the obvious, have you tried toggling
e >"Backspace Char" from the terminal menu?
e >(and whoever said to hit ^H instead of backspace... ^H *IS*
e >backspace!)

Another case of people who will not read the Doc's... I've been using
FT almost every day, switching between BobTerm, ATZ, and PabQWK and I7ve
yet to run into any of the talked about problems. (true, I do use a BB
so I've not had to worry about R: problems...)

Mike

---
* PabQwk 2.0 #9 * Tagline Lotto: ######### <- Scratch here to reveal prize.

674. Re: FlickerTerm anomaly?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-24 00:00:00 UTC
From: winston@merk.com
Message-ID: <DAowHp.36A@merk.com>
Source record: 90507

On Friday, June 23, 1995 at 19:21:37 -0500 (6:21am XXX Jun 24 EDT ?),
ehalliwe@emh.kunsan.af.mil (Earl C Halliwell) wrote:

WS> Sure I have seen this. Some modems allow you to type a
WS> BACKSPACE or a DELETE character in order to ABORT what has been
WS> previously typed (since typing CONTROL-C might get the attention of
>
EH> WHAT modems act this way? Certainly not any manufactured in this
EH> decade. Every modem I've ever used has treated backspace as a
EH> backspace, not some Cancel code.

Well, my modem wasn't manufactured in this decade. Actually, the
input abort might be a function of the term program I use, KERMIT-65.
KERMIT-65 might have the BACKSPACE key set to DELETE or abort input.
I am talking about BACKSPACE and not about CONTROL-H.

WS> the computer, but not the modem). There usually is no need to
WS> reboot. You merely enter a CONTROL-M/CONTROL-J and then type an
WS> "AT" (enter attention mode) query. Your response would be either
>
EH> "CONTROL-M"??? You mean, the "Return" key? Sheesh, talk about
EH> needlessly confusing things!

I mean the "Return" key ? HUH ? No... I mean International Standard
646 for Binary Coding of a Character Set, European Computer Manufacturers
Association Standard Character Set 6, ANSI Character Set X3.4-1977, CCITT
Character Set V.3, STICKS 0,1, of the eleven DEVICE CONTROL characters,
specifically ASCII character 013 for device control designated "CARRIAGE
RETURN" and ASCII character 010 for device control designated "LINE FEED"
(when using decimal numbering). I do not mean "Return" key ATASCII 155
(decimal) which must be translated by an interface. I mean literally
entering the device controls and sending them directly to the modem. The
safest assumption to make when encountering modem problems is to send the
direct device control characters and not assume that translation will be
performed (unless the modem is designed to interpret native ATASCII). By
sending the device controls you usually guarantee a reset of the input
buffer (ditto for UNIX terminal "raw" mode).

WS> Having your modem stuck in a typo is a very common occurrence. I
^^^^^^^^^^^^^^^
WS> do it at least twice a day. It is not a big deal, and there is
WS> certainly no need for you to reboot your machine (unless the "R:"
WS> handler has been messed up).
>
EH> The ONLY circumstance under which a Hayes-compatible modem will "lock
EH> up" is if you type "AT" and then change baud rates. The "AT"

EH> sequence is used by the modem to determine what baud rate its host is
EH> talking at, and if you switch after that, it will still be listening
EH> at the previous baud rate. The only way out is to change back to the
EH> original baud rate (or cycle power to the modem, which is kind of
EH> overkill).

Well, thank you for redefining "stuck in a typo" as a hardware "lock
up", however, if I had --meant-- a hardware lockup, then I would have
--said-- a hardware lockup! Sheesh, talk about needlessly confusing things!
...but seriously, I use an actual Hayes "Hayes Stack" SMARTMODEM 1200,
and when I butterfingers a dial command from the keyboard, I abort the
input. Let me think... How do I do it ?... Hmm... I think I dial the
partial string and immediately type the [-SPACEBAR-]. Then I type
CONTROL-M and CONTROL-J. I seem to remember being able to abort the input
string with a DELETE character, but perhaps that is when using my NOVATION
300. Perhaps the Hayes "compatibles" behave differently ? I have noticed
that some of them actually drop DTR when they receive three guard
characters, instead of diverting to the modem command input channel.
Hmm... perhaps it is time to again look in the Hayes manual and see if
there is a documented method for aborting a modem input string besides
CONTROL-H-ing over the input line. (It's been a while since I read the
whole thing cover-to-cover.)

675. Re: Subject: Using faster computers for computation

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-24 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3shvnh$d0c@nic-nac.CSU.net>
Source record: 90508

Hey! GIF/JPG to CV conversion would be EASY!

Just first convert the image into a PPM and then convert the PPM's
values and size into a set of CV files! (besides, PPM is ALREADY
uncompressed R/G/B data!!)

Good idea! I think I'll try it!
--
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

676. Re: Alternate Reality Woes...

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-24 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3si02g$d3c@nic-nac.CSU.net>
Source record: 90509

YES! Since 3 out of the four sides of AR:City are copiable but side 1/disk 1 is not, I'd REALLY like to see a patched version of side 1/disk 1 available somewhere.. the disks are obviously old (not like they were still being MADE up until now!) and my 1050's are kinda on the fritz sometimes, so... PLEASE! Put a patch up!

DON'T put the whole THING up though, since that's plain piracy all the way.. If you HAVE the game, you can make copies of the other sides and then just get the patch to "finish the collection"

Boy, am I rambling or WHAT!? :) Anyway, yes, do it! I DEMAND! (heh)
--
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

677. Re: binaries or no binaries

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-24 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3si08o$d9m@nic-nac.CSU.net>
Source record: 90510

```
Chris, SIO2PC runs fine on my 4Mhz 8086-based PS/2.
Also, go for Telix for term. software.. it's dandy!
--
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
```

678. Where are they Now!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-24 00:00:00 UTC
From: Paul 'Mclane' Irvine <mclane@dellos.demon.co.uk>
Message-ID: <9506242009.AA0009s@dellos.demon.co.uk>
Source record: 90511

Any of you guys know what happened to the great atari writers like Ron J
fortier, Randy glover, chris crawford etc etc

Are they still around, are they reading this msg ???

anyone...

--
Paul Irvine :- mclane@dellos.demon.co.uk
[----------------------------------]
-A1200 030 50mhz 540MB HD 10mb Mem-
* * * * * * * * * * * * * * * * * * *
I Will Attack, And You Dont Want Tha

679. Re: Where are they Now!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-24 00:00:00 UTC
From: jlodoen@shell.portal.com
Message-ID: <3si6bf$5ji@jobe.shell.portal.com>
Source record: 90512

Paul 'Mclane' Irvine <mclane@dellos.demon.co.uk> writes:

>Any of you guys know what happened to the great atari writers like Ron J
>fortier, Randy glover, chris crawford etc etc

I believe Fortier went to Disney and worked on "Stunt Island".

Chris Crawford did "Balance of Power" for Mindscape. And
some other war games. Founded the Computer Gaming Developers
Conference. (he's pictured in a recent PC games magazine)
He wrote some BASIC tutorial book a couple years ago.

jlodoen@shell.portal.com

680. FS: Atari 1025 Printer

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-24 00:00:00 UTC
From: Ted Drude <teddrude@delphi.com>
Message-ID: <Zi9cWvp.teddrude@delphi.com>
Source record: 90513

```
In the box, with all docs and cables:

Atari 1025 Printer

Best offer!

reply to: teddrude@delphi.com
```

681. Re: Copying a boot Program on a Cass to disk

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-24 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Jun24.151144.16019@wariat.UUCP>
Source record: 90514

```
(Copy boot tape to disk.?)
Uhmm. You can find a cracked version of whatever boot tape you're
talking about sometimes, if you look hard enough in the right places.
Almost all commercial boot tapes are copy protected. Sometimes you can
dump the tape to disk, then hack the code to make it work on disk.
Most commercial boot tapes had disk versions, see sentence #1 (after
the Uhmm.). You can load the tape, maybe be able to break into the
program with Omnimon or the BB monitor and dump memory and hack the
thing into a load file. I think that's about it.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
**********************************************************************
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
**********************************************************************
```

682. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-24 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3sg31t$6if@lastactionhero.rs.itd.umich.edu>
Source record: 90515
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 180451 Jun 18 13:15 ./8bit/dir
-rwxr-xr-x lenn 181113 Jun 18 13:16 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

683. FS: Atari 130XE + disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-24 00:00:00 UTC
From: Todd McLaughlin <toddm@rahul.net>
Message-ID: <3sg5bn$ofr@hustle.rahul.net>
Source record: 90516

I have an old Atari 130XE and the 1050 disk drive for sale. Also
includes a few games, joysticks, and a ton of books. Best offer gets
it. E-mail for more info.

Thanks!

--
Todd McLaughlin <toddm@rahul.net>

684. Re: Alternate Reality waffle (re: What happened to Philip Price)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-24 00:00:00 UTC
From: lremery@fast.net
Message-ID: <3sg2d8$49p@nn.fast.net>
Source record: 90517

>
>I never played the AR series much (I have the Dungeon with a nice map),
>but I spent a lot of time playing Infocom's text adventures. When you
>are playing them and thinking about what to do, etc., it is easy to picture
>what is going on in your mind. But my son, who is 19 now, could never
>see my fasination with these things. Looking back, I would have probably
>have felt the same way just looking over someone's shoulder. It's like
>reading a book: it only is really engrossing when you are doing it and
>picturing things in your mind. I find it harder to do if someone else is
>doing the reading.
>
>
>Kit Kimes

Yeah Kit, you're probably right about that (sigh). I guess this is just something that'll just die with us. If the kids can't be coaxed into discovery for themselves and kindle their OWN interest in something, I guess they never really truly internalize it.

Despondently,
Larry

685. Re: Alternate Reality waffle (re: What happened to Philip Price)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-24 00:00:00 UTC
From: lremery@fast.net
Message-ID: <3sg2n6$49p@nn.fast.net>
Source record: 90518

In <3sfg41$7oa@newsbf02.news.aol.com>, rzabaga@aol.com (RZabaga) writes:
>Yes, AR is the most incredible 8-bit game....
>
>I dug out my old stuff and played it for a while. And i remembered just
>how tough it was to stay alive.
>
>.....it'd be great if it ran on a PC-Emulator!
>
>Zzzzzzzzz

Yeah, I remember. But the WORST part was when you died, you had to reload the ENTIRE PROGRAM. In my anxiousness, it felt like it took HOURS to get back in. Always kept a couple of copies of the disk you saved games to. That was ONE thing that the Dungeon had over the City.

Larry

686. New Eamon uploaded

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-24 00:00:00 UTC
From: dann@elvira
Message-ID: <DAnznq.DB@nymt.reuter.com>
Source record: 90519

Hello again everyone.

I just uploaded a new EAMON.ARC to ftp.xmission.com. It's in the
/pub/users/j/jeking/uploads directory right now. This ARC is a .DCM
file made with Disk Communicator 3.2, since the first DCM didn't seem to
boot properly.

A word of warning - don't try to run the game under MyDOS. There apparently
is a memory shortage problem. The only DOS I have ever run it under is
Atari DOS 2.x. (Sorry Bill!) However, the disk boots with DOS 2.0s, so
there shouldn't be any problem anyway.

Have fun, and if there are any problems, mail me or post.

Dan Noguerol
dann@nymt.reuter.com

687. REALITY PROBLEM

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-24 00:00:00 UTC
From: rzabaga@aol.com
Message-ID: <3sg9dq$f9a@newsbf02.news.aol.com>
Source record: 90520

This is my puzzling problem, can anyone solve it????

I run ALTERNATE REALITY on my 800xl, but it runs off of an IBM using the SIO2PC cable. In SIO2PC, I can define 4 "disk drives" for all four AR disk-sides. There is disk 1 side a,b. There is disk 2 side a, b. The problem enters when I need a character disk to store/save a game. SIO2PC will let you load up 4 images, so I don't know how to play anything but a temporary game....
(and as we know, you MAY have to save your character!!!!!!)

Has anyone tried this?
Has anyone tried this and lived?
Has anyone tried this, gave up, tried it again for kicks, then finally gave up?

Let me know.

RZabaga@AOL.COM

ZZZZZZZZzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzz

688. Re: Where are the good games ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-24 00:00:00 UTC
From: Paul 'Mclane' Irvine <mclane@dellos.demon.co.uk>
Message-ID: <9506240007.AA0009i@dellos.demon.co.uk>
Source record: 90595

Frank-Oliver Malisch (fom@iller.zfe.siemens.de) wrote:

--------------------------8<---

: Other great stuff: Gumball, Drol, Ballblazer, Karateka,
: Capture the Flag, Rails West, Computer Ambush, Mask of the Sun
: Operation Whirlwind, Serpentine, MULE, Davids Midnight Magic,
: Bounty Bob, Mr. Do

Yeah Frank LOVE them all, it was TOO hard to pick 5. I would have problems
listing 50....But you forgot Tail of the beta lyre, clowns and balloons,
quasimodo, Mr robot, snokie, archon, donkey kong, drelbs, caverns of mars....

: BTW, you mentioned Bandits. I have my original copy dating back
: to 1983 here and of course can back it up using the happy
: enhancement. But did anyone ever suuceed to unprotect this for use
: this PC Xformer ? Does it work with PC Xformer ? Should not be do
: difficult as it is an apple port.

Hmmmm...cant help you there..Ive got a poor old amiga with NO emulators as
such. BUT I do have the original games on my 130xe so I dont mind...But in
theory Ithink it can be done, Im sure some of the files converted to work
were hacked versions anyway.....good luck..

: Frank-Oliver

--
Paul Irvine :- mclane@dellos.demon.co.uk
[----------------------------------]
-A1200 030 50mhz 540MB HD 10mb Mem-
* * * * * * * * * * * * * * * * * * *
I Will Attack, And You Dont Want Tha

689. FS: 800, 810, 410, 1027... $40

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-24 00:00:00 UTC
From: scottw@pxl.com
Message-ID: <3shd7u$g4i@tower.itis.com>
Source record: 90596
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.atari

FS: 800, 810, 410, 1027... $40

You are correct sir! Only forty bucks (plus shipping) gets you
the Atari outfit you always dreamed of (in 1984!).

Everything works and is in nice shape , it's just that I'm
playing my 8-bit carts on an XEGS.

Money order only please. Make it worthwhile and I may separate
items. (BTW, the 1027 is in the box, like new.)

ScottW

Scott Williams ~ scottw@pxl.com
PIXELATION!... PHOTO*to*DIGITAL*to*YOU

2600: 402 5200: 57 7800: 50 8-Bit: 20 INTV: 131
Coleco: 101 TI99: 32 Fairchild: 8 Arcadia 2001: 5
RCA Studio II: 1 Odyssey^1: 8 Astrocade: 11
---

690. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-24 00:00:00 UTC
From: shmagoo@aol.com
Message-ID: <3sifq0$165@newsbf02.news.aol.com>
Source record: 90597
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

Is Iomega or Bernoulli a publicly traded company?

691. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-24 00:00:00 UTC
From: jdimick@teleport.com
Message-ID: <3sije8$f4r@maureen.teleport.com>
Source record: 90598
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

In article <3sifq0$165@newsbf02.news.aol.com>, shmagoo@aol.com (SHMAGOO) wrote:
>Is Iomega or Bernoulli a publicly traded company?

"IOMG" on the NASDAQ, trading around 22, up from 1.5!!!!!

Too late... :-(

jd

~~~~~~
John Philip Dimick
jdimick@teleport.com
The Flamenco Guitar Home Page
http://www.teleport.com/~jdimick/fg/fg.html
~~~~~~

692. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-24 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <3sg2s9INNkh4@duncan.cs.utk.edu>
Source record: 90599
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $100 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

693. Re: Alternate Reality Woes...

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-24 00:00:00 UTC
From: classics@en.com
Message-ID: <3sh7gj$gfu@antares.en.com>
Source record: 90600

Paul Rhodes (par@scs.leeds.ac.uk) wrote:
: Okay two questions about AR.

: 1. Has anyone got Alternate Reality to work with any of the Atari
: Emulators that are around ?

No.

: 2. If so, where would one buy AR now, and how would you get it in a
: form that the emulator could use. (If the answer to Q. 1 is no then
: don't answer this one)

You an still buy AR for $5 or so (last I heard) from B&C or one of the other atari houses. If you want to run it with sio2pc you will need to make ATR images of your disks, and them patch the AR disk 1 so that it will run without copy protection.

Since you CAN buy AR for an incredibly reasonable price I have decided not to upload a copy to xmission. But if there is enough demand (speak up! :) ill release a patch to let you unprotect a copy of the original disk.

Steve

694. Re: Alternate Reality Woes...

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-24 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950624105757.14980A-100000@moose.erie.net>
Source record: 90601

On 24 Jun 1995, Steven J Tucker wrote:

> You an still buy AR for $5 or so (last I heard) from B&C or one of the other
> atari houses. If you want to run it with sio2pc you will need to make ATR
> images of your disks, and them patch the AR disk 1 so that it will run
> without copy protection.
>
> Since you CAN buy AR for an incredibly reasonable price I have decided not
> to upload a copy to xmission. But if there is enough demand (speak up! :)
> ill release a patch to let you unprotect a copy of the original disk.
>
Demand, demand, demand, demand, demand, demand, demand, demand,
demand, demand, demand, demand, demand, demand, demand, demand, demand,
demand, demand, demand, demand, demand, demand, demand, demand, demand,
demand, demand, demand, demand, demand, demand, demand, demand !!!!!!!!

Is that enough???????? :)

695. Re: XE looses Hlock when warm. U8 bad. Now what?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-24 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Jm0eu1i.lmcclure@delphi.com>
Source record: 90602

In a message dated 6-20-95, Robert Rolf said:

"SO, is it worth fixing to have a simple entertainment option
for my kid, or should I just trash bin it?"

Don't trash the XEGS. I am certain it would be worth at least the cost
of shipping (and no doubt, the additional $5 it cost you) to someone
else for spare parts.

I would make that offer, but I am not certain how easy a time you would
have trying to cash a check drawn on a US bank there in Canada.

696. Re: FlickerTerm anomaly?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-24 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.6.000AE6BB@mindspring.com>
Source record: 90603

In article <9506241806.AA05229@emh.kunsan.af.mil> ehalliwe@emh.kunsan.af.mil (Earl C Halliwell) writes:
>From: ehalliwe@emh.kunsan.af.mil (Earl C Halliwell)
>Subject: FlickerTerm anomaly?
>Date: 23 Jun 1995 19:08:41 -0500

>> You could change the modem's backspace character with AT S5=xxx
>> (try 127 for xxx). Or just use ^H instead of backspace.

>At the risk of suggesting the obvious, have you tried toggling
>"Backspace Char" from the terminal menu?

>(and whoever said to hit ^H instead of backspace... ^H *IS*
>backspace!)

^H is usually recognized by modems as a backspace, but the backspace key can have a number of functions depending on the keyboard or terminal type.

697. Re: FlickerTerm anomaly?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-24 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.7.00146119@mindspring.com>
Source record: 90604

In article <9506241819.AA05897@emh.kunsan.af.mil> ehalliwe@emh.kunsan.af.mil (Earl C Halliwell) writes:
>From: ehalliwe@emh.kunsan.af.mil (Earl C Halliwell)
>Subject: FlickerTerm anomaly?
>Date: 23 Jun 1995 19:21:37 -0500

>> this? Sure I have seen this. Some modems allow you to type a
>> BACKSPACE or a DELETE character in order to ABORT what has been
>> previously typed (since typing CONTROL-C might get the attention of

>WHAT modems act this way? Certainly not any manufactured in this
>decade. Every modem I've ever used has treated backspace as a
>backspace, not some Cancel code.

>> the computer, but not the modem). There usually is no need to
>> reboot. You merely enter a CONTROL-M/CONTROL-J and then type an
>> "AT" (enter attention mode) query. Your response would be either

>"CONTROL-M"??? You mean, the "Return" key? Sheesh, talk about
>needlessly confusing things!

>> Having your modem stuck in a typo is a very common occurrence. I
>> do it at least twice a day. It is not a big deal, and there is
>> certainly no need for you to reboot your machine (unless the "R:"
>> handler has been messed up).

>The ONLY circumstance under which a Hayes-compatible modem will "lock
>up" is if you type "AT" and then change baud rates. The "AT"
>sequence is used by the modem to determine what baud rate its host is
>talking at, and if you switch after that, it will still be listening
>at the previous baud rate. The only way out is to change back to the
>original baud rate (or cycle power to the modem, which is kind of
>overkill).

>--
>Clay Halliwell | ATARI XL/XE DO + THE
>ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
>Lonersoft ... Solutions you don't want, for problems you don't have!

Sorry Earl, but I've never seen such ignorant drivel from someone who *almost*
sounds like he knows what he's talking about. You obviously have limited
experience with modems. Most terminal programs use an emulation of terminal
type that can change the normal function of the keys on a keyboard. The
purpose of using ^H or ^M,^J, etc., is to insure the proper characters are
sent to the modem independent of keyboard or terminal type. This is
especially evident with an Atari because of atascii. Before you flame
someone, make sure you check to make sure you're not holding an open gas can!

698. Re: binaries or no binari

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-24 00:00:00 UTC
From: atari8@netcom.com
Message-ID: <atari8DAowBB.Ary@netcom.com>
Source record: 90605

Quoting crow@coos.dartmouth.edu

c >If you have a PC, you should definitely get SIO2PC. What better use
c >for a PC than as a fileserver for you Atari?

Esp if you've an older MsDOS box just setting around...for a few folks
here it's been a cheep way of gettng a hard drive attached to
their 8bit's.

Mike
---
* PabQwk 2.0 #9 * Info-Atari-8 Digest

699. Re: Looking for CHIPMUNK

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-25 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3siadp$iu1@blackice.winternet.com>
Source record: 90521

> khaley@nova.gmi.edu (Kevin Haley) writes:
> Someone on this group mentioned that American Technavision had the
> Chipmunk utility that lets you make backups of copy-protected
> software.
>
> I called them, and they don't have it. THey gave me another place
> to contact, and they don't have it either.
>
> It looks as though this product can't be found mail-order anymore.
> Does anyone have a copy they are willing to sell me?
>
> Thanks for any info you may be able to offer.
>
> /Kevin
>
>
>>>>

Try talking to Computer Software Services, 716-429-5639.
They don't have Chipmunk but Bob Puff used to have a simular one
called Black Patch, I beleive.

Rich Mier

700. Re: Alternate Reality Woes...

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-25 00:00:00 UTC
From: lremery@fast.net
Message-ID: <3sj4qp$6cl@nn.fast.net>
Source record: 90522

>Since you CAN buy AR for an incredibly reasonable price I have decided not
> to upload a copy to xmission. But if there is enough demand (speak up! :)
> ill release a patch to let you unprotect a copy of the original disk.
>
>Steve

Yes Steve... PLEEZE upload the patch. Yeah, my ataris are still working
fine, but I'd like to try City on my 486. Thanks,

Larry

701. Re: CRC16 uhmm a request

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-25 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <3sjobb$4r6@news.xmission.com>
Source record: 90523

In article <1995Jun23.111754.2103@wariat.UUCP>, Russ.Gilbert@apk.wariat.org (Russ Gilbert) says:

>If Mr. King and anyone at umich (like J. Lenn maybe) could delete
>crc16v09.arc and crc16v10.arc and just leave crc16v20.arc, it might
>prevent some headaches, as crc16v20 gives the correct crc16 value and
>includes an IBM crc16 that gives the same value. The earlier (.09 and
>1.0) crc16 DO NOT give the same crc16 as crc16v20.arc. This comes from
>a rush to publish.
>--

Thanks for the suggestion. I will delete the two older versions.

702. Looking for 'Free'

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-25 00:00:00 UTC
From: bosco@yab.com
Message-ID: <3sk722$ikm@news.yab.com>
Source record: 90524

Where can I find a working DCM of side one of "Free"?

John Collins

703. 1050 Repair Parts for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-25 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199506251852.AA018206349@relay1.geis.com>
Source record: 90525

1050 Repair Parts for Sale!

I have the following items to offer for 1050 repairs:

SAMS ComputerFacts for Atari 1050 (schematics/troubleshooting info), $10.00
Package of three drive belts for Tandon mechanism, $11.00
Package of two drive belts for World Storage mechanism, $9.00
World Storage drive mech (rare item!), $22.00

Prices include shipping in the USA. Early bird gets the worm!

Ben Poehland
b.poehland@genie.geis.com

704. Re: Alternate Reality waffle (re: What happened to Philip Price

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-25 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <141169@cup.portal.com>
Source record: 90526

I've got maps of the 1st levels for both AR The City & The Dungeon. Matter of fact, in the sequence of the rights going from Price to DataSoft to Interplay or whoever, I called them up & asked if I could make copies for other people. They said they had been sold out of hint books so go ahead. Funny thing is when I sent the RLE files of The City map to some people they came back with, "What the hell are RLE files, I can't view them on my computer!" I'd be willing to make one lousy copy of each & mail them if you want to scan them. Problem is I only have a 4" wide scanner & these things are 18"-23" accross.
Rick

705. Re: Copying a boot Program on a Cass to disk

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-25 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <141170@cup.portal.com>
Source record: 90527

Chad, small point, stock 1050's are FM in single density mode, MFM in Enhanced Density, it's just the sector lenght is 128 bytes vs 512 for MS DOS.
& remember, if it's an 800xl, he may have to hold down <option> also.
Rick

706. Re: REALITY PROBLEM

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-25 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <141194@cup.portal.com>
Source record: 90528

Well, not necessarily with AR, but sometimes I run SIO2PC with a ATR8000 hooked up to 4 real floppies or a 1050 & all I do is have SIO2PC configured as drives 5-8 or 2-5 respectively. I have a run Ultima III a lot off of SIO2PC by either running a 1050 to get the copy protection taken care of, then shut off the 1050 & load up data disk on SIO2PC. I also cracked a copy of UIII so I can load the two sides into SIO2PC images, after I boot the game I just hit 'X for exchange ramdisks when the program prompts me to insert disk 2. I think the utimate<sic> set-up will be a VLB Pentium running the emulator with an 8088 running SIO2PC feeding it programs<g>. My son finnally got his Atari/SIO2PC cable to run under OS/2, but it took him 2 or 3 days of setting up the serial ports to handle it properly. This is on a 33 MHz 486. Funny thing is I've run SIO2PC on an AT&T 6300 I picked up for $40 in a Desqview window. I can even play a game of Rogue on the 6300 while SIO2PC runs in the background. As far as I can tell, no one has ever gotten it to work under Windows. Sorry if I couldn't resist taking a swipe at what is considered "progress" in the MS DOS world. It's just seems funny when a 8 mHz 8086 running a copy of Deskview I bought for $5 is easier to use/works at all compare to OS/2 or Windows.
Rick

707. WhadidISay? BobTerm corrupts files!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-25 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Jun25.234955.17645@wariat.UUCP>
Source record: 90529

I said BobTerm corrupts files and nobody blinked an eye. If BobTerm corrupts files then it could be the source of some of the upload/download problems around this internet. The reason I said it was because I was trying to transfer files over null modem using BobTerm and Procomm plus. Now, I know X-modem and X-modem CRC will put up to 128 bytes on the end of a file, but if I remember correctly, I was using y-modem batch and was getting incorrect crc16 checksums. I think mostly because y-modem batch was also adding bytes to the end of the file. Anyway, it took AtarZmodem to get correct file transfers. I suspect DCM files don't take kindly to extra bytes at the end. Somebody oughta check this out.

--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

708. Re: MyUtil Woes (again)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-25 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DAqsq0.En7@iglou.com>
Source record: 90530

```
The XF551 runs at 300rpm. I think it compensates for the rpm
difference by writing a little faster than the standard 250k bits/second,
but I'm not sure about that.
--
Bill Marcum bmarcum@iglou.com
SEX IS NOT OBSCENE, CENSORSHIP IS!
```

709. Re: binaries or no binari

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <735_9506270406@flight.org>
Source record: 90406

In message #375, PRESTON F. CROW writes:

> >What are SIO2PC's hardware requirements, for both the software and the
> >hardware?
>
> A PC with a serial port (even on old 8088!)
> The SIO2PC software for the PC
> available via ftp from the UMich archive
> The SIO2PC cable
> instructions via ftp from the UMich archive
>
> That's it. No software for the Atari--the cable translates SIO calls
> to RS232 signals, and the PC emulates the disk drive. The Atari can't
> tell the difference, except in the speed (it's a bit faster).
>
> If you have a PC, you should definitely get SIO2PC. What better use
> for a PC than as a fileserver for you Atari?

Damn, If I knew about this earlier I woulden't have sold my PC! I got
an 8088 PC with 640k RAM and 20 meg hard drive for $20! And I got a monitor
for it free!!
--- -//- ---
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--- -//- ---

710. Re: Alternate Reality waf

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <736_9506270406@flight.org>
Source record: 90407

In message #382, LREMERY@FAST.NET writes:

> Yeah Kit, you're probably right about that (sigh). I guess this is just
> something
> that'll just die with us. If the kids can't be coaxed into discovery for
> themselves
> and kindle their OWN interest in something, I guess they never really tru
> internalize it.

Hey! I'm* 14 and I've been enjoying myself greatly hacking away at Zork 1!
And I have Zork 2 and 3 waiting for me when I finish...
--- -//- ---
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--- -//- ---

711. 600xl hardware interface

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: WILSON D <W167@UNB.CA>
Message-ID: <26JUN95.23486634.0043@UNBVM1.CSD.UNB.CA>
Source record: 90408

i am building an interface to the 600xl parallel bus
which will allow for the use of serial and parallel
chips (pia and acia) .These chips will allow for easy
interfacing to other projects
The main problem is the fact i don't have a memory map
for this computer (bought computer at yard sale)
the computer came with a 64k ram cartridge,but it
doesn't appear to work (poked value above 16k,but peek
returns unchanged value).part of the decoding involved
the pins external select, and phase 2, and external
decoder ouput.

Not knowing what to expect from the two external lines
i decided to decode the address lines for a small range
of unused memory (approx 6000 or 7000hex can't remember at moment)
poking and peeking this location suggests rom or unused
(returns 255)(as i am writing this, i've decided to perform
some tests to see if surrounding locations contain 255 also,
if so, then this would suggest unused area, which is what
i want)
if above does't pan out, i will send data to devices thru
data bus, and retrieve through joystick ports with the help
of latches (each port can read 4bits)

if anybody can supply basic memory map of computer and/or safe
addresses for projects of this nature ,please email to me

thank you dean wilson w167@unb.ca

712. Re: Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <3smtt0$15f@chuangtsu.acns.carleton.edu>
Source record: 90409

```
Atari Classics
5507 Langford Court
Concord, CA 94521-1614
United States
URL:mailto:j.hood9@genie.geis.com
Publisher: Atari Classics (print magazine)
1 Year (bimonthly)
USA $25
Canada $30
Elsewhere $32
Elsewhere Air extra

Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu
```

713. USA Today - now it's June 27

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <3smu77$17d@chuangtsu.acns.carleton.edu>
Source record: 90410

Leslie Miller, the reporter at USA Today who made contact with several of us, now says that the her article on orphan computer users is scheduled to run on Tuesday, June 27.

Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

714. Where are the good games ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <5o_U_KjpzHB@peter.soemtron.sb.sub.de>
Source record: 90411

```
Howdy !

Here my Top 5 :

1.International Karate
2.Kennedy Approach
3.Rescue on Fractalus
4.The Eidolon
5.Line Up

So , and where are the best Demos ?
```

TSCH�SSIKWOSKI
PETER
==========
= PETER aus der SOEMTRON write also to:PETER@SOEMTRON.sb.sub.de =
==========
Die Zeit ist ein gro�er Meister . Schade nur , da� sie ihre Lehrlinge
sterben l��t .
CrossPoint v3.02

715. Re: Alternate Reality waffle (re: What happened to Philip Price

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <rumpf.1-2606951953030001@slip1-16.acs.ohio-state.edu>
Source record: 90412

In article <141169@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com wrote:

> I've got maps of the 1st levels for both AR The City & The Dungeon. Matter
> of fact, in the sequence of the rights going from Price to DataSoft to
> Interplay or whoever, I called them up & asked if I could make copies for
> other people. They said they had been sold out of hint books so go ahead.
> Funny thing is when I sent the RLE files of The City map to some people
> they came back with, "What the hell are RLE files, I can't view them on
> my computer!" I'd be willing to make one lousy copy of each & mail them
> if you want to scan them. Problem is I only have a 4" wide scanner & these
> things are 18"-23" accross.

I'll scan and upload those gladly...the hints as well! While we're on the
topic, how do you go about duplicating a character disk? I can't seem to
get MyDos to do it...

Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"

*** Magic: The Gathering: It's not just a hobby anymore... ***
http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html
---

716. Re: WhadidISay? BobTerm corrupts files!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DAt13t.A0n@freenet.carleton.ca>
Source record: 90413

Russ Gilbert (Russ.Gilbert@apk.wariat.org) writes:
> I said BobTerm corrupts files and nobody blinked an eye. If BobTerm
> corrupts files then it could be the source of some of the
> upload/download problems around this internet. The reason I said it
> was because I was trying to transfer files over null modem using
> BobTerm and Procomm plus. Now, I know X-modem and X-modem CRC will put
> up to 128 bytes on the end of a file, but if I remember correctly, I
> was using y-modem batch and was getting incorrect crc16 checksums. I
> think mostly because y-modem batch was also adding bytes to the end of
> the file. Anyway, it took AtarZmodem to get correct file transfers. I
> suspect DCM files don't take kindly to extra bytes at the end. Somebody
> oughta check this out.

BobTerm doesn't corrupt files. I've used it many time to do null transfers
between my Atari and PC, and nothing has come out wrong at either end.
Either your copy of BobTerm is corrupt, or Procomm is doing something
wrong. I use QDHost for Telix, and it works perfectly.. I would suggest
using it, too, since it's meant for regular dial-up and null connections.

BTW: could you send a UUencoded copy of AtarZmodem to
ba930@freenet.carleton.ca? I'd like to try it out.. I didn't think the
8-bit could handle the data streaming of Zmodem.

=CB=

--
To the BatPinto! ...*BLAM!!* You idiot, Robin, you put in reverse!!
Chris Brown ba930@freenet.carleton.ca "Stop the normalness!!"-me
= > J E S S I C A T O D D ' S S P A C E ! ! < =
* - * Nothing is true until it's OFFICIALLY DENIED * - *

717. User Group/BBS Survey '95

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <pu-e2l7.rldetlefsen@delphi.com>
Source record: 90414

JUNE 1995:this is a effort to list all known active Atari users Groups and BBSes. The last list was around Oct 1993, and includes info mostly from Atari User and Atari Classics magazines. Is assumed to be out of date. Please fill out and return via email or regular mail. Also, pass this around as we need as much information as possible. Save a copy for future changes.
SOAPBOX:The Atari market and active User base is shrinking. Many people are isolated, many have been lost. The available users must support the User Groups, BBSes, Vendors, Magazines, and Online Services to the fullest extent possible. Compuserve, Genie, and Delphi all have weekly conferences at the lowest prices ever. We must let people know support is still available. Only in doing this will Atari support and the enduser survive.

The results of this survey will be posted to online services as a list and possibly as a file for importing into databases. Updates will be posted as needed. Please include 8 bit, ST/TT/Falcon, Games systems, Lynx, Jaguar, Portfolio, etc.

Atari Computers User Group and BBS Information Survey

General: New/Update:
Group Name: Accronym:
Systems Supported: Year Started:
Online Contact: Online Address:
Mail Contact: Phone:
Address:
City: ST: ZIP: Country:
Would you share your member list for future mass mailings(Y/N):

Newsletter:
Name:
Frequency: Disk/Paper/Electronic:
Contact: Phone:
Address:
City: ST: ZIP: Country:
Notes:
Would you be interested in contributing/subscribing to a national or global Atari Support newsletter(details)?

Memberships:
Yearly Dues: Prorated:(Y/N)
Number of members(by System):
Contact: Phone:
Address:

City: ST: ZIP: Country:
Notes:

Meetings:
Name Day/Time Location
---- -------- --------
1)
2)
3)
4)
5)
Contact:
Address:
City: ST: ZIP: Country:
Notes:

Libraries:
System Size Avail by Mail Cost
------ ---- ------------ ----
1)
2)
3)
4)
5)
Contact:
Address:
City: ST: ZIP: Country:
Notes:

BBS:
Name: phone 1:
System on: Size/Storage: Phone 2:
Systems Supported: Phone 3:
Baud Rates: 3/12/24/48/96/14.4+ Hours: Fee:
Members only: Run by User Group(Y/N):
Sysop:
Address:
City: ST: ZIP: Country:
Notes:

COMMENTS and other Info:(Events, Dealers, etc.):

(Use a word processor to add things. If you need a separate contact
for each meeting or library, then replicate those lines.)

Please fill out and send via email to:
Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet:74766.1561@compuserve.com

Or by Mail: USER GROUP SURVEY
C/O RICK DETLEFSEN

8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Please pass along to other User Groups. Also, pass along to all
known BBSes, so that the BBS list can also be updated. I'd like
a copy of a newsletter if available. I'd appreciate volunteers
that could be responsible for getting information in a
state/province/region.
Send 8 bit vendor info to Michael Current at: mcurrent@carleton.edu.
I do not have a contact for ST or other vendors lists.

Thank you very much, Rick Detlefsen.

"global atari survey" survey.ga 23june95
post lists as groupga.txt or bbsga.txt

718. Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <d6c_9506281345@tor250.org>
Source record: 90415

```
L > I am looking for any information regarding the Atari 8 bit cartridges.
L > Is
L > thereany info regarding the size of the eproms, size of the program in
L > the
L > cart, etc.Also, is there info regarding looking at the code to a
L > particular
L > program.

Well to actually look at the code on a cartridge you'd need a way to
stop the cartridge from taking over the system. There is a location that
can change the boot status of the cartridge. The address in the forth byte
in the cartridge header, and depending on which cartridge(left or right)
you plan on accessing, the address will be different.

I think the original max size for a cartridge was 64K, but companies like
OSS/ICD came up with a way to create what's known as a Super Cartridge. It's
supposed to be able to handle 128K through bank switching.

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org
```

719. For sale/trade: tons of 8-bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: mbates@netcom.com
Message-ID: <mbatesDArs2u.7DA@netcom.com>
Source record: 90531
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

E-mail me with a want list or if you are interested let me know. I have
a lot of stuff for sale/trade!

Carts, drives, systems, books and disk software!

-Marlin

720. Re: What hapened to Philip Price

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: paradise@netcom.com
Message-ID: <paradiseDArwI0.Ju0@netcom.com>
Source record: 90532

Yep, I still exist. No, I never got around to uploading my old source to AR. (Who knows if the floppies still work after all these years)(I am definatly a procrastinator). Yes, I mainly do work on silicon graphics workstations used for testing planes at my present job (Same job since I left the game business). Yes , at home I have an IBM PC(and my old ataris, a c64, my amiga is gone though). Yes I am on a standards committee(But it is the ansi C++ standards committee).

On the otherhand, I do want to thank everyone who has enjoyed my past work. That is of immense value to me personally. Plus, it may contribute to me reentering the game business. The business has matured a bit since I was in it(Hey :), Tail of Beta Lyrae was written on a 32k ram atari 400 with a cassette drive, and I had no running water and slept on a green bed with mold(Also I had no, and I mean I had no money then), by the time I left the
business I did have a roof over my head(a room in someone else's house), no car(I soon bought a ford escort from a cousin), and no savings. I left because I did not want to have to forever fight for a fair share of the value of my craft, I wanted to have a degree of financial security, so I left to
join a Fortune 100 company, who I have worked for ever since(I now own a home, a car,[still no savings though:). But even though I get to design complex systems at my current job, they rarely need all that I can give. Therefore , the current work is less invigorating than designing and implementing games(Where the need for creativity and originality is never-ending[If you are with the right team]). I have had people at my current work tell me that I should follow my art, and not just settle for corporate comfort. I have had strangers at the local Walmart, remember who I am(This ten years since I left the business), and say that they just do not make them like that anymore, that there was something intangible, but extremely attractive in my work; and finally, of course, there are the people in this newsgroup, who still at times, talk about AR (and even Beta Lyrae;). The fact that my work touched people is confirmed by these
reactions. This in turns makes me want to give once more all that I can give that will bring some joy to others.

I am glad I have been able to serve my country by being a part of a team which designed telemetry systems. You might say that when I left the game industry I beat my
plowshare into a weapon, and perhaps it is now time to beat my weapon back into a plowshare. I have tried to write games on the side(like I say it's in my blood , I been writing games since I was 7[My sister was my playtester:)], but when I try to write games on the side, I find that I get to distracted at work, and work distracts me when I am at home. In

otherwords I can't write games part time. So the only way it will happen is full-time.

I am currently in the final stages of being hired as a lead programmer at a game company. If their offer is attractive, then I may finally be back in the business, I will then contribute to degree permitted by my position.

Oh, it looks like this summer I will finally get my BSCS, that too has been a long time coming, but it's moment is near. Also, Gary Gilbertson still lives in Hawaii, and we keep in touch[I used to have midi copies of all the ar songs until my latest hard disk crash, will have to wait till Gary sends me replacements).

Finally, I once more wish to say thanks to everyone who has found some happiness through my works, it's a two way street, your happiness, brings me happiness.

Thanks,
Philip Price
paradise@netcom.com

--
Philip Price
paradise@netcom.com

721. re: nir-PAL and Sweet 16

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199506260658.BAA03412@mail.cs.utexas.edu>
Source record: 90533

Hi.

>Hey.. how fast can 480K be loaded into an Atari using a hard drive? ;)

About 10-20 seconds, I guess :)

BTW: What is the "nir-PAL"???

Konrad

722. Help with a RANA 1000 and SDX

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: mbates@netcom.com
Message-ID: <mbatesDArrvB.72A@netcom.com>
Source record: 90534

I have a Rana 1000 drive and SpartaDOS X. Here is my setup:
Atari 800XL w/ 128k
drive 1: XF551
drive 2: Indus GT
drive 3: Rana 1000
drive 4: 1050

Now, the Rana reads and writes just fine in all densities but it WILL NOT format. Not in SDx, not in DOS 2.5 not nuthin'! Can anyone help?

-Marlin

723. FOR SALE/TRADE: 800XLs, 1050s & 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: mbates@netcom.com
Message-ID: <mbatesDArs0n.7AM@netcom.com>
Source record: 90535

I have three 800XLs
1 128k RAM (Newell Upgrade) it has no RF shield but seems to work fine
2 Stock 800XLs

1 also have 3 STOCK 1050s

EVERYTHING has power supplies and works fine. I am lookinf to either
trade them for other 8-bit stuff, 2600 carts or even Lynx stuff!

I also have about 30 8-bit carts for trade as well as books and some
disks software! If you are interested send e-mail with an offer!

ALL offers will be considered!
-Marlin

724. Any info about Sweet 16

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199506260632.BAA03110@mail.cs.utexas.edu>
Source record: 90536

Hi.

I am still waiting for an info about Sweet16. For those, who didn't see
my last mail (it was some time ago), I repeat my questions:

1. Data bus wide (8 or 16 bit)?
2. Main clock (the same, as for 6502, or higher)?
3. *Real* speed improvement (if any)?
4. Compatibility?

A.h.w.b.g.a. (= any help would be greatly appreciated)

Regards

Konrad

725. Re: ZIP drive on Falcon ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: smithd@inception.csee.usf.edu
Message-ID: <3sm934$cd1@mother.usf.edu>
Source record: 90537
Cross-posted to:
comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

In article <3sesmf$2a4@newsbf02.news.aol.com>, Arlanni <arlanni@aol.com> wrote:
>AHHAHAHAHAHAHAHAHAHAHAHAHAAHAHAHHAAHAHAH! YOU HAVE A FALCON!?!?!? WHY
>ARE YOU POSTING IN COMP.SYS.AMIGA.HARDWARE?

Why are you BOTH posting in mac groups?
--

David A. Smith | The opinions above are mine and do not reflect
- smithd@csee.usf.edu | those of the University of South Florida.
- dasmith@eng.usf.edu | PGP/RIPEM key avalible via finger.

726. Re: Where are the good games ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: Marek Wojciechowski 19-93 Bp4 <mw@altis>
Message-ID: <Pine.SOL.3.91.950626125052.8401A-100000@altis>
Source record: 90538

My favourite are:

1. Silent Service
2. International Karate
3. Fred
4. Draconus
5. Robbo

Marek Wojciechowski

-- mw@altis.chem.pg.gda.pl ---

727. Atari virtual disk editor - Macintosh

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: richczeta@aol.com
Message-ID: <3sma1c$qt7@newsbf02.news.aol.com>
Source record: 90539

AtariVD Editor 1.1 is an Atari 8-bit virtual disk editor for the Macintosh. It can work with XFD, ATR, & ATD (a file with a Macintosh format header) file types.

Disk formats currently supported are Atari DOS 2.x and MyDOS 4.5. A future version will be able to create and extract DCM files as well.

Please read the included documentation before using AtariVD Editor. I've tested the program and it seems to be fairly stable, but I may have missed something!

AtariVD Editor 1.1 is freeware.

Please feel free to download the program and give it a try. Comments, bug reports, etc, are welcome. I can use all the help I can get!

AtariVD Editor has been posted in comp.binaries.mac as a binhexed .sit archive in 4 segments.

I've had a hell of a time getting this uploaded through AOL; unfortunately my only internet link right now.

Richard A. Carvel
Email: richczeta@aol.com

728. Re: Free

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <3smas3$qns@pinot.ext.jussieu.fr>
Source record: 90540

```
In article <3segrs$41s@news.yab.com>, bosco@yab.com () wrote:
>Okay, I give up. I DL'ed the first side of the demo of Free from both
>UMICH & XMISSION, and when I try to unDCM it, it reports "bad bytes".
>Anyone care to re-upload it somewhere?
Did anybody have the same problem? If so, I will re-upload it.
Anyway, I can send the game by e-mail to whoever asks.

Bye.
Bertrand

+-----------------------------------------------------------+
|Bertrand Le Roy |A Darwinian theory of Gravitation: |
|bleroy@ccr.jussieu.fr|In the beginning, mature apples fell|
|tel. 44.27.72.95 |in all directions. But only the trees|
|fax. 44.27.72.87 |whose apples fell down have survived.|
+-----------------------------------------------------------+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+-----------------------------------------------------------+
```

729. Re: Looking for 'Free'

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <3smb06$qns@pinot.ext.jussieu.fr>
Source record: 90541

In article <3sk722$ikm@news.yab.com>, bosco@yab.com () wrote:
>
>Where can I find a working DCM of side one of "Free"?
OK. The problem seems to be with side one.
I will re-upload it as soon as possible, and make an announcement here when
it's done.
Bertrand

+---+
Bertrand Le Roy	A Darwinian theory of Gravitation:
bleroy@ccr.jussieu.fr	In the beginning, mature apples fell
tel. 44.27.72.95	in all directions. But only the trees
fax. 44.27.72.87	whose apples fell down have survived.
+---+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+---+

730. Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <v01520d01ac146df9aa2c@[140.254.12.85]>
Source record: 90542

Is Atari Classics magazine still in business? If so, how can I subscribe?

Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"

*** Magic: The Gathering: It's not just a hobby anymore... ***
http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html
---

731. Newell 1 Meg for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <3smem9$rmq@chuangtsu.acns.carleton.edu>
Source record: 90543

I'm looking again for people who have successfully done the 1 Meg RAM upgrade for the 130XE by Newell (now available through Fine Tooned Engineering). My upgrade has never worked properly, and the problem has foiled several people so far.

First of all, there are plain errors in the installation instructions. I believe we understand them and have corrected them. The problem consists of a limited set of memory banks that misread sometimes. Swapping RAM chips does not affect the symptoms, including the banks affected, so I don't believe bad RAM is the problem. There are no error messages involved, and every bank reads correctly at least some of the time, so I don't believe there is an additional simple wiring problem.

Can anyone offer advice? This one has been a problem for about 10 months now.

Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

732. Atari 800, 810, and software -- $25 plus shipping

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: dgb@owlnet.rice.edu
Message-ID: <3smlaq$egf@larry.rice.edu>
Source record: 90544

I posted this before but the price was probably too high.
Now I'll sell the whole package below for $25 plus shipping
which comes to $50 total:

Atari 800 console (48k) with power supply, Atari 810 disk drive (the very
first version and in great condition) with power supply, Atari 410 cassette
recorder, BASIC cartridge, RF switchbox, and joystick. Comes with manuals
and Pole Position game disk.

Box of Atari Software: All tested, all work, all include manuals
and most boxes. The list: Chem Lab, Sons of Liberty (SSI),
Atariwriter Plus, Printshop and Printshop Companion, Enchanter (Infocom),
Clear for Action (Avalon Hill), Combat Chess (Avalon Hill), Battle of
Antietam (Avalon Hill). Also, I will include original manuals
for SynCalc, SynTrend, SynFile+, and VisiCalc (I lost the disks!).

I'll ship UPS, within the U.S. only, no C.O.D. E-mail if interested.

733. Re: WhadidISay? BobTerm corrupts files!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.9.000E35B3@mindspring.com>
Source record: 90545

In article <1995Jun25.234955.17645@wariat.UUCP> Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:

>I said BobTerm corrupts files and nobody blinked an eye.
>Now, I know X-modem and X-modem CRC will put
>up to 128 bytes on the end of a file
>I suspect DCM files don't take kindly to extra bytes at the end. Somebody
>oughta check this out.

I wrote a utility to fix files xfered with xmodem a long time ago. The name of the program is STRIP3.BAS. Although it's in basic, it uses fast IO, so it is fast and easy to use. I know it's at UMich, I think under the CIS directory.

734. Re: FlickerTerm anomaly?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3smp61$n56@charm.magnus.acs.ohio-state.edu>
Source record: 90546

In article <bwillard.7.00146119@mindspring.com>,
Bruce Willard <bwillard@mindspring.com> wrote:
>In article <9506241819.AA05897@emh.kunsan.af.mil> ehalliwe@emh.kunsan.af.mil (Earl C Halliwell) writes:
>>Clay Halliwell | ATARI XL/XE DO + THE
>>ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
>>Lonersoft ... Solutions you don't want, for problems you don't have!
>
>Sorry Earl, but I've never seen such ignorant drivel from someone who *almost*
>sounds like he knows what he's talking about. You obviously have limited
>experience with modems.

Take a close look at the credits to Flickerterm.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

735. Atari 2600 Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: kingkong@djerba.uni-paderborn.de
Message-ID: <3smlge$c6s@news.uni-paderborn.de>
Source record: 90547

I am searching for Atari VC2600-Modules and Consoles.
Does anyone have the possibility to read the modules
in order to run them on a emulator (like the 2600 -
emulator for Windows, which will run with any usual
16 KB-Image of the modules) ?

Please answer via mail, because I'm not reading this
newsgroup frequently.

Thanks, Marc .

736. FlickerTerm 80 v0.51

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9506271108.AA18552@emh.kunsan.af.mil>
Source record: 90548

ATTN, Flick fans!

I have just uploaded version 0.51 of FlickerTerm to James King's xmission.com
FTP site. I would have spread it around more but I'm moving in two days and
kind of pressed for time.

Still no capture or protocols, but Flick now has:
Onscreen ROT-13 decode
Print screen with settable margins
A file menu
EOL click
User-definable character attribute maps
Assign any console+key combo to any joystick direction or CX85 key
Macros, macros, macro! 10 at once, with 70 characters per macro,
plus rudimentary commands for pausing and commenting
Arrow key mode... one-key cursor movement!
Corrected handling of Application/Cursor/Numeric key modes
Improved incoming CR/LF reinterpretation
Ability to set data bits and parity
Plus the usual speed optimization tweeks...

Enjoy!

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

737. Re: Free

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: classics@en.com
Message-ID: <3smuin$c4s@antares.en.com>
Source record: 90549

Bertrand Le Roy (bleroy@ccr.jussieu.fr) wrote:
: In article <3segrs$41s@news.yab.com>, bosco@yab.com () wrote:
: >Okay, I give up. I DL'ed the first side of the demo of Free from both
: >UMICH & XMISSION, and when I try to unDCM it, it reports "bad bytes".
: >Anyone care to re-upload it somewhere?
: Did anybody have the same problem? If so, I will re-upload it.
: Anyway, I can send the game by e-mail to whoever asks.

: Bye.
: Bertrand

I believe FREE was the only DCM I couldnt get my decompressor to
work with. If I recall correctly its corrupt, or another format
allthogether. I will check for sure later today.

Steve

738. Re: Any info about Sweet 16

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3sn291$3vj@nic-nac.CSU.net>
Source record: 90550

1) I dunno (data bus)
2) Still at 1.79Mhz (for now I guess)
3) Speed improvement would come with faster block moves and the tons of
new opcodes and addressing modes.. ie, still get 1.79Mhz, but I guess
now you get some instructions which replace other 6502 SETs of instruct-
ions..???
4) 100% compatible (so I've heard) with 6502. You still also get a lot of
the 65816 nicities IN emulated mode: 24bit linear memory (16MBs if you
have it.. brings up the question.. with what FTe addon do you GET it??)
mode opcodes, more addressing modes, etc. I think all you lose in 6502
emulation mode is 16bit registers...

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

739. Re: nir-PAL and Sweet 16

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3sn2cq$404@nic-nac.CSU.net>
Source record: 90551

nir-PAL is a supposedly LAUGHABLY easy to install upgrade for NTSC machines
which adds PAL compatibility (ie, run European-based software which messes up
or doesn't run on US machines)

It also does work with Sweet16 so I've heard! (YES!)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

740. FS: VECTREX Console and c

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <359_9506270107@flight.org>
Source record: 90552

In message #316, STEVER writes:

> Asteroids $2.00 (Copyright info On Power-Up/RARE) 20

Its rare because it displays copyright info on startup? Thats neat becuase
my Asteroid cart does that... :)
--- -//- ---
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--- -//- ---

741. Re: Using faster computer

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <732_9506270406@flight.org>
Source record: 90553

In message #318, RYAN 'GOZAR' COLLINS writes:

> >While in the shower (I always have my most profound thoughts (and best
> >ideas for music (NEED MUSIC EDITOR) while in the shower) I thought it
> >would be cool to make a very complicated, very life-like roll playing
> >game.. like Alternate Reality and the like, but with an Ultima point
> >of view (above).. at least for now.. But the number of things I want
> >calculated per move would slow the game to a screeching halt on any
> >plain vanilla 6502-based XL/XE...
>
> [Stuff Deleted]
>
> It sounds like a pretty cool idea!! It should be extended to being
> a networked game, where others could play too!! (A simple way to try
> this out would be to make a graphical front end to a MUD. The Atari
> would intercept information from the host, and pretty it up!! You
> would be able to use the joystick to move, the keyboard to type, etc)
>
> It reminds me of Air Warrior on GEnie, but I don't know how much of
> the processing was on the home computer end, and how much was at GEnie
> itself.

Ack! I just jumped in on this conference, missed your original message,
sounds alot like a multi-player game on the internet called NetTrek, it
has a sever running on a Unix machine that all the players connect to via
Telnet, according to data that is almost a year old, there are versions of
the client for Xwindows, most major workstations (i.e. RS/6000,
SparcStation, etc...) for Amigas, and for the Mac...

And: AFAIK, most computation for Air Warrior is done on the individual
client, all Genie does is relay each players position to other players in
the game...

--- -//- ---
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--- -//- ---

742. Directory structures + AD

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <733_9506270406@flight.org>
Source record: 90554

In message #320, IVAN MACKINTOSH writes:

> I have written a program to do this called ADIR.EXE
> and uploaded it to jeking's site. The program does
> exactly what I wanted if for but is limited to
> running under MSDOS and viewing Atari DOS2.x/MyDos4.5
> single/enhanced density disk images.
>
> I will supply the C source if anyone wishes to modify
> it for their own purposes.

I want a program like this for the ST!! As soon as I figure out my C
compiler I'd consider porting it myself...
--- -//- ---
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--- -//- ---

743. Using Cartridges with Xfo

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-26 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <734_9506270406@flight.org>
Source record: 90555

In message #347, TOBY REED writes:

> Any way to?

I seem to remember a program many moons ago able to copy a cart into an executable disk file, if you could find this program, you could put the cart onto a floppy, and run it...

--- -//- ---
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--- -//- ---

744. Re: ZIP drive on Falcon ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: arlanni@aol.com
Message-ID: <3sqjsu$4h8@newsbf02.news.aol.com>
Source record: 90416
Cross-posted to:
comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

I am formally apologizing to whoever I sent the nasty taunting reply to about the zip drive on the Falcon. The fact my reply was cross-posted to a dozen different areas, shows it could have been an honest mistake. So here goes. I'm Sorry. Feel free to send me more hate mail if you like.

745. Infinity

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <3sogso$ma1@susscsc1.rdg.ac.uk>
Source record: 90417

I remember hearing about some great GEM-type DTP being promoted when the XE's were brought out. Did anyone see "Infinity"? What is any good? What happened to it? Was is finished?

- Joel G.

746. What, more AR talk?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <3soh46$ma1@susscsc1.rdg.ac.uk>
Source record: 90418

I heard years ago a rumour that Datasoft had rushed the AR - The City and so many of the game elements that would made The Dungeon a better game (IMO) were missing. I thought the City showed a lot of promise but was missing just that little bit. It was very surprising to find that you couldn't join any guilds, visit the Casino, talk to anyone or find any treasure in the huge number of secret rooms.

Can anyone confirm this? Perhaps even Philip Price himself after his recent posting to this group (Beta Lyrae is an excellent game, I must admit).

- Joel G.

747. Atari 8-bit computer stuff -- FOR SALE/TRADE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <3son6f$a91@usenet.INS.CWRU.Edu>
Source record: 90419

updated 06/27/95

I have the following Atari 8-bit computer equipment for sale or trade.

Everything is sold as is. Unless specified, all items have been tested and are in perfect working order.

Buyer has ten (10) days to send payment, and pays all shipping costs, which will be sent via U.S. Snail. The shipping cost depends on both the weight of the package and the distance that it is traveling. The buyer has the choice of either first class or parcel post (slower, but cheaper).

Payment must be made in U.S. funds, by either check or money order, drawn from a U.S. bank branch. Canadian buyers must send a Canadian Postal Money Order, payable in U.S. funds. This is the only way I have found to deal with my friends to the north (my bank is very picky, but the U.S. Post Office will cash a Canadian Postal M.O.)

*****

LOT #1

ATARI 400 COMPUTER with RCA cable, and 410 Data Recorder.

This is a complete system, except for RF switchbox and power supply.

$15.00

*****

LOT #2

ATARI 600XL COMPUTER with original power supply, and RCA cable.

This is a complete system, except for RF switchbox.

$29.00

*****

LOT #3

ATARI 800XL COMPUTER with original power supply, and RCA cable.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox.

$49.00

*****

LOT #4

ATARI 65XE COMPUTER with original power supply, and RCA cable

This is a complete system, except for RF switchbox.

$39.00

*****

LOT #5

ATARI 130XE COMPUTER with original power supply, and RCA cable.

This is a complete system, except for RF switchbox.

MINIMUM OPENING BID OF $64.00

*****

LOT #6

ATARI 1050 (127K) DISK DRIVE, with original power supply, and one (1) Molex connector cable.

$40.00

*****

LOT #7

ATARI 1050 (127K) DISK DRIVE, with one (1) Molex connector cable.

This disk drive doesn't include the power supply.

$34.00

*****

I am interested in accepting 8-bit computer and/or pre-Nintendo video game systems and/or cartridges in trade towards any of these items. Systems I am interested in include, but are not limited to, the following list:

ATARI 2600
ATARI 5200
ATARI 7800
ATARI 8-BIT COMPUTERS
BALLY ASTROCADE
COLECOVISION
COLECO ADAM COMPUTER
COMMODORE 64 COMPUTER
COMMODORE VIC-20 COMPUTER
FAIRCHILD CHANNEL F
INTELLIVISION
MICROVISION
ODYSSEY2

SEGA MASTER SYSTEM
TEXAS INSTRUMENTS T.I. 99/4A COMPUTER
TOMY TUTOR
TRS-80 COLOR COMPUTER
VECTREX

Please send a list of what you have, and I'll let you know what I can offer. Please be specific, and indicate whether or not items (cartridges and/or systems) include the box and/or instruction manual. Please also mention how many, and what kind, of controllers are included.

Request system reservations at: dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Are you interested in BUYING/SELLING/TRADING personally owned video games for:
SEGA GENESIS, SEGA CD, SUPER NINTENDO, and ATARI JAGUAR???
For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at -=+> dw901@cleveland.Freenet.Edu

748. Re: nir-PAL and Sweet16

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <5q7d21y.ftooned@delphi.com>
Source record: 90420

William Kendrick <kendrick@zippy.sonoma.edu> writes:

>I'm sure nobody knows yet, but just in case...
>
> Do the nir-PAL upgrade and Sweet16 CPU upgrade work together alright?

The Sweet 16 has been tested in a "real" PAL computer here in-house,
and works just fine. Nir's upgrade is simply a modified operating system
in conjunction with a PAL Antic.

The idea was so utterly "simple", that I'm suprised that nobody
had managed to do it sooner. Hats off to Nir Dary for his persistence
in pulling the loose ends together, and sharing this type of cool hack
with the Atari Community. There is a lots of new software to play with
on this pseudo-universal Atari.

I'll be able to keep the MARS open-ended for PAL support now,
and make sure the MIO II also gets tested for compatibility. I don't
suspect any problems, but stranger things have happened...

Mike

749. Re: Sweet16?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <5o0deJ1.ftooned@delphi.com>
Source record: 90421

The Sweet 16 is more of a "board" than it is a "card". It comes with a 65816 processor, and will support linear memory via the upcoming release of the MARS 8 board.

The 65802's have been discontinued for a while now, and didn't support memory past the 64K boundry. It was primarily intended as a plug in replacement for the Apple II's, and anything else that might have used a stock 6502 processor.

Mike

750. Re: Sweet16?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <5o1-uty.ftooned@delphi.com>
Source record: 90422

Ben Corr <bjcorr@delphi.com> writes:

>uses these routines a lot for an increase in performance. @4 bit addressing
>gives you access to large amounts of memory in a linear fashion (as opposed
>to bank switching) but of course present bank switched memory upgrades
>won't work with this! Memory mods are being worked on. No, it does not run

I just wanted to clarify that the Sweet 16 board will work just fine
with banked-memory upgrades. The 65816 microprocessor is capable of supporting
a virtual memory addressing scheme, but until the OS is finished to support
native mode, I wouldn't worry about it too much at present.

The MARS 8 will support '816 memory with it's SIMM socket, and there should
be some homebrew upgrades making an appearance in the future as well...

Hope this helps. Mike

751. Re: USA Today newspaper - June 20

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <5I+cGb3.ftooned@delphi.com>
Source record: 90423

It "didn't" make the June 20th release date, but there is a 95%
chance of it appearing on June 27th now...

Mike

752. Re: Any info about Sweet 16

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <5swfOl8.ftooned@delphi.com>
Source record: 90424

Konrad Kokoszkiewicz <CONRADUS@PLEARN.EDU.PL> writes:

>I am still waiting for an info about Sweet16. For those, who didn't see
>my last mail (it was some time ago), I repeat my questions:
>
>1. Data bus wide (8 or 16 bit)?
>2. Main clock (the same, as for 6502, or higher)?
>3. *Real* speed improvement (if any)?
>4. Compatibility?

Konrad,

The 65816 uses an 8 bit data bus. The clock speed is the same. (for
now... <grin>) The speed improvements come primarily from using the new
'816 commands (such as block move), and the real advantages now...
Are that a) the processor "is" capable of running faster.
b) the new opcodes are very useful, and programs
are capable of being "smaller".
c) it will support up to 16mb of memory via a 256 banks
of 64K blocks scheme.
d) Most of the "new" code being written here in-house is
geared towards exclusively supporting the '816 because
it is so cool.

As so far as compatibility... It will choke and puke with software
that uses the illegal undocumented opcodes in the 6502, but I have yet to
run across any of these to date. (but I'm sure they are out there somewhere!)

Otherwise, it runs like a champ. The real problem with the '816
was getting the timing under control to work with hard drives on the PBI
such as the Black Box and MIO. I've used the Sweet 16 with XL's XE's and
both MIO's and Black Boxes here, but there is always a possibility of a
"certain" XE in combination with a "certain" Black Box, may not work very
well. The only way to find out is to just try it...

Mike

753. Re: Sweet16?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9506270313591.DLITE.bjcorr@delphi.com>
Source record: 90425

>Hi, I am about to buy a sweet16 card, does anyone have infos about the way
it
>works, what is best with it cpu 65816 or cpu 65802?
>
Although far from a 65816 expert, I have the manuals for the sweet 16 board
after a recent visit to Mike in Arizona. In 6502 Emulation Mode almost all
the good stuff (24 bit addressing, additional Opcodes for fast memory
moves, etc.) are available, what you can't have are the 16 bit registers.
To get at them you must go to Native 65816 mode and right now there is a
problemn with handeling the interrupts, so to do any work in Native mode you
have to disable all the interrupts. This is being worked on as I write, but
even in Emulation mode you get some neat things. There is an example in the
docs of how to use the new memory move Opcodes with Textpro 4.55 to greatly
increase the speed of the moves, and this can be done to any software that
uses these routines a lot for an increase in performance. @4 bit addressing
gives you access to large amounts of memory in a linear fashion (as opposed
to bank switching) but of course present bank switched memory upgrades
won't work with this! Memory mods are being worked on. No, it does not run
at a faster clock speed and it still has an 8 bit data buss. I did see it
running on an 800XL, compatability should be 100%, installation is a snap.
Pull out the 6502, plug in the 65816 board. Bill Kendrick has my manuals now
and can probably answer questions more intellegently than I, so yell for
Bill!
bjcorr@delphi.com

754. Re: WhadidISay? BobTerm corrupts files!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Jun27.104919.9902@wariat.UUCP>
Source record: 90426

```
(C. Brown says BobTerm doesn't corrupt files.)
I've used BobTerm for years, also. I never noticed 'corruption' until
I tried to do a null modem of a DCM that kept not working. I may not
turn you into a believer, and I certainly haven't thoroughly checked it
out myself, but I know I got some kind of errors using y-batch and had
to use AtarZmodem to get a correct DCM file transfer. I really don't
expect you to believe my rather unsophisticated 'test' of BobTerm, but
maybe someone will, no, make that, if it really counts, check your
transfers, using null-modem, each time you do a transfer, it could be
that BobTerm is adding bytes at the end or something. A good way to
check a null modem transfer is with crc16v20.arc. Maybe some day I'll
look more carefully at exactly what happens with y-batch and Procomm
Plus and BobTerm. I've never had any problems with Procomm Plus,
actually I use external dsz y-batch, which is the REAL y-modem.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
*********************************************************************
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
*********************************************************************
```

755. Re: Alternate Reality waffle (re: What happened to Philip Price

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <141240@cup.portal.com>
Source record: 90427

I always used Copy All to back up my character disks, until I got AR Revive by Tim Patrick. He also did a full editor for AR Dungeon, but I don't know if I still have his version or the other by "The Fox<???>". I'll mail you my originals since it will probably work out better scanning those, just put a stamp on 'em & send them back when you're done.
IMO: MyDOS has a bug in it for the DUP DISK routines. Instead of giving it a disk to dup, give it a range of sectors, like 1-720. OR you can just let it goof up the last 200 or so sectors, then give it the range of something like 500-720 to pick up the part it missed.
Rick

756. Return of Heracles??

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: jshipper@spry.com
Message-ID: <3spb51$prh@data.interserv.net>
Source record: 90428

I finally exumed a bunch of my old 8bit stuff and as an extra bonus I found a box of disks that belonged to a friend. In the box is a really interesting game called "Return of Heracles". I am amazed at the detail and play value this game has after so many years! Does anyone know anything about this game? All I have is the disk, no docs, no instructions, no nuthin'! I'd be willing to buy a more complete version if anyone has it.

Thanks!

-Joe

"You can not stop our apple fun. Our apples will not drop. Not one!"
- from _Ten Apples up on Top_ by Theo. LeSieg

757. Re: WhadidISay? BobTerm corrupts files!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <141241@cup.portal.com>
Source record: 90429

Chris; BobTerm & just about every other implementation of Xmodem on an Atari probably do corrupt files. At least when doing Null Modem tranfers between Atari's & clones. I haven't bothered to check out BBS software to see if the files are the right size, but at least for computer to computer transfers the Atari Xmodem is non standard enough to give some software fits. Problem seems to come from the padding of the last 128 byte Xmodem block. I hope someone will correct me here if I've got it wrong, but what seems to be the problem is: Let's say you want to transfer a 131 byte file from your Atari to a clone. The first 128 bytes is sent normally & the clone grabs it, the Atari sends the next 3 bytes as 3 bytes of data + 125 bytes of the character ASCII 3 followed by checksum. This ain't normal, everybody else uses a different padding character, Atari just uses the number of valid data bytes to pad the 128 byte block. It's enough to confuse software for other computers & more then a few of us have seen these bytes added permanently to files. Once there added, they're there for good. The problem isn't specific to BobTerm, it can happen with all Atari Xmodem transfers.
Rick

758. Re: Question about XF v.2.5

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3spest$25s@charm.magnus.acs.ohio-state.edu>
Source record: 90430

In article <3sb9qo$6i5@ccnews.ke.sanet.sk>,
Tommy <madaras@kosice.upjs.sk> wrote:
> having PC Xformer version 2.5, I'd like to turn off internal
>clickin-squeeking of keyboard, which disturbs me much.

Recent versions of the emulator allow you to use control-F3 to turn
off the keyclick, just like on the 1200xl.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

759. Re: Question about XF v.2.5

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3spi0u$re0@nic-nac.CSU.net>
Source record: 90431

What was in the AUTORUN.SYS? Simply:

255
255 - i am a binary file
219 - start at location 731
2
219 - end at location 731 (btw, if I have LSB/MSB mixed compared to how
2 Atari DOS wants it, kill me! :))
1 - stick a 1 at loc. 731

That SHOULD work...?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

760. Re: What, more AR talk?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: classics@en.com
Message-ID: <3spjeb$oif@antares.en.com>
Source record: 90432

J. F. Goodwin (smrgoodw@reading.ac.uk) wrote:
: I heard years ago a rumour that Datasoft had rushed the AR - The City and so
: many of the game elements that would made The Dungeon a better game (IMO) were
: missing.

: I thought the City showed a lot of promise but was missing just that
: little bit. It was very surprising to find that you couldn't join any guilds,

As I recall you could join the guilds. The only guild I could never join
was the Assasins (sp) guild, which was one of the few real suprises I got
when mapping the whole city.

: visit the Casino, talk to anyone or find any treasure in the huge number of
: secret rooms.

I think one of the really great 'intangibles' of the city is that the
'secret rooms' were not filled with treasure in an AD&D style. They were
mysterious, and usually lead to cool places :)

: Can anyone confirm this? Perhaps even Philip Price himself after his recent
: posting to this group (Beta Lyrae is an excellent game, I must admit).

After he pulls himself out from under that avalanche of e-mail he prob
got, mabey he will :) I hope so!

Steve

761. Atari 8-bit FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <222_9506271236@flight.org>
Source record: 90433

Is there an Atari 8-bit FAQ stored somewhere? I'd like to see it...

---------- -//- ----------
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
---------- -//- ----------

762. Re: ZIP drive on Falcon ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <223_9506271236@flight.org>
Source record: 90434

In message #451, DAVID SMITH writes:

> In article <3sesmf$2a4@newsbf02.news.aol.com>, Arlanni <arlanni@aol.com>
> >AHHAHAHAHAHAHAHAHAHAHAHAHAAHAHAHHAAHAHAH! YOU HAVE A FALCON!?!?!? WHY
> >ARE YOU POSTING IN COMP.SYS.AMIGA.HARDWARE?
>
>
> Why are you BOTH posting in mac groups?

Why are all of you posting in Atari groups!?!?!?!
--- -//- ---
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--- -//- ---

763. Re: What hapened to Philip Price

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: Paul 'Mclane' Irvine <mclane@dellos.demon.co.uk>
Message-ID: <9506272133.00a7@dellos.demon.co.uk>
Source record: 90435

paradise@netcom.com wrote:
: Yep, I still exist.

Well Phil GET BACK TO THE GAMES, we miss you mate....

Still give tail of the beta a good bashing even now...and the music..Great..
You mentioned that you are possibly going back to games with a software
publisher??...what platform??? console or PC (yeuck)..

Keep a thought for us poor old atarians who played and waited for games such as
yours to come out 1st time around..Maybe a little comeback????????
Yeah think about it please, It would be great to see a great atari writer
putting something new into the pond....

Paul..

Paul Irvine :- mclane@dellos.demon.co.uk
[----------------------------------]
-A1200 030 50mhz 540MB HD 10mb Mem-
* * * * * * * * * * * * * * * * * * *
I Will Attack, And You Dont Want Tha

764. Atari 8 bit mentioned in USA Today!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <3sq024$4ko@usenet.INS.CWRU.Edu>
Source record: 90436

That is correct! In today's USA Today (Tuesday, June 27, 1995) there was an article on orphaned computers titled, "Loyal Users Cling to Comfortable Old Computers" [page 4D, "Life" section, USA Today 6/27/95].

The Atari 8 bit was mentioned along with other older computers. Among those quoted were Len Stys, Michael Current, Rob Funk, and Michael Hohman of Fine Tuned Engineering.

Check it out...
-Mark
--

765. Re: What hapened to Philip Price

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: Depeche <pop@elsegundoca.attgis.com>
Message-ID: <DAuJB3.6o9@lcpd2.SanDiegoCA.ATTGIS.COM>
Source record: 90437

> In article <paradiseDArwI0.Ju0@netcom.com> paradise@netcom.com writes:
> ...cut for brevity...
> still lives in Hawaii, and we keep in touch[I used to have midi copies of
> all the ar songs until my latest hard disk crash, will have to wait till
> Gary sends me replacements).
> paradise@netcom.com>

When I was 15 or so, AR and my Atari introduced me to a new world of game playing, and I haven't been the same since (huhuh). AR was and alwas will be my favorite game. (Ok, DOOM runs a close second.) I enjoy 3D-First person games, and have since AR. I remember staying up late at night, in the dark, with AR rain and the crash of the thunder and flashes of lightening. At any rate, the PC version I've always been disappointed with, but oh well.

I laughed for days the first time I was mapping The City, and figured out that a section of the city spelled out "Philip Price" I'm still chuckling today. (Ok, thought not with the great guffaws of past.)

At any rate, I've always been tempted to re-create The City level in Doom. I've always wondered if anyone out there has already done it. It would be wierd to go around blasting demons near the Floating Gate though..hehe..

Oh, what was the final answer to everything supposed to be?

And good luck, Mr. Price. Your influence in the lives of many people has probably extended farther than you will ever know. :)

Patrick Palmer

766. Re: nir-PAL and Sweet 16

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3sq35e$3r6@nnrp3.primenet.com>
Source record: 90438

The mortal William Kendrick wrote:
: nir-PAL is a supposedly LAUGHABLY easy to install upgrade for NTSC machines
: which adds PAL compatibility (ie, run European-based software which messes up
: or doesn't run on US machines)

The only way to get 100% PAL compatibility is with a PAL TV and PAL signal
as well. Otherwise even if you get a stable picture you may lose some
information on the bottom and/or top of the screen.

767. Re: FlickerTerm anomaly?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3sq3bi$3r6@nnrp3.primenet.com>
Source record: 90439

The mortal Rob Funk wrote:
: In article <bwillard.7.00146119@mindspring.com>,
: Bruce Willard <bwillard@mindspring.com> wrote:
: >In article <9506241819.AA05897@emh.kunsan.af.mil> ehalliwe@emh.kunsan.af.mil (Earl C Halliwell) writes:
: >>Clay Halliwell | ATARI XL/XE DO + THE
: >>ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
: >>Lonersoft ... Solutions you don't want, for problems you don't have!
: >
: >Sorry Earl, but I've never seen such ignorant drivel from someone who *almost*
: >sounds like he knows what he's talking about. You obviously have limited
: >experience with modems.

: Take a close look at the credits to Flickerterm.

This has got to be one of the stupidest and most misguided threads I've
come across. Let it die.

768. Stichting Pokey

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: bernard@twilight.xs4all.nl
Message-ID: <bernard.04qa@twilight.xs4all.nl>
Source record: 90440

Hello Michael Current <MCURRENT@carleton.edu>,

I have read your list of vendors, publishers etc. You have left one publisher out! That is the Dutch publisher of the Pokey Magazine. This is a magazine that is published 6 times a year. A subscription costs (for the Netherlands) 37,50 guilders. The magazine is published by a foundation called 'Stichting Pokey'. This organisation does not make any profits. It is purely for the Dutch Atari 8-bit users.

I am the treasurer of 'Stichting Pokey' and do the lay-out and printing of the magazine. Articles are written by me, ANG and various other Dutch users.

The address: Stichting Pokey
Postbus 425 (that is P.O. box 425)
2920 AK Krimpen ad IJssel
The Netherlands

Fred Meijer
Stichting Pokey

Thanks for Bernard for let me using his account!

```
_
/_) |/
/_)ernard |\ok ////
( o o )
+--------------------------oOO--(_)--OOo-------------------------+
| NLA : 14:102/100.3 FIDO : 2:280/315.3 AMY : 39:150/108.3 |
| Internet : bernard@twilight.xs4all.nl |
+-----------------------------------------------------------------+
.-------------------------------------------------------------------------.
| -=> The TWiLiGHT Zone BBS <=- -=> +31-(0)-20-6764584 <=- -=> 24 Hrs <=- |
| -=> X-Rated Heaven! <=- -=> 9600 to 14400 Baud <=- -=> /\MIG/\ Only <=- |
`-------------------------------------------------------------------------'
-- Via Xenolink 1.96, XenolinkUUCP 1.1
```

769. WRONG! again BobTerm checked out

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Jun27.212225.25692@wariat.UUCP>
Source record: 90441

Ok, so I started blinking my eyes with my statement that BobTerm
corrupted files. I put away my ST and unpacked the 8-bit and started
null-modeming again. I could not 'reproduce' the flaky results I got
that day with BobTerm and Procomm Plus. I was wrong about using
external dsz, that's a true y-modem g protocol. I had to have been
using the Y-modem (batch) in both BobTerm and Procomm Plus. I remember
trying two or three times and getting botched up transfers. But, today,
I transferred 12k, 48k and 97k files from PC to 8-bit and every
transfer was correct. I guess I must have this NEED to say sensational
things without checking it out. Sorry Chris and everyone else.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

770. Re: nir-PAL and Sweet 16

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <3spvhf$lpc@theopolis.orl.mmc.com>
Source record: 90442

In article <3sn2cq$404@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes:
|> nir-PAL is a supposedly LAUGHABLY easy to install upgrade for NTSC machines
|> which adds PAL compatibility (ie, run European-based software which messes up
|> or doesn't run on US machines)

I have the PAL ANTIC installed in my 800XL at the moment. Those European demos run MUCH smoother. The screen does flicker (at 50 Hz), which my monitor keeps up with okay. COLRVIEW still works, with just a bit more flicker to it. I haven't tried FlickerTerm, or other terminal program yet for compatibility.

I am using the US+ OS, not Nir's custom OS, and everything has worked so far.

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

771. Re: Newell 1 Meg for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3snleq$22p@blackice.winternet.com>
Source record: 90443

> Michael Current <mcurrent@carleton.edu> writes:
> I'm looking again for people who have successfully done the 1 Meg RAM upgrade
> for the 130XE by Newell (now available through Fine Tooned Engineering). My
> upgrade has never worked properly, and the problem has foiled several people
> so far.
>
>
(SNIP)

>>>>

I've done several and have fixed another persons mistakes (twice).
Errors in the instructions??? I know of no outright Erros but a few points are
not very clear. What I did do was do a line by line re-write of the point to point
wire tabs. I think I also worked out a couple of better places to route one or
two wires. I'll have to look in my files and see if I rewrote the wire tabs on the
computer, I don't think I did. If anyone is interested, I write them up and upload
them someplace.
Humm, now that I think about it, there is a diagram that I followed
and I don't have anyway to include it. I made a couple changes on that, too.
Get to me with EMAIL and in the meantime I'll dig out my save upgrade paperwork.

Rich Mier

772. Re: What hapened to Philip Price

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: bodysurf@netcom.com
Message-ID: <bodysurfDAt7tB.Ko2@netcom.com>
Source record: 90444

paradise@netcom.com wrote:

>Yep, I still exist. No, I never got around to uploading my old source to AR.
>(Who knows if the floppies still work after all these years)(I am

[snip]

Great to hear that you still exist Phil. Many Atarians (and former
Atarians) have a sweet spot in their heart for you.

Lates!

Tim <bodysurf@netcom.com>
"Finger" for PGP v2.6.2 Public Key

773. For sale/trade: tons of 8-bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: mbates@netcom.com
Message-ID: <mbatesDAtCxv.nr@netcom.com>
Source record: 90445

Atari 800/XL/XE carts for sale AND/or TRADE

If looking to buy please make an offer
If looking to trade I am looking for Atari 800/XL/XE peripherals, carts,
books,
magazines, and disk software in that order of preference

Asteroids
AtariWriter ver. A
BASIC ver. A
Buck Rogers
Bug Hunt
Centipede
Congo Bongo
Defender
Donkey Kong Atari Lab Label Prototype!
Donkey Kong
Eastern Front
E.T.
Food Fight
Fraction Fever
Frogger
Galaxian
Jumpman Jr.
Logo
Miner 2049er
Missle Command
Music Composer
One-on-One
Pac-Man Atari Lab Label Prototype!
Pac-Man w/Docs
Popeye
River Raid
Skywriter (boxed)
Star Raiders w/ docs

DISK BASED SOFTWARE - ALL ORIGINALS - DISK BASED SOFTWARE

Adventure
Antic Disk Issue Vol 7 # 8
Beach Head
The Big Math Attack
Music Construction Set
Rasterblaster
temple of Apshai

The First XLENT Wordprocessor v. 2.0
The First XLENT Wordprocessor v. 2.1

HARDWARE HARD WARE HARDWARE

XEGS Light Gun
850 Interface
410 Tape Drive
1050 Disk Drives - Stock
800Xl w/ 128k
800Xl w/ 64k
Non-working HAPPY modification w/ docs and software

BOOKS BOOKS BOOKS

Atari Sound & Graphics
Mapping the Atari (400/800)
Compute's Machine Language for Begginners
Your Atari Computer
Free Software for your Atari

-Marlin

774. Re: Atari virtual disk editor - Macintosh

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: richczeta@aol.com
Message-ID: <3so03a$e47@newsbf02.news.aol.com>
Source record: 90446

Whoops!

Try alt.binaries.misc instead!
File binhexed with BinHqx DA 1.02

AOL necessitated the small segments...
richczeta@aol.com

775. What happened to Philip Price

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9506280146.AA10083@emh.kunsan.af.mil>
Source record: 90447

Hey, maybe Philip's about to go to work developing... could it be...
JAGUAR games?

Ach, like we should be so lucky. <g>

Why am I suddenly picturing a version of Alternate Reality that uses the DOOM
engine?

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

776. Re: What hapened to Philip Price

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.17.0023AFBE@mindspring.com>
Source record: 90448

> The production values of games have greatly increased over the
>years, but playability has not kept pace. But most lacking is the art of
>grabbing someone's heart and stomach and giving them the ride of a
>lifetime. Since I live and breath games, have been a student of a
>plethora of the arts and sciences I hope to contribute what I am allowed
>to to provide that thrill to fellow gamers.

>--
> Philip Price
> paradise@netcom.com

I am also a lover of games and truer words...Most of the time it just seems a
struggle to play some of the new games with great graphics and sound, but
no FUN in them! I hope you will let us know what machine to look for if
you go with this company.

777. Re: WhadidISay? BobTerm corrupts files

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-27 00:00:00 UTC
From: bernard@twilight.xs4all.nl
Message-ID: <bernard.04sd@twilight.xs4all.nl>
Source record: 90449

Hello Russ

In a message of 25 Jun 95 Russ wrote to All:

RG> From: Russ.Gilbert@apk.wariat.org (Russ Gilbert)

RG> I said BobTerm corrupts files and nobody blinked an eye. If BobTerm
RG> corrupts files then it could be the source of some of the
RG> upload/download problems around this internet. The reason I said it
RG> was because I was trying to transfer files over null modem using
RG> BobTerm and Procomm plus. Now, I know X-modem and X-modem CRC will put
RG> up to 128 bytes on the end of a file, but if I remember correctly, I
RG> was using y-modem batch and was getting incorrect crc16 checksums. I
RG> think mostly because y-modem batch was also adding bytes to the end of
RG> the file. Anyway, it took AtarZmodem to get correct file transfers. I
RG> suspect DCM files don't take kindly to extra bytes at the end. Somebody
RG> oughta check this out.

Well I use Bobterm 1.20 or was it 1.21 I'm not sure....
But I tranfer many file from my AMIGA and Atari 8-bit with 2 modem,
one 14k4 on my ATARI PRO BBS and a 9600 baud on my AMIGA and connect
the two phone jacks.... And I not have any problems at all....
And I do it already for a long time..... NO problems....

Greetinx from

```
_
/_) |/
/_)ernard |\ok ////
( o o )
+-------------------------oOO--(_)--OOo-------------------------+
| NLA : 14:102/100.3 FIDO : 2:280/315.3 AMY : 39:150/108.3 |
| Internet : bernard@twilight.xs4all.nl |
+-----------------------------------------------------------------+

.-------------------------------------------------------------------------.
| -=> The TWiLiGHT Zone BBS <=- -=> +31-(0)-20-6764584 <=- -=> 24 Hrs <=- |
| -=> X-Rated Heaven! <=- -=> 9600 to 14400 Baud <=- -=> /\MIG/\ Only <=- |
`-------------------------------------------------------------------------'
-- Via Xenolink 1.96, XenolinkUUCP 1.1
```

778. Re: Alternate Reality waf

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: lremery@fast.net
Message-ID: <3sqbp9$psh@nn.fast.net>
Source record: 90450

Go for it, Callum! (Don't become Grue-chow!)

Larry

779. Re: What hapened to Philip Price

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: paradise@netcom.com
Message-ID: <paradiseDAv4ID.6D1@netcom.com>
Source record: 90451

In article <9506272133.00a7@dellos.demon.co.uk>,
Paul 'Mclane' Irvine <mclane@dellos.demon.co.uk> wrote:
>
>
>Well Phil GET BACK TO THE GAMES, we miss you mate....
>
>Still give tail of the beta a good bashing even now...and the music..Great..
>You mentioned that you are possibly going back to games with a software
>publisher??...what platform??? console or PC (yeuck)..
>
>Keep a thought for us poor old atarians who played and waited for games such as
>yours to come out 1st time around..Maybe a little comeback????????
>Yeah think about it please, It would be great to see a great atari writer
>putting something new into the pond....
>
The company manufactures a console and designs games for their own
machines (this should leave a few possibilities;). It is only one of three
companies I have ever sent my resume to in the last ten years, and it was
through one of their programmers who knew and greatly respected my work
that initial contact was made(ie. without his initiative I wouldn't have
sent my resume and would have just stayed in my comfortable corporate job).

The business can use as many creative people that they can get thier
hands on. The production values of games have greatly increased over the
years, but playability has not kept pace. But most lacking is the art of
grabbing someone's heart and stomach and giving them the ride of a
lifetime. Since I live and breath games, have been a student of a
plethora of the arts and sciences I hope to contribute what I am allowed
to to provide that thrill to fellow gamers.

--
Philip Price
paradise@netcom.com

780. Sparta Disk image for PCXformer?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: Mark Leair <jpolka@cris.com>
Message-ID: <3sqimg$2m2@warp.cris.com>
Source record: 90452

Was the SpartaDos Disk image ever released for PCXformer???

I've anxiously been waiting for this, and will buy PCXformer as soon
as I get my hands on it... :)

-Mark

781. DOS XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: rzabaga@aol.com
Message-ID: <3sql16$4rt@newsbf02.news.aol.com>
Source record: 90453

Has anyone tried to work DOSXE-based disks with SIO2PC.

If I boot my real drive with DOS-XE, I cannot copy files onto a non-DOSXE disk; and if I boot up with MYDOS45.ATR on my 'image drive' i can't seem to read my DOS XE DISKS....

I have quite a bit of stuff in DOS XE format and I want it off and onto anything else. (i.e. mydos4.5, dos 2, etc...)

Anyone have any ideas. Even ones that won't work will be appreciated.

-thanks in advance.
a guy who just lost another
character in alternate reality,
BOB

RZabaga@AOL.COM
"dont panic"

782. Re: WhadidISay? BobTerm corrupts files!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DAv7s5.Fox@freenet.carleton.ca>
Source record: 90454

Russ Gilbert (Russ.Gilbert@apk.wariat.org) writes:
> (C. Brown says BobTerm doesn't corrupt files.)
> I've used BobTerm for years, also. I never noticed 'corruption' until
> I tried to do a null modem of a DCM that kept not working. I may not
> turn you into a believer, and I certainly haven't thoroughly checked it
> out myself, but I know I got some kind of errors using y-batch and had
> to use AtarZmodem to get a correct DCM file transfer. I really don't
> expect you to believe my rather unsophisticated 'test' of BobTerm, but
> maybe someone will, no, make that, if it really counts, check your
> transfers, using null-modem, each time you do a transfer, it could be
> that BobTerm is adding bytes at the end or something. A good way to
> check a null modem transfer is with crc16v20.arc. Maybe some day I'll
> look more carefully at exactly what happens with y-batch and Procomm
> Plus and BobTerm. I've never had any problems with Procomm Plus,
> actually I use external dsz y-batch, which is the REAL y-modem.

I've been using a hard-wired null modem through my P:R: connection, and
everything that I transfered worked fine. Of course, why anyone using a
null conection would bother with Xmodem is beyond me.. Y-modem batch or
Zmodem is better. I only use 1K-Xmodem as a last resort, and never plain
old Xmodem.. I dropped Xmodem when I stopped using SX212 Express! ...

--
To the BatPinto! ...*BLAM!!* You idiot, Robin, you put in reverse!!
Chris Brown ba930@freenet.carleton.ca "Stop the normalness!!"-me
= > J E S S I C A T O D D ' S S P A C E ! ! < =
* - * Nothing is true until it's OFFICIALLY DENIED * - *

783. Re: 600xl hardware interface

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: gholder@emory.edu
Message-ID: <3sqn53$10t@moe.cc.emory.edu>
Source record: 90455

I'm afraid I'm not a hardware hacker, but there are plenty of them active around here. I'm sure you will get a detailed answer soon. In the meantime, you should do a Web search on "Atari" and find the "8-Bit Homepage". Sorry, I don't have the address handy, but the fellow maintaining it has sections with all the tech info: maps, bus and interface pinouts, etc. I can say that in general the Atari 8-bit design uses the low and high parts of address space for OS and BASIC. I believe the LOWMEM boundary is about 2K and the upper system area starts at 48K. Get the info, though, because there is all kinds of OS routine support for the kind of things you will be wanting to do.

Gary Holder

784. Who knows International Karate?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: Holger Janz <hjanz@informatik.uni-rostock.de>
Message-ID: <3srdjd$4qt@taiwan.informatik.uni-rostock.de>
Source record: 90456

Hi,

I am looking for the games International Karate. It was one of my favourit
in the old time. Now I wanted to show it one of my friend. He never work
on a 8-bit machine and I wanted to show him what is possible with it.
Does someone knows this games still or would it sell or knows someone
how sell it. It would be a great pleasure for me.

Thanx for your efforts

Holly
--
\\///
(o o)
+--------------------------.oooO--(_)--Oooo.------------------------------+
| Holger Janz | | |\ | | | \/ |
| Holger.Janz@informatik.uni-rostock.de |_ | | \| |_| /\ |
| http://www.informatik.uni-rostock.de/~hjanz/ |
| snail-mail: Holger Janz; Blockmacherring 31; 18109 Rostock; Germany |
tel. +49 381 120 3614
"Urspruenglich eignen Sinn lasz dir nicht rauben.
Woran die Menge glaubt, .oooO ist leicht zu glauben."
( ) Oooo. - J.W. Goethe -
+---------------------------\ (-----( )-----------------------------+
__)) /
(__/

785. digitizing routine

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: Tim.Gearin@flight.org
Message-ID: <6b1_9506280416@flight.org>
Source record: 90457

```
:Steve Lashower:
Thanks for the code. By the way it looks, its a matter of doing things in
the right order otherwise, mine sould of worked. I now made a routine that
just gets and puts the sound value in AUDC1. But its louder for some reason
than ASP.
/
---------------------------- -//- ----------------------------
Internet: Tim.Gearin@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------
```

786. Re: USA Today newspaper - June 20

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: bosco@yab.com
Message-ID: <3sqqt0$kmc@news.yab.com>
Source record: 90458

F Tooned (ftooned@delphi.com) wrote:
: It "didn't" make the June 20th release date, but there is a 95%
: chance of it appearing on June 27th now...
:
: Mike

It's there! Go to the 7-11 right now, before the Wednesday edtion hits the stands, if you want a copy. Mike's in the article as well as Michael Current. And there's a picture of some Commodore user is above the article surrounded by his Commodore collection.

John Collins
NWPAC

787. Re: Copying a boot Program on a Cass to disk

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: gholder@emory.edu
Message-ID: <3sqqfo$3or@moe.cc.emory.edu>
Source record: 90459

Newsgroups: comp.sys.atari.8bit
Followup-To:
Distribution: world
From: gholder@emory.edu (Gary Holder)
Organization: Emory University
Subject: Re: Copying a boot Program on a Cass to disk
Summary:
Keywords:

sharris@bobcat.ent.ohiou.edu (Steven Harris) wrote:

> Is DOS just like MS-DOS for
>PCs? Are PC and Atari dirves/disks compatible? In other words,
>is DOS for Atari MS-DOS compatible?
>
>And ultimately, can I copy my boot cassette programs to floppy
>disk? How is this done. Thanks,

I see you've alread had at least one helpful response, so I'll skip the
basic answers you already have.

I'd recommend you stick with Atari DOS 2.0 or 2.5 (which MUST be
on some of those disks you got) for a while. No, it is nothing like
MS-DOS, but it is a simple, menu-driven system which I'm sure you
can figure out. As was mentioned, the procedure is to turn on the
drive, insert the disk, then turn on the computer. You will have to
experiment with each disk to see if it wants BASIC (just turn on the
computer) or if it wants BASIC disabled (hold OPTION).

In either case, the software may take over and start on its own, it
may present you with a custom menu, it may leave you at the DOS
menu, or it may leave you at the BASIC "READY" prompt.

Another thing which might mess you up is the drives must each have
their drive number switches in back set to different numbers 1-4, and
you must boot from drive 1.

As to copying your cassettes to disk, there are utilities for doing this
for machine language boot cassettes, but they may be a bit hard to
find (I haven't had to do this in a LONG time), and if the binary soft-
ware is at all complex (like it loads in several stages--a welcome
screen, then the game, for example) the utilities I've seen probably
won't handle it.

One additional set of details is that Atari DOS 2.0 or 2.5 consist of
two binary files on a disk (plus the invisible boot sector infomation).
These are DOS.SYS and DUP. SYS. The procedure is conceptual-

ly similar to MS-DOS. A disk may be formatted, but it is not bootable unless menu item "H", Write DOS Files is used to write the boot sector as well as DOS.SYS. DUP.SYS is necessary to have the DOS menu available.

Hope some of this is of help.

Gary Holder

788. Genesis controllers for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: cfipaul@ix.netcom.com
Message-ID: <3sqshk$m4i@ixnews6.ix.netcom.com>
Source record: 90460

Just wondering if the Sega Genesis controllers will work with my Atari 8-bit? Any info would be appreciated....However if anyone has any ideas of joystick sources, that would also be appreciated.

Thanks!

789. Re: What, more AR talk?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <141357@cup.portal.com>
Source record: 90461

Joel; In some versions of AR City, ST for sure, you could work & I think if your stats were high enough join guilds. I never got a character advanced enough to join a guild in the ST version though. It was a fairly decent port all things considered but that drowning boom box sound for the music came across more like distortion then something planned. There was at least one great bar to go to in the outer perimeter of the North West corner I think. You had to go through something like 18 one way walls, turn right & go through an invisible wall to get there. It was the only place in town that gave out free water.
I'm still wonder what some of the back doors like: Chronos Master of Time do.
Rick

790. Sequels to Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <199506281405.KAA14499@postbox.acs.ohio-state.edu>
Source record: 90462

Just curious...The Dungeon was the last (and only) sequel released to AR:
The City...but there were more modules in the works, right? Like the ones
you run smack into in the City: The Arena, The Palace, The Wilderness,
The Casino...any chance at all that these will ever be made? I mean, is
there a "Dungeon Creation Kit" for AR or is it all coded from scratch?

Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"

*** Magic: The Gathering: It's not just a hobby anymore... ***
http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html
---

791. Re: MyUtil Woes (again)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: winston@merk.com
Message-ID: <DAvsyD.3w6@merk.com>
Source record: 90463

On Thursday, June 22, 1995 at 14:24:49 -0400,
hans@macbeth.umd.edu (Hans Breitenlohner) wrote:

HB> The Atari drive spins slightly slower (280-some rpm instead of 300 rpm).
HB> If you format a disk on the Atari, then write sectors on the PC, it is
HB> possible that the header of the next physical sector will be overwritten,
HB> making that sector unreadable. (The next physical sector is usually
HB> the current logical sector+2). The solution to this is to format all
HB> disks on the PC.
HB> (Aside: Does anybody know how this problem is handled on the
HB> XF551? Is it also slowed down?)

The ATARI XF-551 spins at a physical rate of 300 rpm, but will report
a query as 280 rpm for compatibility (I think ?). If the program computes
revolutions directly, you will get 300 rpm because I understand that the
mechanism is a regular IBM clone Mitsumi (sp?) floppy drive.

792. Re: Help request again, null modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: winston@merk.com
Message-ID: <DAvt4p.40x@merk.com>
Source record: 90464

"Kermit-65, SX-212 Express, and Gold Card..."

What the heck is "Gold Card" ?!?? This is the first time that I have
ever heard such a thing mentioned!

793. Re: What hapened to Philip Price

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ss8ou$m6v@nic-nac.CSU.net>
Source record: 90465

Well Philip, I heard Decent (sp?) `grabs peoples stomachs'.. makes 'em turn green.

I happen to like Marathon. Now, if you could make a complete AR/ish game with a Marathon engine (NOT a Doom engine.. it's not even close to as realistic!) I'd be VERY happy! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

794. What is going price on rare items?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3ss9es$496@news2.delphi.com>
Source record: 90466

Just curious, anyone know what items like the 1450,1090 and 815 drive are bringing nowadays?

-Bry

795. For Sale: Printer package for Atari 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: krieg@allmalt.cs.uwm.edu
Message-ID: <3sscs1$7kd@uwm.edu>
Source record: 90467

Make an offer on this fine performing printer system. Prints great cassette jackets with the CASSJCKT.BAS basic program.

Star SG-10 printer - Does tractor feed or friction feed for stationary and envelopes. Uses charater sets to allow graphics printing. Originally considered "the" printer for Atari computers. Original box, packaging and manual included. *NOTE* - will also work with ST or other computers with a standard parallel cable.

Dust cover specifically designed for the SG-10.

Desktop printer stand - Elevates printer on desk so paper can be stacked under it.

Printer interface - Digital Devices 8-bit printer interface which allows other devices to daisy chain off of it.

Misc. - Paper, extra ribbon.

--
= o = Andrew Krieg - Software Engineering Consultant =
= | = E-mail: krieg@allmalt.cs.uwm.edu or =
= o / | \ o = krieg@ct.med.ge.com =
= |-/ \-| = WWW: http://www.cs.uwm.edu/public/krieg/index.html =

796. ATR 8000 Disk Drive Controller for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: lsell@pilot.msu.edu
Message-ID: <lsell-2806951515490001@lsell.cl.msu.edu>
Source record: 90468

Cleaning out some storage....

I have an ORIGINAL ATR8000 drive controller.... drives as well, if I recall correctly. The ATR8000 allows 8-bit users to use stock 5.25 in mechs. Etc.

It worked when I stored it.

Will sell for $25, plus shipping. Will sell drives (if I still have them) for $25 also.

email please. I don't keep up on this newsgroup.

lsell@msu.edu

797. Winter Games & Thunder Mountain!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <212B9DC4AEC@east-01.novell.leeds.ac.uk>
Source record: 90469

Winter Games (from Epyx) was never officially released for the Atari 8-bit range of computers, however there were several other winter sports sims, some good some not so good.

Perhaps one of the better ones was a game called Winter Olympiad 88 which was released here in the UK just before the Winter Olympics of 1988 by a company called Tynesoft. Several months (years?) later well after the 1988 Winter Olympics had finished this game was released in the USA by a company called Thunder Mountain, but to avoid the product being dated they changed the name to Winter Challenge. Therefore Winter Games (and Summer Games 2) never made it but there are several worthy alternatives.

Richard Gore
chmrig@leeds.ac.uk

798. Re: nir-PAL and Sweet 16

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199506280740.AAA18867@zippy.sonoma.edu>
Source record: 90470

Glenn, I'M just happy it works! I mean, if it lets software which normally crashes on an NTSC machine RUN, then it's well worth it!

Besides, (1) Without a nir-PAL yous till don't see stuff at the top/bottom to well (again, if at all!! :))
(2) I have a C=1084 (STILL need to repair it! >:^( ), so I can just tweak the V/H-size to see what's too far off the screen to see :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

799. Re: USA Today newspaper - June 20

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <HSU8vksjYZba083yn@IBM.NET>
Source record: 90471

In article <3sqqt0$kmc@news.yab.com>, bosco@yab.com () wrote:
>F Tooned (ftooned@delphi.com) wrote:
>: It "didn't" make the June 20th release date, but there is a 95%
>: chance of it appearing on June 27th now...
>It's there! Go to the 7-11 right now, before the Wednesday edtion hits
>the stands, if you want a copy. Mike's in the article as well as Michael
>Current. And there's a picture of some Commodore user is above the article
>surrounded by his Commodore collection.

It's not a bad article at all, at least it didn't make us sound like
raging lunatics!! :-) I was very surprised on how much Commodore and
Atari content was in the article, compared to the Apple][. Now I'm
waiting to see how many new people we actually get in here!!!!

Ryan 'Gozar' Collins RLCOLLI@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

http://miavx1.muohio.edu/~rlcollins
---

800. Re: Atari 400 Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DAwDHs.D2@iglou.com>
Source record: 90472

In article <DAMCn3.3Dt@news.hawaii.edu>,
Galen Tatsuo Komatsu <gkomatsu@uhunix3.uhcc.Hawaii.Edu> wrote:
> Anyone have the part number of this item? thanks.
CO17495, the same 9VAC supply used with the 800, 810, 1050, etc.

--
Bill Marcum bmarcum@iglou.com
SEX IS NOT OBSCENE, CENSORSHIP IS!

801. Re: nir-PAL and Sweet 16

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: potter@escmail.orl.mmc.com
Message-ID: <3ssipu$559@theopolis.orl.mmc.com>
Source record: 90473

The PAL Antic replacement runs FlickerTerm just fine, but as you'd guess,
the flickering is just that much more noticeable.

My Magnavox Color 40 monitor has no problem syncing up to the 50 Hz
vertical rate, and has enough latitude in the vertical size adjust to
see all lines on even the most exotic Euro-demos I've found. Neat.
I'll have to try the RF output on an ordinary TV next...

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

802. Re: What, more AR talk?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: paradise@netcom.com
Message-ID: <paradiseDAwEut.719@netcom.com>
Source record: 90474

In article <141357@cup.portal.com>,
<Rick_Michael_Cortese@cup.portal.com> wrote:
>Joel; In some versions of AR City, ST for sure, you could work & I think
>I'm still wonder what some of the back doors like: Chronos Master of Time
>do.
The backdoors found in the What is Reality screen did the following
1. Allowed adjusting the speed of the revolving stats at character
creation time.
2. Allowed immortality, but no save game.
3. Allowed immortatlity,saving of game, but no level progression.
4. I can't remember if I had a fourth backdoor

--
Philip Price
paradise@netcom.com

803. Re: Sequels to Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: paradise@netcom.com
Message-ID: <paradiseDAwFpI.9CL@netcom.com>
Source record: 90475

In article <199506281405.KAA14499@postbox.acs.ohio-state.edu>,
Robert Rumpf <rumpf.1@osu.edu> wrote:
>Just curious...The Dungeon was the last (and only) sequel released to AR:
>The City...but there were more modules in the works, right? Like the ones
>you run smack into in the City: The Arena, The Palace, The Wilderness,
>The Casino...any chance at all that these will ever be made? I mean, is
>there a "Dungeon Creation Kit" for AR or is it all coded from scratch?
The city had a poster size map printing and an interactive editing
program I creating for development purposes. Also the atari 8 bit city
allowed bootstrapping the sequels directly from the city without rebooting.
In order for someone to trick AR into believing that they had an arena,
they would have to define a floppy the fit the expected format for arena
and then AR city will blindly load into memory sectors from that
disk(assuming again they all are properly formatted/structured) and then
jump to a location in memory that is in the loaded area.

Its been a long time(and I haven't booted my code disks) so I can give
a foggy picture of the required data layout of a sector for the city and
any other bootable sequel (This does not apply to the commercially
released dungeon because the
bootstrap feature was never implement on the c64 conversion of the city and
therefore the dungeon did not have it).
But the layout went as follows:
Byte 1 & 2 Two integer values used for seeds for the encryption
algorithm. The rest of the sector was encrypted including the header.
The order of the following bytes is not assurdly correct(Hey it's eleven
years since I wrote it;D
Byte ID of which game in the AR series this disk is part of
Byte ID of which disk "side" in the game/sequel this is.
Track ID no disk (Used to prevent people copying sectors around to
see what that would do)
Sector ID on disk
Two byte checksum (this is the last thing, I believe it was two, not one
byte)
120 Bytes of Data

Byte the way one flaw in my simple block-chain cipher I used is that if
you have both seeds be zero, then the rest is the same(I think unless I
added the last data value into the seed, ugh, been a while) as if
there was no cipher:)[It used a simple xor and addition/modulo technique
changing the working key as it went]. The encryption and decryption
algorithm is also the first thing my VBI worm would consume if it was
brought to life by someone flipping on Omnimon into memory.

--
Philip Price
paradise@netcom.com

804. Re: What, more AR talk?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: par@scs.leeds.ac.uk
Message-ID: <y1zpwjyjuc1.fsf@csindy12.scs.leeds.ac.uk>
Source record: 90476

In article <3sr7r3$det@susscsc1.rdg.ac.uk> smrgoodw@reading.ac.uk (J. F. Goodwin) writes:

It would be good if he could spill the beans on anything that might not
have discovered. Or, even better, on what his plans were on the other
parts of AR...

Okay. I'm not Philip Price, but I still have a message someone sent me
years ago about AR. Here we go.....

--
Paul

Category 13, Topic 7
Message 250 Tue Jan 02, 1990
PHILIP.PRICE at 01:48 EST

Okay since I am a notorious procastinator. I will give a brief outline of
what was the main parts of AR as originally conceived.

The idea behind AR was a place to entertain but also to enlighten/educate
oneself. I desired to have as realistic of a world possible, but still a world
that was filled with the unknown. I knew I couldn't do it in one product so I
plan to develope it through a series.

City/Dungeon (Something originally planned as one)
You are thrust into a new enviroment and have to first learn to survive.
You have to learn to discern to a certain degree. Free will is of course
permitted, monsters and people react to your moral decision. Traps are laid
both physical, mental and moral. Multiple ways to resolve problems are
avaiable. The first clues to why things are the way they are are given.
[Further details on the clues I will disclose further in this letter].

Arena
Originally game would be patched to add slaver bands. (you could be shang
hi 'ed into the arena amongst oither ways in).[Original game meaning
City/Dungeon]. The arena would permit combatting you characters against other
peoples characters or against computer run characters. The ultimate goal if
you had been abducted would be to regain your freedom, if you are free then it
would be to gain nobility and a title. A choice would be given if this wqas
accomplished that would retire that character to a life of luxury[and
boredom].

Palace
Palace intrigue and the ability to modify the city layout. You could climb
the ladder to greater power and responsibility, wielding it as you saw best or
worst. Again if you climbed to the pinnacle you had a option to retire the

character to a life of luxury,power and the thrill of trying to stay one step ahead of future wouldbe kings.

[To become king you have to defeat the current king which at first is a computer character, though once overthrown or disposed/killed/poisoned etc. it would be someone else, possible a player character[retired].

Wilderness The wilderness would be the start of a pilgrimage to find the truth of AR. There would be traps,tricks to waylay the adventure and to turn him from his or her's true quest.

Revelation Hidden in the depths of a cave behind the immense waterfall that can be seen even from the city is a metallic door requiring a pass card to enter. Once open it reveals corridors gleaming with technology far beyond our own. Further investigation reveals a room that has immense windows/portals and a view, a view into space.

Destiny Fighting with high tech equipment (from both revelation, destiny and if you run into the aliens that politically are friendly to you plight, the weapons the riddler has from the dungeon). Searching further this immense ship you discover a chamber filled with metal cocoons. Using wit and knowledge gain through other locations you decipher the controls and the display. You learn that these cocoons hold bodies, the bodies of all of those captured. The machines keep the bodies physically alive and fit, but imprisoned. The minds of those entrapped are tapped and fed with images. The ships computer can even permit the images to interact with solid/material components of the ship. You are an image. What is reality? You body lies in a cocoon. Your mind sees what the image sees. What is a soul? What is experience? You experience, you feel what this image you have been controlling since you kidnapping feels. Again there are choices to make. In the end you are left with many choices, continue to live in you image body, a nearly immortal life, but knowning that these aliens have done this to you and can watch, feel, experience whatever you do whenever they want. You are thier entertainment. They have become jadded by luxury , power and knowledge and use lesser beings to regain some of the passions of life. You can cut off this channel, though they may also destroy the ship, or earth. You can escape in a smaller ship than the entertainment world and go back to earth (hoping to evade the future capture ships these beings send to gain more 'entertainment'. You could destroy the planet[and hope that they are not a multiplanet race] You can take the entertainment world(That was orbitting the aliens planet) and bring it back to earth to let the scientist learn from it[and hope the aliens don't trace it]. You could blackmail the aliens. You could sell out humanity. You could try to bluff them. There are many choices, life isn't easy and some of the most important decision are the hardest to find a best answer in.

There were other details I haven't gotten into here(Like a lot of the fun things to do in each scenerio other than the main plots). And there were/are a lot of little details to be left until the scenerio each were to be produced. But from this you can see the main plot and the main suprises that were originally planned.
Take Care,
Phil P.S.

I think I have mentioned this before...FOr Atari 8 bit City owners if you type fiat as you character name(while holding down the control key) you get into another menu which allows some game changes. The only command I remeber from it allows changing the speed of the numbers spinning by before you walk through the portal. the command is cela saute aux yeux. I hope I spelled that right.

Acrinimirils gate was a portal into a true parrallel universe. Acrinimiril was/is a being from another universe, who had a habit of adventuring/travelling into many dimensions and universes and getting himself into heaps of trouble. He was a complete unknown to the aliens and caused them all sorts of problems. For one since he wasn't run from the computer, he was not traceable. Also he had a lot of experience in these situations. Unfortunantly isn't wasn't always very bright about keeping a low enough profile. And after killing an alien (and getting it's passcard) the aliens were then able to trace him and finally entrap him for further study. Not all aliens were for this 'entertainment', and there was planned to have ways to resolve the ultimate questions through interaction with these aliens also. And it was also was going to be allowed to go through acrinimirils gate into other universes at destiny's end.

---------- End of Phil's meesage

Also, here are some useful numbers:

STATS NEEDED TO JOIN GUILD

GUILD STR INT WIS SKL STA CHA SPEED ALIGNMENT LEVEL

ORDER 20 28 0 25 24 26 16 176 7

LAW 18 26 26 22 20 24 15 152-208 6

LIGHT 10 24 22 18 10 20 18 144 5

PHYSICIANS 10 26 24 26 23 20 15 128-244 6

BLUE 0 0 15 0 0 15 0 120-192 4

STAR 18 26 24 24 20 22 17 120-176 5

GREEN 26 15 15 22 24 18 17 96-160 4

THIEVES 20 20 0 24 18 15 18 64-128 3

CHAOS 15 15 23 15 23 25 15 64-128 3

RED 15 22 18 24 15 23 18 48-127 4

ASSASSIN 25 25 18 26 24 22 18 16-112 5

DARK 25 25 23 21 23 19 19 0-64 6

805. Re: Question about XF v.2

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <d99_9506290110@flight.org>
Source record: 90477

In message #473, ROB FUNK writes:

> > having PC Xformer version 2.5, I'd like to turn off internal
> >clickin-squeeking of keyboard, which disturbs me much.
>
> Recent versions of the emulator allow you to use control-F3 to turn
> off the keyclick, just like on the 1200xl.

Does someone have a full list of what keys are what under ST Xformer 2.55?

--- -//- ---

Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |

--- -//- ---

806. Re: Alternate Reality waf

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <d9a_9506290110@flight.org>
Source record: 90478

In message #479, LREMERY@FAST.NET writes:

> Go for it, Callum! (Don't become Grue-chow!)
>
> Larry

Ummm, I'm confused!?!? Go for what?

--- -//- ---

Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |

--- -//- ---

807. This is crazy, but...

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-28 00:00:00 UTC
From: buesc911@raven.csrv.uidaho.edu
Message-ID: <3ssj2m$atj@newshound.uidaho.edu>
Source record: 90479

there's this german guy working on a small unix for the stock C64 he calls
LUnix. Check out the WWW page http://131.188.190.131/~poldi/proj.html
I don't expect it to be running emacs any time soon, though :).

Brent

808. Rambo XL for 800XL Installation?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-29 00:00:00 UTC
From: <>
Message-ID: <3st2hj$c77@ren.cei.net>
Source record: 90480

I have a RamboXL 256K expansion (in my dead 800 XL) that I need to install into my new stock 800xl - but I can't find the installation guide.

Does anyone have a copy of this? I'd backtrack from the machine it's in, but that machine also has a Turbo816, and a failed double-Pokey installation in it - frankly I don't want to screw *this* one up.

Can anyone help?

Mark Statzer
KASN Little Rock Arkansas
mstatz@cei.net

809. Re: WhadidISay? BobTerm corrupts files

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-29 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <141409@cup.portal.com>
Source record: 90481

Bernard; IMO, if there is a problem it will be with the software on the recieving end. An ST with Omnicom for instance will pick up extra characters with a xmodem transfer. The easiest way to check for potential problems is just send a small text file with the set up/protocol you want to use, then load the file into your word processor. If it is normal except for a trailing string of repeating characters, then this is the bug people are talking about. I've had it happen repeatedly with files I created myself so I know it's happens. I'd imagine since a lot of us used this ST/Atari set-up to port files back and forth we may have inadvertantly created a lot of files like this.

810. How do I make a ROM image?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-29 00:00:00 UTC
From: dann@elvira
Message-ID: <DAxsE2.EyG@nymt.reuter.com>
Source record: 90482

Hello all.

Here is my question: I wan't to make an image of the Atari 800 OS that I can use with PC Xformer. The only thing I could think of is to use Assembler Editor and type:

SAVE#D:ATARI.ROM<D800,FFFF

However, this does not produce the desired effect. I am aware that PC Xformer comes with a ROM image, but my 800 seems to have a different OS. Anyone have any ideas?

Thanks in advance.

Dan Noguerol
dann@nymt.reuter.com

811. SpartaDos Disk Image for PCXformer?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-29 00:00:00 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <3sus7h$r34@usenet.INS.CWRU.Edu>
Source record: 90483

I was wondering if the SpartaDos Disk Image for PCXformer is available yet.

If so, where can I find it...

Also will this disk image support a full SpartaDos Hard disk partition???
(Which is if I remember correctly 15 megs?)

If this is available I will buy PCXformer in a heart beat...

Unfortunately the software I'd like to run on my PC requires SpartaDos 3.2.

Thanks for any information...

-Mark Leair
--

812. Re: WhadidISay? BobTerm corrupts files

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-29 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.23.0022BEED@mindspring.com>
Source record: 90484

In article <141409@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:
>From: Rick_Michael_Cortese@cup.portal.com
>Subject: Re: WhadidISay? BobTerm corrupts files
>Date: 29 Jun 1995 09:00:11 -0700

>Bernard; IMO, if there is a problem it will be with the software on the
>recieving end. An ST with Omnicom for instance will pick up extra characters
>with a xmodem transfer. The easiest way to check for potential problems is
>just send a small text file with the set up/protocol you want to use, then
>load the file into your word processor. If it is normal except for a trailing
>string of repeating characters, then this is the bug people are talking
>about. I've had it happen repeatedly with files I created myself so I know
>it's happens. I'd imagine since a lot of us used this ST/Atari set-up to
>port files back and forth we may have inadvertantly created a lot of files
>like this.

I used to run a BBS in Augusta,GA years back and had this problem a lot. I
wrote a program to strip off the extra trailing characters called STRIPPER.
Then I found that while this worked most of the time, once in a while it
didn't. The reason is I was just removing all the characters at the end of a
file that were the same. Fine, but sometimes the characters added in transfer
were the same as the last character in the file. In that case when they were
removed, the file would still not work. I wrote STRIP2 for this case, then
later combined both into STRIP3 so you could write both versions of a file and
try them. At that time, (1985-86) most xmodem protocols had this problem.
The nice thing is that the file is only corrupted once. From the point of the
first transfer, the file is evenly divisible for following transfers and no
more extra characters should be added. I will put it up on James King's
xmission FTP site for those interested. ftp.xmission.com
/pub/users/j/jeking/8bit.

813. Re: How do I make a ROM image?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-29 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.24.00253124@mindspring.com>
Source record: 90485

In article <DAxsE2.EyG@nymt.reuter.com> dann@elvira (Daniel Noguerol) writes:
>From: dann@elvira (Daniel Noguerol)
>Subject: How do I make a ROM image?
>Date: Thu, 29 Jun 1995 13:34:50 GMT

>Hello all.

>Here is my question: I wan't to make an image of the Atari 800 OS that
>I can use with PC Xformer. The only thing I could think of is to use
>Assembler Editor and type:

> SAVE#D:ATARI.ROM<D800,FFFF

>However, this does not produce the desired effect. I am aware that PC
>Xformer comes with a ROM image, but my 800 seems to have a different OS.
>Anyone have any ideas?

>Thanks in advance.

If I remember right, the asm/ed cart was designed to not be able to copy the
rom correctly. MAC65 might do it, though I haven't tried it.

814. USA Today Article -- posted

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-29 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <3suang$o7j@news.xmission.com>
Source record: 90486

> (Editor's note: below is the entire half page story that appears in
> the June 27th edition of USA Today. The story has been reformatted
> for WWW viewing. Also, any typos are probably my fault.)
>
> Loyal users cling to comfortable old computers
>
> [Picture of Jim Brain with his Commodore Computers]
>
> KEYS FOR CONTINUOUS FUNCTIONING: Jim Brain, a software designer and
> Internet consultant, with his Commodore computers. He is holding his
> first computer, a Vic-20 he purchased in 1983 for $233. 'I don't see
> any reason to say a machine is no good anymore, as long as it
> fulfills your needs,' he says.
>
> By Leslie Miller
> USA TODAY
>
> Jim Brain doesn't much care for the word "obsolete".
>
> He spends most of his free time helping what he calls "ma and pa
> users" get the hang of computers others have either given away or
> sold as junk. He hears the O word a lot.
>
> "They're only obsolete because the corporate world has moved on,"
> says Brain, a software designer and Internet consultant who's
> considered something of an expert on the Commodore 64, a popular
> home computer that came out in 1983.
>
> Brain knows lots of people who are still using Commodore and other
> old computers to play games, write letters, even run small
> businesses. "I don't see any reason to say a machine is no good
> anymore as long as it fulfills your needs," he says.
>
> Commodores, Apple IIs, Atari 8-bits and other computers developed in
> the late 1970s and early '80s are dinasours in a world where
> technology moves so fast that today's top-of-the-line machine may
> seem barely adequate in a matter of months.
>
> Computer makers, of course, would love to see people go out and drop
> thousands of dollars on new models. But stalwart loyalists like
> Brain, 24, of Fenton, Mich., want to show the world that their old
> machines, often bought used for less than $100, "still have lots of
> life left in them," he says.
>

> Several million people are estimated to still be using these and
> other brands of "orphan" computers, so called because they're no
> longer made or supported by their manufacturers.
>
> But that doesn't mean there's no support. Plenty of third-party
> companies sell new and used hardware and software for the old
> machines, and user groups, both local and online, are eager to help
> owners.
>
> "The best thing these people can do is get a modem," says Len Stys,
> who manages the Cleveland Freenet's Atari special interest group,
> through which he gets about 200 Atari-related e-mail messages a week
> from people all over the world.
>
> "Once they get a modem, they will find there is a lot of support
> available (on line) and, more importantly, find out they are not
> alone," he says.
>
> Many users have souped up setups with add-on hard drives, printers,
> even CD-ROMs and scanners.
>
> "You can go right up to the big boys," Brain says, from playing
> games to writing your novel to surfing the Internet. Commodore users
> even had their own on-line service, Quantum Link, started in 1985 by
> the company that later became America Online. Q-Link closed last
> year.
>
> Some may wonder why anyone would want a clunky old dinasour when new
> computers are more powerful and often easier to use.
>
> One reason is money. "Some orphan computer owners stay because they
> don't want to keep spending $2,000 every couple of years," Stys
> says. Others "know them from the inside out and can do everything
> they need to do with what they have."
>
> For some, taking in orphans is almost a matter of principle. "It's
> sort of like rooting for the underdog," says Rob Funk, an electrical
> engineering major at Ohio State University. "PCs and Macs have
> plenty of advocates, or at least buyers, so they don't need us."
>
> Funk recalls learning to program in Basic on his first Atari in
> 1983: He would type in programs from magazines, holding the magazine
> in one hand, typing with the other.
>
> "Even then it wasn't exactly the most popular thing around," he
> says. "It seemed like everyone else had Applis or TIs," (Texas
> Instrument computers).
>
> For technical types, the antiqus hold other attractions. Orphans'
> programmer parents love to wax poetic About the consise, "elegant

> code" written for the old machines, although its beauty was probably
> lost on most laymen.
>
> And while do-it-yourselfers may adore tinkering with the hardware,
> "the single reason for keeping an old computers has nothing to do
> with the computer itself, but the software," says Adrian Vance. "If
> you are used to, happy with and hooked on a particular program, why
> change?"
>
> Vance runs AV Systems Inc., a Santa Barbara, Calif., producer of
> Apple II software, primarily for schools. He estimates 1.4 million
> Apple IIs are in school use, but there's also a loyal following in
> the home market. "We get daily phone calls from people with
> trembling voices seeking software," he says.
>
> Although software continues to be developed for orphans, "anybody
> who's still doing it is in it for the love of the machine, not for
> the money," says Atari software developer Michael Hohman of Fine
> Tooned Engineering, Mesa, Ariz.
>
> "There's sort of a charm in using something that came out before PCs
> were invented," explains Michael Current, a librarian (and former
> computer science major) at Carleton College in Northfield, Minn.
>
> Current, 24, says he's comfortable using any kind of computer, "but
> I only own Atari."
>
> He uses it for home word processing, archiving personal e-mail and
> playing 200 or 300 games. "I still think the games done on the old
> Atari computers were more fun than all the new game systems like
> Segas and Nintendos," he says.
>
> They're a lot cheaper, too - most run just $5, although some of the
> 10,000 or more applications available cost $15 or $20. "you can buy
> all the software you need and pay less than one title on a PC," he
> says.
>
> Orphans aren't for everybody - "They're not exactly plug-and-play,"
> Brain admits.
>
> But he knows their users are "fiercely loyal . . . . Until those
> people all go away, old computers are going to stick around."
>
> Resources for vintage models
>
> * Atari 8-bit computers. Send email to Michael Current (keeper
> of Atari's frequently asked questions file, or FAQ, and vendor
> list) at mcurrent@carleton.edu , or Len Stys at
> xx004@cleveland.freenet.edu . If you are not online, send a
> self-addressed, stamped envelope to:

>
> Cleveland Free-Net Atari SIG
> P.O. Box 364
> Mentor, OH, 44061-0364
>
> The groups also maintains a Web page
> (http://ace.cs.ohiou.edu/personal/mleair/cain.html) with links
> to other Atari resources worldwide
>
> * Apple IIs. To find a user group near you, call the Apple User
> Group Connection (800-538-9696) or call call Quality Computers
> (800-777-3642), which publishes a newsletter and keeps a list
> of local groups
>
> Many links to Aplle resources and FAQs are on Nathan Mates'
> home page on the World Wide Web
> (http://www.ugcs.caltech.edu/~nathan/apl2.resource.html)
> (Editor Note: the article has the preceding URL wrong. It has
> been corrected here) ; Sequential Systems of Lafayette,
> Colorado, which has supported and serviced the Apple IIs for 10
> years also has a home page
> (http://www.hypermall.com/sequential/) .
>
> * Commodores. Send email to Jim Brain at brain@mail.msen.com or
> visit his Commodore page on the World Wide Web
> (http://www.msen.com/~brain/cbmhome.html) for links to more
> Commodore resources.
>
> Last Updated: 1995-06-28
> --
> Jim Brain
> Brain Innovations, Inc.
> 602 N. Lemen
> Fenton, MI 48430
> brain@mail.msen.com

@@@@@ -- @@@@@
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ -- @ @ @
Atari 8bit hobbyist by choice, Network Analyst by Accident!

815. Re: Alternate Reality waffle (re: What happened to Philip Price)

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-29 00:00:00 UTC
From: rwilmott@mars.superlink.net
Message-ID: <3st221$imk@earth.superlink.net>
Source record: 90487

Ah, Alternate Reality. 10 years later, after having played so many games with much better graphics & sound, much larger worlds, and so many more options, I *STILL* say AR was the most addictive game I ever played. Damn shame it never got finished...or at least revived in a new version for PC & Mac.

...and the songs were the best. I find myself still humming the opening music every now and then unconsciously. Damn, I gotta plug in the old 800xl and visit the taverns again. :-)

-Ray Wilmott

816. Re: What hapened to Philip Price

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-29 00:00:00 UTC
From: rwilmott@mars.superlink.net
Message-ID: <3st2lh$ipb@earth.superlink.net>
Source record: 90488

>Philip Price writes :
>Plus, it may contribute to me reentering the game business.

I'll raise my hand as someone who hopes this happens.

>Gary Gilbertson still lives in Hawaii, and we keep in touch
>(I used to have midi copies of all the ar songs until my latest
>hard disk crash, will have to wait till Gary sends me replacements

Well when you get them, or if Gary is around on the net, could you
please post a few? I'd love to get these in MIDI format for old
times sake!

Alternate Reality...the only game I never grew tired of.

-Ray

817. Re: What hapened to Philip Price

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-29 00:00:00 UTC
From: rwilmott@mars.superlink.net
Message-ID: <3st357$irj@earth.superlink.net>
Source record: 90489

Phil, if you've got a few spare minutes, could you please do all of us AR fans one really big favor? Please post a quick paragraph or two letting us know how the game was supposed to end. (ie - how you finally get back to earth, why the aliens captured you and brought you to Xebec's Demise, etc).

Heck, we've been waiting 10 YEARS for the answers to these questions! :-)

-Ray Wilmott

818. Re: Sequels to Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-29 00:00:00 UTC
From: rwilmott@mars.superlink.net
Message-ID: <3st3tt$iup@earth.superlink.net>
Source record: 90490

>Man Philip.. I bet you not only changed the lives of the players of AR, but
>you probably REALLY humbled many hackers who tried to cheat the game!! :)

Back in those days, in my high school years, any time I bought a game
or borrowed a copy from a friend, the first thing I did was try to
copy it. (no long flames about piracy please; yes I used to copy lots
of games, but I also spent quite a nice chunk of money purchasing
legal copies of games I really liked as well...that includes AR which
I mail-ordered after reading an interview with Philip Price in Antic
like 6 months before the game was released). Anyway, I got pretty
good at cracking copy protection schemes on games. On lots of games
I enjoyed cracking them more than playing them! Alternate Reality-City,
with it multi-stage loading, and multi-level encryption scheme,
fuzzy sectors, and more ("protection from paradise") was one that I
spent *days* on, and couldn't beat. [and the Dungeon was cool too,
if I recall - the first level of copy protection was a simple
flawed sector or something....go in and remove the sector test and
when you tried to boot the copy it would put up a screen admonishing
you for pirating :-)]

Luckily I did finally get a cracked copy about 2 years later. I say
luckily, because my original side 1 disk for the city became
unreadable after about 3 years.

-Ray

819. Re: What, more AR talk?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-29 00:00:00 UTC
From: arromdee@jyusenkyou.cs.jhu.edu
Message-ID: <3st9qq$gfl@jyusenkyou.cs.jhu.edu>
Source record: 90491

In article <3sr7r3$det@susscsc1.rdg.ac.uk>,
J. F. Goodwin <smrgoodw@reading.ac.uk> wrote:
>It would be good if he could spill the beans on anything that might not
>have discovered. Or, even better, on what his plans were on the other
>parts of AR...

An Antic article describing a bit of AR before it came out said that it's in theory possible to finish the game with just part 1, but you have to look a weird things like star patterns... has anyone figured out if there's any way to finish the game from part 1?
--
Ken Arromdee (email: arromdee@jyusenkyou.cs.jhu.edu)

Romana: "But he had such an honest face!"
Doctor: "Romana! You can't be a successful thief with a _dis_honest face!"

820. Re: Sequels to Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-29 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ssrhe$5f2@nic-nac.CSU.net>
Source record: 90492

Man Philip.. I bet you not only changed the lives of the players of AR, but
you probably REALLY humbled many hackers who tried to cheat the game!! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

821. Re: nir-PAL and Sweet 16

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-29 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <3sthr0$mv3@ns.mcs.kent.edu>
Source record: 90493

Just where does one find one of these PAL Antics? If anyone has its' parts number, could you please post it up here, or of a place known to carry this chip.

--Craig (clisowsk@mcs.kent.edu)

Cleveland Free-Net Atari SIGOp: aa853 mailto:clisowsk@mcs.kent.edu
http://nimitz.mcs.kent.edu/~clisowsk [/8bit.html]

822. Re: Sequels to Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-29 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <3stiav$mv3@ns.mcs.kent.edu>
Source record: 90494

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Man Philip.. I bet you not only changed the lives of the players of AR, but
: you probably REALLY humbled many hackers who tried to cheat the game!! :)

Oh I dont doubt that, However I do remember seeing a fully working copy
of the game on various BBS's before it was in any of the stores in the
area. No matter how well copy protection is, there is always some hacker
out there with a mix of the cracker mentality, that has more time than
you'de imagine, that will have the game cracked within 3 or 5 days of
recieving it.
Some even went through the gory details of patching some of the
European games so that they'de be playable on the NTSC 8bits. I
remember playing Gauntlet (US Gold Version) years before it was ever
marketed by Mindscape in the US; although the game would usually crash
after 5 minutes in 2+ player mode.
Some of the hackers even worked on multi-platform cracking. I believe
the hacker who cracked a large majority of Atari games known as "Kilroy"
used to run several bbs's -- one for the Atari 8bit, one for the C64, and
one for the Apple II. He cracked games on all of these platforms.
Nothing like being a knowledgable teenager with too much time on your
hands. (grin)

--Craig

823. 800XL D.J.

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-29 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <8b3_9506290406@flight.org>
Source record: 90495

I just downloaded 800XL D.J. from a.a.u.e, it appears to be a program similar to SIO2PC, exept it works with ST's. But I can't figure out how to make it work as all the doc's are in German! (but the program itself is in English) Someone help please!

--- -//- ---

Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |

--- -//- ---

824. Re: Where are they Now!

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-29 00:00:00 UTC
From: junkster@chinook.halcyon.com
Message-ID: <3suj5s$nu2@news1.halcyon.com>
Source record: 90496

>Any of you guys know what happened to the great atari writers like Ron J
>fortier, Randy glover, chris crawford etc etc

Actually, I just ran across an interesting old-time Atarian. The name
Adam Billyard may not ring a bell, but he wrote:

Bellum - a Scramble-like game for APX
Henri - a Mr. Do clone
Chop Suey - a one-one-one fighting game (eventually sold through Antic's
APX)
ElektraGlide

He went on to write a couple of ST games and, most significantly,
RenderWare, which is one of the currently hot Big Three of PC libraries
for writing 3-D games.

James Hague
junkster@halcyon.com

825. Re: AR Doom is coming.

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-30 00:00:00 UTC
From: Depeche <depeche@rtd.com>
Message-ID: <DAzy7M.D82@lcpd2.SanDiegoCA.ATTGIS.COM>
Source record: 90356

> In article <3svm54$4o0@psuvax1.cse.psu.edu> Andrew K Heller writes:
> However, we aren't sure if the doom editor can handle a map this large..
> and this detailed. So, I can't promise you that you will ever see
> a completed City.
>

I think it can. There is a limit on the number of LINES it tries to display at one time, but you can get very large levels.

Just my two cents; where the Hotels are, put the blue health spheres, where the taverns are, put perhaps blue potions, and where the smithys are, put armor... If you can Uuencode it and mail it to me, I'd be glad to give input. (I just haven't had time to do any WADS lately.)

ObAtari8bit: I started out with an Atari 800. The 800xl I migrated to died a few years back, and I had sold my old 800 years ago. I have no Atari now.

Dep

(My opinions are mine alone. I do not represent my employeers.)
---

826. Wanted: Big Action! symbol table

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-30 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <141471@cup.portal.com>
Source record: 90357

I've looked & looked, but I can't find the file I used to use to increase
my Action! symbol table size. If anybody has this file could they please
send it to me? I got the original off of CIS, but after looking through
the files on the archive, I couldn't see it listed anywhere.
Thanks for any help.
Rick

827. Re: Genesis controllers f

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-30 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <e1e_9507050106@flight.org>
Source record: 90358

In message #506, J. F. GOODWIN writes:

> Well, I've been playing games on my Atari using the Sega controllers for
> some months. They work just the same as the ordinary joystick does.
> You have to use button "B" for the trigger. It's great fun - I love those
> keypads. I never thought I'd say I'd found something just as good as
> the old Atari joysticks.
>
> As far as I can tell the "START" and "A" buttons cannot be read by the
> Atari, but you can tell if "C" is being pressed; if I remember right
> it was either the light pen position or paddle you have to check for "C".

I'll just add my $0.02: I successfully modified a Nintendo NES controller
I bought at a garage sale for 25 cents to work with my ST, really improves
game control by just having a control pad instead of a stick... Now all I
need is to get a Sega controller with auto-fire... >8-}
--- -//- ---
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--- -//- ---

828. AR Doom is coming.

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-30 00:00:00 UTC
From: heller@blue.crayola.cse.psu.edu
Message-ID: <3svm54$4o0@psuvax1.cse.psu.edu>
Source record: 90497

Well, someone mentioned they would like to play an AR doom game..
well, the best that can be done right now is to make a DOOM AR City
map and populate it. =)

My younger brother is working on it right now... (there are AR maps
all over the walls of my computer room!).

However, we aren't sure if the doom editor can handle a map this large..
and this detailed. So, I can't promise you that you will ever see
a completed City.

Um..any sugestions as to what you would like to see?
We just argued that it would be better to allow you to use the built in
mapping feature of doom... otherwiase it would upset those people
who have no real RPG experience ...that and its VERY difficult to
figure out where wall sections begin and end with the DOOM textures.

Well, I just played aroound with the floating gate..pretty cool...
Gotta go... this machine is going to be on for the next few days non-stop.
heheh..

And yes, AR is the best game I have ever played...(RPG genre... there is
of course TEMPEST...)

Andrew

829. WANTED: Diamond GOS cart

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-30 00:00:00 UTC
From: mbates@netcom.com
Message-ID: <mbatesDAyxKr.BKC@netcom.com>
Source record: 90498

I would like to buy a Diamond GOS cart from anyone willing to sell.

-Marlin

830. Re: What, more AR talk?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-30 00:00:00 UTC
From: paradise@netcom.com
Message-ID: <paradiseDAynJA.7sp@netcom.com>
Source record: 90499

In article <y1zpwjyjuc1.fsf@csindy12.scs.leeds.ac.uk>,
Paul Rhodes <par@scs.leeds.ac.uk> wrote:
>In article <3sr7r3$det@susscsc1.rdg.ac.uk> smrgoodw@reading.ac.uk (J. F. Goodwin) writes:
>
>
> It would be good if he could spill the beans on anything that might not
> have discovered. Or, even better, on what his plans were on the other
> parts of AR...
>
>
>Okay. I'm not Philip Price, but I still have a message someone sent me
>years ago about AR. Here we go.....
>
>--
>Paul
>
>
>---
>Category 13, Topic 7
>Message 250 Tue Jan 02, 1990
>PHILIP.PRICE at 01:48 EST
>
> Okay since I am a notorious procastinator. I will give a brief outline of
>what was the main parts of AR as originally conceived.
[rest of post cut, see post for AR details]

... Glad you found this note I know I have a few times describe the AR
series in concept and you message saves me a mouthful :)

--
Philip Price
paradise@netcom.com

831. Re: What, more AR talk?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-30 00:00:00 UTC
From: paradise@netcom.com
Message-ID: <paradiseDAyntJ.892@netcom.com>
Source record: 90500

In article <3st9qq$gfl@jyusenkyou.cs.jhu.edu>,
Ken Arromdee <arromdee@jyusenkyou.cs.jhu.edu> wrote:
>In article <3sr7r3$det@susscsc1.rdg.ac.uk>,
>J. F. Goodwin <smrgoodw@reading.ac.uk> wrote:
>>It would be good if he could spill the beans on anything that might not
>>have discovered. Or, even better, on what his plans were on the other
>>parts of AR...
>
>An Antic article describing a bit of AR before it came out said that it's in
>theory possible to finish the game with just part 1, but you have to look a
>weird things like star patterns... has anyone figured out if there's any way
>to finish the game from part 1?
>--
>Ken Arromdee (email: arromdee@jyusenkyou.cs.jhu.edu)
I remember when and how that rumor started.. But to hit the nail on the
head, without further sequels, which would have patched the city, it can not
occur.

--
Philip Price
paradise@netcom.com

832. Re: WANTED: Diamond GOS cart

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-30 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DB04An.7JJ@jackson.napervilleil.attgis.com>
Source record: 90501

#==========Marlin Bates, 6/29/95==========
#
#I would like to buy a Diamond GOS cart from anyone willing to sell.

The author, Alan Reeve, used to be on the net. I think he is still at
Clemson University. His address was areeve@cs.clemson.edu, but I don't
know if it still is.

Since he didn't make the cartridges himself, I'm not sure he has any,
but it might be worth a try to send him email.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM

833. assembler 6502

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-30 00:00:00 UTC
From: we47091@vub.ac.be
Message-ID: <3t0nq7$n7b@rc1.vub.ac.be>
Source record: 90502

I've written a simple 6502 macro assembler in c (OS linux).
The only thing i have to now is where i can upload it.
(don't say umich, it's way to slow)

--

```
_____
The | ___| D I G I T -*- D I G I T -*- D I G I T
| |___
\___ \
___| | !!! SCRAMBLED BRAIN !!!
|__ ___/
```

Better known as "Opgave10" (we47091@vub.ac.be - VUB Technology Centre)

834. Re: How do I make a ROM image?

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-30 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <DAzEFt.EA9.0.-s@cs.vu.nl>
Source record: 90503

bwillard@mindspring.com (Bruce Willard) writes:

>In article <DAxsE2.EyG@nymt.reuter.com> dann@elvira (Daniel Noguerol) writes:
>>From: dann@elvira (Daniel Noguerol)
>>Subject: How do I make a ROM image?
>>Date: Thu, 29 Jun 1995 13:34:50 GMT

>>Hello all.

>>Here is my question: I wan't to make an image of the Atari 800 OS that
>>I can use with PC Xformer. The only thing I could think of is to use
>>Assembler Editor and type:

>> SAVE#D:ATARI.ROM<D800,FFFF

>>However, this does not produce the desired effect. I am aware that PC
>>Xformer comes with a ROM image, but my 800 seems to have a different OS.
>>Anyone have any ideas?

>>Thanks in advance.

>If I remember right, the asm/ed cart was designed to not be able to copy the
>rom correctly. MAC65 might do it, though I haven't tried it.

Doesn't matter if MAC65 does it or not, because you won't get a full ROM
image if you do it this way. You should write a small program that writes
the $C000-$CFFF ROM region to a file, then clears bit 7 of $D301 and write
$5000-$57FF and finally write $D800-$FFFF. This will produce a file of
exactly 16KB.

bye,
Ivo

835. Re: 800XL D.J.

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-30 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <DAzEso.EM0.0.-s@cs.vu.nl>
Source record: 90504

CALLUM.LERWICK@f47.n282.z1.fidonet.org (CALLUM LERWICK) writes:

>I just downloaded 800XL D.J. from a.a.u.e, it appears to be a program
>similar to SIO2PC, exept it works with ST's. But I can't figure out how to
>make it work as all the doc's are in German! (but the program itself is in
>English) Someone help please!

I have it installed at my STE together with a cable called ST/XL-link or
something... it consists of a MAX232 and 4 capacitors (sp?) and it only
links the send, receive and ground lines of the SIO port and the RS232
port. The command-line is not feeded to the ST, so sometimes you get a small
synchronazition (sp?) problem. Anyway, I guess the program will also work
with the SIO2PC cable (never tried). 800XLDJ is a nice program. It will let
you have up to 8 (or was it 9?) emulated drives in all different formats
(i.e. 256 bytes/sector single sided, double sided, 40 or 80 tracks etc.)
Also, one can install a read only drive which gets its files from C:\TMP
i.e. one has direct Harddisk access. All together, it's a nice program,
but it lacks the ability of transfering files in and out of disk images.
That's why I still stick to my old and trusty and severely hacked piece of
software from the 'Brabantse Hardware Freaks' that runs as interpreted
GFA basic, only emulates 2 drives and a printer, but can convert files
out of a DOS 2 (!) image to my atari harddisk....

> ---------------------------- -//- ----------------------------
> Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
>| FlightLine data.612.544.5118 <> note: the views of this |
>| Aviation & FlightSim Resource <> user are strictly his own. |
> ---------------------------- -//- ----------------------------

Ivo

836. Re: Copying a boot Program on a Cass to disk

Newsgroup: comp.sys.atari.8bit
Date: 1995-06-30 00:00:00 UTC
From: sharris@bobcat.ent.ohiou.edu
Message-ID: <DAzLG0.5r3@boss.cs.ohiou.edu>
Source record: 90505

Thanks Gary for the technical and moral support. I hope my return
to vintage Atari comps will not be too difficult. I have one
question though from what you said. Do DOS and Basic run concurrently?
Or do you have to go from one into the other?

837. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-01 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/faq_804602572@rtfm.mit.edu>
Source record: 90359
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discuss=
ion group!

Atari 8-Bit Computers

Frequently Asked Questions List

Revised 27-Jun-95

Additions/suggestions/comments/corrections are needed! Please send t=
o:

mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

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.
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ent of
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en to
this FAQ list or its Maintainer, or the author of that section reprod=
uced=20
when given.

The Atari 8-Bit Computers Frequently Asked Questions List was created=
to
provide answers to many commonly asked questions found in the Interne=
t's
comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group. It =
is in
a constant state of development, and comes with no guarantees. If yo=
u
see any problems, I need to hear from you!

--- Where to get the latest copy of the 8-bit Atari FAQ List -=
--

The home of many FTP archive sites, automatically updated monthly:
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq

The World Wide Web hypertext version, automatically generated monthly=
:
```

http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/fa=
q.html

"Flat hypertext" version:
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html

Usenet newsgroups where this FAQ list is automatically posted monthly=
:
news:comp.sys.atari.8bit news:comp.answers news:news.answers

You can also get the latest version by e-mail.
mailto:mail-server@rtfm.mit.edu message says:
send usenet/news.answers/atari-8-bit/faq
quit

Subject: 0.1) Table of contents

0.1) Table of contents

Introduction
1.1) What is an Atari 8-bit computer?

Usenet
2.1) What is comp.sys.atari.8bit?
2.2) What is comp.sys.atari.announce?
2.3) What is comp.sys.atari.advocacy?
2.4) What is comp.sys.atari.programmer?
2.5) What is comp.emulators.misc?
2.6) What is comp.emulators.announce?

E-Mail
3.1) What is the Info-Atari8 Digest?
3.2) What is INFO-A8?
3.3) How can I access the Merit/UMich Archive by e-mail?
3.4) How can I retrieve files from FTP sites by e-mail?
3.5) How can I post to Usenet newsgroups by e-mail?
3.6) How can I access the World Wide Web by e-mail?

FTP
4.1) How can I access the Merit/UMich Archive by FTP?
4.2) What is the Boston Archive?
4.3) What is the PVV Archive?
4.4) What is the ClarkNet Archive?
4.5) What is the Gatekeeper's Archive?
4.6) What is the Closer To Home Archive?

Telnet
5.1) What is the Cleveland Free-Net Atari SIG?
5.2) What is the Youngstown Free-Net Atari SIG?
5.3) What is the National Capital Free-Net Atari SIG?
5.4) What is the Closer To Home BBS?
5.5) How can I access the World Wide Web by Telnet?

Gopher
6.1) How can I retrieve files from the Merit/UMich Archive through G=
opher?

World Wide Web
7.1) What WWW pages support the 8-bit Atari?

Prospero
7.8) How can I access the Merit/UMich Archive by AFS?

IRC
7.9) What is #Atari8?

Online Magazines
8.1) What is the CAIN Newsletter?

File Formats
9.1) What's this UUEncoding stuff (.uu, .uue files) all about?
9.2) What is an .arc file?
9.3) Okay, how about a .dcm file?
9.4) What is an .xmo file?

Emulation
10.1) What 8-bit Atari emulators exist for other computing platforms=
?

File Transfer Solutions
11.1) What are the best terminal emulators available?
11.2) Can I read/write 8-bit Atari disks on an IBM-PC?
11.3) Can I read/write MS-DOS disks on an 8-bit Atari?
11.4) How do I transfer files using a null modem cable?

Storage Media
12.1) What 5.25" floppy disk drives are available?
12.2) How can I use 3.5" floppy disks with my 8-bit Atari?
12.3) What do I need to connect a hard drive to my 8-bit Atari?
12.4) How can I use an IBM-PC as a storage device for my Atari?

General Interest
13.1) What's the best DOS for the Atari?
13.2) What hardware has Atari created in the 8-bit computer line?
13.3) What are the power-supply requirements for my Atari components=
?
13.4) What are the pinouts for the...?
13.5) What BBS software can be used on the Atari?
13.6) What version of Atari BASIC do I have?
13.7) What are the Standards for Used 8-Bit Stuff?

Other Documents of Interest
14.1) What vendors, developers, or publishers support the 8-bit Atar=
i?
14.2) Where is my nearest 8-bit Atari BBS?
14.3) Where is my nearest 8-bit Atari user group?
14.4) How do I use my new or emulated Atari?

14.5) What prominent Atarians are reachable by e-mail?

Subject: 1.1) What is an Atari 8-bit computer?

In order of their release, the Atari 8-bit computers include the 400,=
800,
1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System. The 400/8=
00
models were first shown publicly in November 1978 and first sold in
1979. The final machine, the XE Game System, was released in 1987.
Atari Corp. officially dropped all remaining support of their 8-bit
computer line on January 1, 1992.

The following text was written by Chris Crawford and appears in De Re
Atari (Atari#APX-90008), a book published and copyright by Atari, Inc=
.,
1981-1982. It has been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very differe=
nt
=66rom other systems. It of course has a microprocessor (a 6502), RA=
M,
ROM, and a (PIA). However, it also has three special-purpose (LSI) c=
hips
known as ANTIC, GTIA, and POKEY. These chips were designed by Atari
engineers primarily to take much of the burden of housekeeping off of=
the
6502, thereby freeing the 6502 to concentrate on computations. While
they were at it, they designed a great deal of power into these chips=
.
Each of these chips is almost as big (in terms of silicon area) as a
6502, so the three of them together provide a tremendous amount of
power. Mastering the Atari 8-bit computers is primarily a matter of
mastering these three chips.

ANTIC is a microprocessor dedicated to the television display. =
It
is a true microprocessor; it has an instruction set, a program (calle=
d
the display list), and data. The display list and the display data a=
re
written into RAM by the 6502. ANTIC retrieves this information from =
RAM
using direct memory access (DMA). It processes the higher level
instructions in the display list and translates these instructions in=
to a
real-time stream of simple instructions to GTIA.

GTIA is a television interface chip. ANTIC directly controls mo=
st

of GTIA's operations, but the 6502 can be programmed to intercede and
control some or all of GTIA's functions. GTIA converts the digital
commands from ANTIC (or the 6502) into the signal that goes to the
television. GTIA also adds some factors of its own, such as color
values, player-missle graphics, and collision detection.

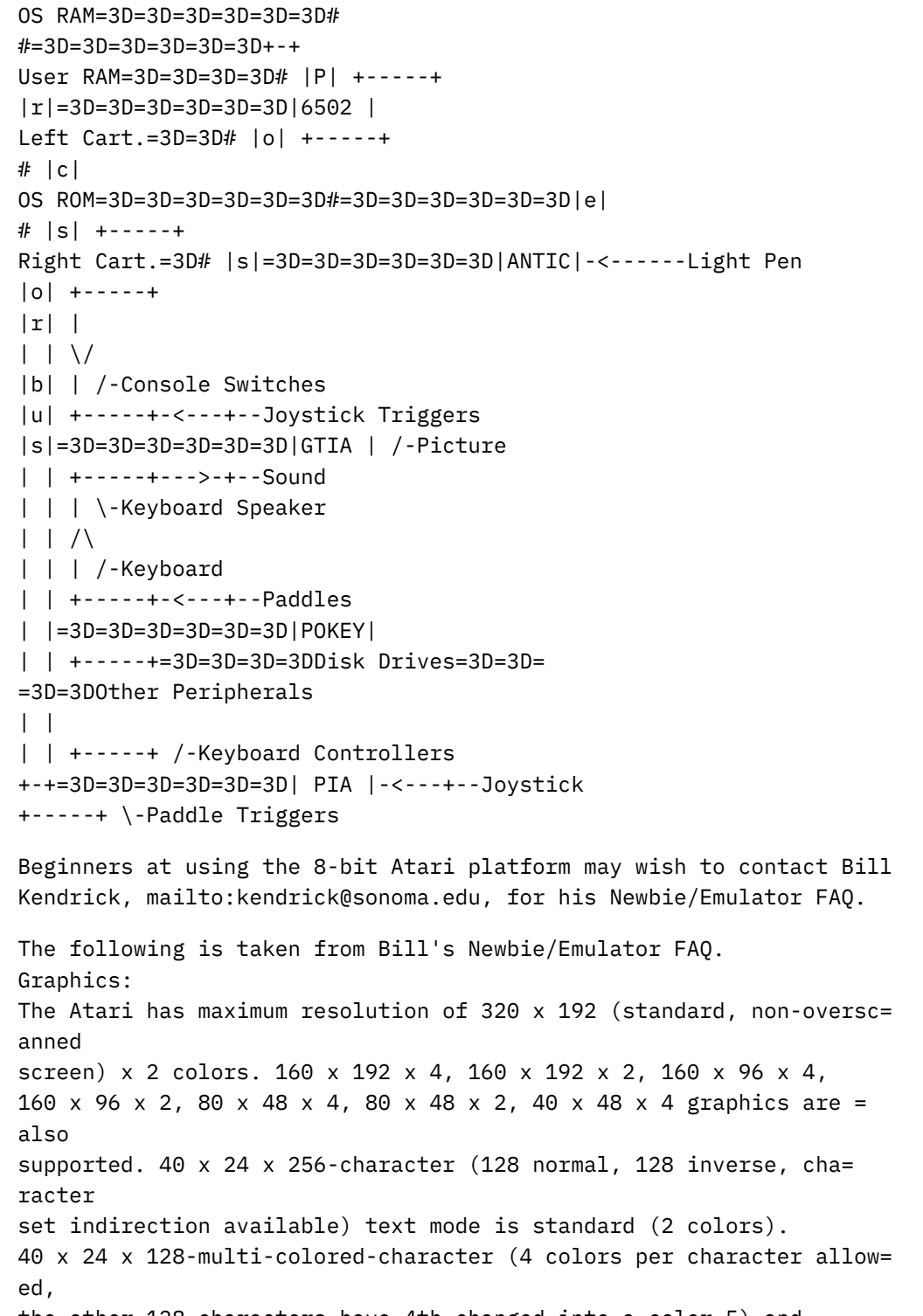
POKEY is a digital input/output (I/O) chip. It handles such
disparate tasks as the serial I/O bus, audio generation, keyboard sca=
n,
and random number generation. It also digitizes the resistive paddle
inputs and controls maskable interrupt (IRQ) requests from peripheral=
s.

All four of these LSI chips function simultaneously. Careful
separation of their functions in the design phase has minimized confl=
icts
between the chips. The only hardware level conflict between any two
chips in the system occurs when ANTIC needs to use the address and da=
ta
buses to fetch its display information. To do this, it halts the 650=
2
and takes control of the buses."

The 130XE and XEGS contain a small additional LSI called FREDDIE, a R=
AM address
multiplexor. . According to mailto:masstorage@closer.brisnet.org.au
(Masstorage), "Freddy is a type of memory controller. It takes the a=
ddress and
clock from the CPU and multiplexes it with the appropriate timings an=
d signals
to use DYNAMIC memory. Freddy also buffers the system clock crystal =
and
divides it down then feeds that to GTIA. The XEGS has a freddy but i=
t doesn't
have the extended RAM. Even if it did, you would still need the chip=
that does
the REAL bank switching. It is a small 16-pin chip (Atari/Best Elect=
ronics
catalog number CO25953: rev9/page 42). It gets RAS from freddy, the =
bank
select bits from PIA, A14, A15 and the 6502 halt signal to control wh=
ich bank
of 8 chips RAS goes to. A14 and A15 then go to freddy for the addres=
s range of
the extra memory bank (or normal address range with no bank switching=
). The
ANTIC/6502 select bits in combination with the 6502 halt line, contro=
l the
switching of the PIA bank number bits to A14/A15 and which bank of me=
mory RAS
goes to. Why people say freddy does the bank switching is beyond me.=

An 800XL
can look like a 130XE with that 16-pin chip installed (That's right N=
O freddy)
and an extra 8 RAM chips."

Hardware Arrangement



Beginners at using the 8-bit Atari platform may wish to contact Bill
Kendrick, mailto:kendrick@sonoma.edu, for his Newbie/Emulator FAQ.

The following is taken from Bill's Newbie/Emulator FAQ.
Graphics:
The Atari has maximum resolution of 320 x 192 (standard, non-oversc=
anned
screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4,
160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are =
also
supported. 40 x 24 x 256-character (128 normal, 128 inverse, cha=
racter
set indirection available) text mode is standard (2 colors).
40 x 24 x 128-multi-colored-character (4 colors per character allow=
ed,
the other 128 characters have 4th changed into a color 5) and

40 x 12 x 128-multi-colored-character screen modes are available.
GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-o=
nly,
and 80 x 192 x 9 color screen modes.
Graphics Modes Summarized:
Mode Horiz.xVert.xColors text/graphics
0 40 x 24 x 2 text
1 20 x 24 x 5 text
2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 2 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Normal (bordered), narrow (underscanned), and wide (overscanned) sc=
reen
modes are available.
Screen modes can be mixed (by lines) down the screen using the Disp=
lay
List (a program which is executed by the ANTIC graphics chip ever=
y
screen refresh (60 times per second on real NTSC Ataris).
Fine scrolling (both vertical and horizontal) can be enabled on any
line on the screen.
All other screen attributes (color, player/missile horizontal posit=
ion,
screen width, player/missile/playfield priority, etc.) can be aju=
sted
at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and fou=
r
2-bit wide, 128 or 256 byte high single color missiles are availa=
ble.
A mode to combine the 4 missiles into a 5th 8-bit wide player is =
also
available, as is a mode to XOR colors or blacken out colors when =
players
overlap (good for making three colors out of two players!) Playe=
rs
and missiles have adjustable priority and collision detection.

Sound:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 =
and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volu=
me-only
modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/80=
0's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

[I'd like more system spec's here.]

Subject: 2.1) What is comp.sys.atari.8bit?

If you have Usenet newsgroup access you can access this discussion gr=
oup
through news:comp.sys.atari.8bit. This is an unmoderated newsgroup f=
or
discussion about the 8-bit Atari 400/800/XL/XE computing platform. A=
ll
postings to news:comp.sys.atari.8bit automatically appear in the
Info-Atari8 Digest and in INFO-A8.

comp.sys.atari was split into comp.sys.atari.8bit and comp.sys.atari.=
st in
approximately 1986. To the best of my knowledge, there is no charter=
for
comp.sys.atari.8bit, presumably because the custom of drafting charte=
rs
for new newsgroups did not exist at that time.

news:comp.sys.atari.8bit is archived by the INFO-A8 listserv.

Subject: 2.2) What is comp.sys.atari.announce?

news:comp.sys.atari.announce is the moderated Usenet newsgroup for ne=
ws
items and announcements related to all Atari computing platforms. Th=
is is
a low-volume, high-signal newsgroup, useful for reaching the widest
possible audience when making 8-bit Atari announcements. Moderated b=
y
Yat Siu from mailto:lexicor@world.std.com

Subject: 2.3) What is comp.sys.atari.advocacy?

news:comp.sys.atari.advocacy is the unmoderated Usenet newsgroup for
advocating for or against the various Atari computing platforms. If =
you
enjoy making comparisons between Atari 8-bit and other computing
platforms, this is the place to do it.

Subject: 2.4) What is comp.sys.atari.programmer?

news:comp.sys.atari.programmer is the unmoderated Usenet newsgroup fo=
r
topics in programming on the various Atari computing platforms,
including the Atari 8-bit.

Subject: 2.5) What is comp.emulators.misc?

news:comp.emulators.misc is the unmoderated Usenet newsgroup for the
discussion of emulating computing platforms on other computing platfo=
rms.
All emulator discussion that does not involve the Apple][, the
Commodore 64, or the WINE MS-Windows emulator (which each have their =
own
emulator groups) may be found on news:comp.emulators.misc.

Subject: 2.6) What is comp.emulators.announce?

news:comp.emulators.announce is the moderated Usenet newsgroup for
news items about emulating one computing platform on another. This i=
s
a low-volume, high-signal newsgroup, useful for reaching the widest
possible audience when making 8-bit Atari emulator announcements.
The moderator may be contacted at mailto:emulators-request@qualcomm.c=
om

Subject: 3.1) What is the Info-Atari8 Digest?

If you have Internet e-mail access you can access this discussion gro=
up
through the Info-Atari8 Digest.

The Info-Atari8 Digest originates from

mailto:atari8@netcom.com

Subscription requests should be sent to the above address with the su=
bject:

SUBSCRIBE | UNSUBSCRIBE (that is, one or the other)

The first line of the body of the letter should be the person's full =
name
followed by his/her mailing address. For example:

Mike Todd snyder10@convex1.tcs.tulane.edu

To contribute to discussion threads in the Info-Atari8 Digest, s=
end
your posting to mailto:comp-sys-atari-8bit@cs.utexas.edu. Postings s=
ent
here automatically appear on news:comp.sys.atari.8bit and in INFO-A8.

Note that any posting sent to mailto:atari8@netcom.com
will NOT be cross-posted to news:comp.sys.atari.8bit. The Moderator =
is
presently working to correct this.

The Info-Atari8 Digest is archived by the INFO-A8 listserv.

Recent copies are also kept at
ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jaso=
n
Duerstock.

The Info-Atari8 Digest Moderator is Mike Todd,
mailto:snyder10@convex1.TCS.Tulane.EDU

Subject: 3.2) What is INFO-A8?

If you have BITNET or Internet e-mail access you can access this
discussion group through INFO-A8.

The BITNET subscription commands are:
tell listserv at marist register <your real full name>
tell listserv at marist subscribe info-a8

The Internet subscription command is:
mailto:listerv@vm.marist.edu where the message says
subscribe info-a8 <your real full name>

To contribute to discussion threads in INFO-A8, send your posting to
mailto:comp-sys-atari-8bit@cs.utexas.edu . Postings sent here
automatically appear on news:comp.sys.atari.8bit and in the Info-Atar=
i8
Digest.

Any postings sent to mailto:info-a8@vm.marist.edu or to INFO-A8@MARIS=
T
will not reach news:comp.sys.atari.8bit, so don't send your postings =
there.

You may leave the list at any time by sending a "SIGNOFF INFO-A8" com=
mand
to LISTSERV@MARIST, or by sending a message to

mailto:listserv@vm.marist.edu that says "unsubscribe info-a8". Pleas=
e
note that this command must NOT be sent to INFO-A8@MARIST nor to
mailto:info-a8@vm.marist.edu .

The archive of comp.sys.atari.8bit, the Info-Atari8 Digest, and INFO-=
A8:

You can obtain a list of the available archive files by sending an "I=
NDEX
INFO-A8" command to LISTSERV@MARIST or by sending a message to
mailto:listserv@vm.marist.edu that says "index info-a8". These files=
can
then be retrieved by means of a "GET INFO-A8 filetype" command, or by
using the database search facilities of LISTSERV. Send an "INFO DATA=
BASE"
command for more information on the latter.

Recent copies are also kept at
ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jaso=
n
Duerstock.

The INFO-A8 Moderators are:
HARRY@MARIST (A Harry Williams)
mailto:ravi@mcnc.org (Ravi Subrahmanyan)
mailto:billw@score.stanford.edu (Bill Westfield)

INFO-A8 was created on December 9, 1986.

Subject: 3.3) How can I access the Merit/UMich Archive by e-mail?

For more information on the Merit/UMich archive, see the section of t=
his
FAQ list on accessing this archive by FTP.

Downloading - BART

Brode's Archive Retrieval Thang - the Merit/UMich Archive e-mail file=
server

To learn about using BART to access the Merit/UMich Archive, sen=
d
e-mail to: mailto:atari@atari.archive.umich.edu . The subject of the
message doesn't matter, but let the body of your message be:

help
send 8bit/0index

If you receive nothing within a day (it should take just a few minute=
s),
try including a line of this form:

path [your e-mail address]

BART automatically uuencodes binary files (so they may be mailed over=
the
Internet) and splits up large files into parts of about 30K or less.

Uploading

Simply uuencode the file, (please split it into parts of 60 K or less=
)
and mail the result to mailto:lenn@atari.archive.umich.edu (Jody Lenn=
). Please
name the parts in the subject line. This is really helpful as the pa=
rts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description o=
f
the file, etc. Shar files are also acceptable, but uuencoded is pref=
erred.

Subject: 3.4) How can I retrieve files from FTP sites by e-mail?

There are several general-purpose FTP mail-servers. These may b=
e used to
retrieve any files available from anonymous FTP sites on the Internet=
.

1) mailto:ftpmail@decwrl.dec.com with no subject line, and two-l=
ine
body with line 1 help and line 2 quit

2) mailto:ftpmail@grasp.insa-lyon.fr (body: help) Please, Europ=
ean
users only.

3) mailto:bitftp@pucc.princeton.edu (body: help or ftplist for a
list of anonymous ftp sites)

Of the mail-servers listed here, I recommend this "BITFTP" server. T=
o help you
get started using it, try this example of retrieving files from the M=
erit/Umich
Software Archives (through the barnone.citi.umich.edu mirror site). =
Send a
message to bitftp@pucc.princeton.edu that says exactly:

ftp barnone.citi.umich.edu
user anonymous
cd /afs/umich.edu/group/itd/archive/atari/8bit
dir
cd Telecomm
dir

```
get ft80v037.txt
get icet.txt
binary
get ft80v037.arc
get icet.arc
quit

4) mail BITFTP@DEARN or to mailto:BITFTP@vm.gmd.de (body: help o=
r
ftplist for a list of anonymous ftp sites) (Europe only)

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Subject: 3.5) How can I post to Usenet newsgroups by e-mail?

There are a several 'public' mail/News gateways. Each one has their o=
wn
ways for addressing syntax. The three most common ones are:

Site: cs.utexas.edu
Syntax: newsgroup-name@cs.utexas.edu
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp-sys-atari-8bit@cs.utexas.edu

Site: newbase.cs.yale.edu
Syntax: newsgroup.name-news@newsbase.cs.yale.edu
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Site: decwrl.dec.com
Syntax: newsgroup.name@decwrl.dec.com
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp.sys.atari.8bit@decwrl.dec.com

Mail-to-news gateways of this sort tend to be overloaded.
Therefore, please do not use these gateways or any other similar
gateways if you can post to Usenet directly.

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Subject: 3.6) How can I access the World Wide Web by e-mail?

Swiped from the WWW FAQ, which is maintained by mailto:boutell@netcom=
.com
(Thomas Boutell), here is how to access a web page by email:

mailto:server@mail.w3.org (preferred) or to
mailto:listserv@info.cern.ch (older address) containing
the following single line. (What you put on the subject line doesn=
't
matter; blank is OK. This line should go in the text of the messag=
```

e.)
You will receive as a reply a simple page intended to help you lea=
rn
more about the Web.

send http://www.earn.net/gnrt/www.html

Subject: 4.1) How can I access the Merit/UMich Archive by FTP?

The Merit/University of Michigan Software Archives hold a huge n=
umber
of files for many computing platforms, including the Atari 8-bit
computers. Our 8-bit Atari Archivist is Jody Lenn,
mailto:lenn@atari.archive.umich.edu ; the Atari Archive as a whole is
maintained by mailto:boydm@atari.archive.umich.edu (Mickey Boyd).

The convention for Anonymous FTP sites is to accept "anonymous" as =
your
username, and your e-mail address as your password. All of the
FTP sites mentioned in the FAQ list follow this convention.

Downloading (Try the site nearest you first)
---
a) ftp://atari.archive.umich.edu/atari/8bit (141.211.120.11, United=
States)

b) ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit
(128.252.135.4, United States)

c) ftp://src.doc.ic.ac.uk/computing/systems/atari/umich/8bit
(146.169.2.10, United Kingdom)
d)
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atar=
i/8bit
(129.69.8.13, Germany)

e) ftp://ftp.orst.edu/pub/mirrors/archive.umich.edu/atari/8bit
(128.193.4.2, United States)

f) ftp://barnone.citi.umich.edu/afs/umich.edu/group/itd/archive/ata=
ri/8bit
(141.211.128.22, United States)

g) ftp://phlem.ph.kcl.ac.uk/pub/Atari8bit (137.73.4.24, United King=
dom)

h) ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
(147.70.146.36, United States)

Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

Uploading

Place uploads in ftp://atari.archive.umich.edu/atari/8bit/New

No uploads may be made to the Archive's mirror sites.

Remember to set file type to BINARY when uploading non-text files
(.arc, .com, .dcm, etc.) by FTP. Also, please upload a short .text f=
ile
describing what your upload is, so our 8-Bit Archivist will be sure t=
o place
it in an appropriate permanent directory.

Note that the 8bit/New directory is "write-only."

Newly uploaded items may be found in the 8bit/Newitems subdirectory.

Subject: 4.2) What is the Boston Archive?

Here's an 8-bit Atari FTP site located at Boston University. It=
is
maintained by Adam Bryant, mailto:adb@albert.bu.edu . This site seem=
s to
have seen no uploads for years, but there are some files here that ar=
en't
on any of the other sites.

ftp://cs-ftp.bu.edu/PC/ATARI (128.197.13.20)

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by Eyvind Bernhard=
sen,
mailto:eyvind@lise.unit.no . PVV stands for ProgramVareVerstedet, or=
The
Software Workshop, a student society at the University of Trondheim, =
Norway.

ftp://nova.pvv.unit.no/pub/Atari/8bit (129.241.36.207)

Uploads go to ftp://nova.pvv.unit.no/incoming/atari/8bit; Eyvind move=
s
them to the appropriate directory. Please include a .readme file wit=
h
each upload, so people know what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

This smallish 8-bit Atari FTP site is maintained by Kevin Atkinson,
mailto:kevina@clark.net .

ftp://ftp.clark.net/pub/atari (168.143.0.2)

Write to Kevin for uploading instructions.

A mirror of the ClarkNet Archive, kept by Jason Duerstock:
ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atar=
i
8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, =
The
Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the Closer To Home Archive?

Here is a fairly large FTP site in Australia kept by
mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears).

ftp://closer.brisnet.org.au/pub/archive1/8_bit (203.4.149.97)

Support site for James Bradford's Super 8-bit Products including Supe=
rDos,
SuperRam, Super800<->XL and much more.

Uploads go in ftp://closer.brisnet.org.au/pub/incoming

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

The Cleveland Free-Net is the hub system of the NPTN, the Nation=
al
Public Telecomputing Network. It can be accessed by any of the follo=
wing:
telnet://freenet-in-a.cwru.edu, telnet://freenet-in-b.cwru.edu, or
telnet://freenet-in-c.cwru.edu (129.22.8.32 or 129.22.8.51).
Type "go atari" to reach the Atari SIG.

Those who add their names to the Atari SIG user directories are
automatically members of the official Atari user group C.A.I.N. - Cen=
tral
Atari Information Network.

The Cleveland Free-Net Atari SIG publishes the CAIN Newsletter, maint=
ains
the CAIN Home Page on the WWW, and keeps the "Who's Who in the Atari
Community E-Mail Directory" listing. Send correspondence and press
releases to mailto:xx004@cleveland.freenet.edu .

Subject: 5.2) What is the Youngstown Free-Net Atari SIG?

Youngstown Free-Net (Youngstown, Ohio USA)
telnet://visitor@yfn.ysu.edu (192.55.234.27)

Type "go atari" to reach the Atari SIG. Write to
mailto:xx140@yfn.ysu.edu for more information.

Subject: 5.3) What is the National Capital Free-Net Atari SIG?

National Capital Free-Net (Ottawa, Canada)
telnet://guest@freenet.carleton.ca (134.117.1.25)

Type "go atari" to reach the Atari SIG. Write to Christopher Browne =
at
mailto:aa454@Freenet.carleton.ca for more info.

Subject: 5.4) What is the Closer To Home BBS?

Kept by mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears), this =
is a
BBS in Australia which supports the 8-bit Atari.

telnet://guest@closer.brisnet.org.au (203.4.149.97)

Subject: 5.5) How can I access the World Wide Web by Telnet?

This section swiped from the WWW FAQ, which is kept by
mailto:boutell@netcom.com (Thomas Boutell).

An up-to-date list of these is available on the Web as
http://info.cern.ch/hypertext/WWW/FAQ/Bootstrap.html and should be
regarded as an authoritative list.

telnet://telnet.w3.org
A telnettable browser provided by the W3 coalition.

telnet://www@www.cc.ukans.edu
Offers Lynx, a full screen browser which requires a vt100
terminal. Log in as www. Does not allow users to "go" to
arbitrary URLs, so GET YOUR OWN COPY of Lynx and install it=
on
your system if your administrator has not done so already. =
The
best plain-text browser, so move mountains if necessary to =
get
your own copy of Lynx!

telnet://www@www.njit.edu
(or telnet 128.235.163.2) Log in as www. A full-screen brow=
ser
in New Jersey Institute of Technology. USA.

telnet://www@www.huji.ac.il
A dual-language Hebrew/English database, with links to the =
rest
of the world. The line mode browser, plus extra features. L=
og
in as www. Hebrew University of Jerusalem, Israel.

telnet://sun.uakom.cs
Slovakia. Has a slow link, only use from nearby.

telnet://www@info.funet.fi
(or telnet 128.214.6.102). Log in as www. Offers several
browsers, including Lynx (goto option is disabled there als=
o).

telnet://www@fserv.kfki.hu
Hungary. Has slow link, use from nearby. Login is as www.

Subject: 6.1) How can I retrieve files from the Merit/UMich Archive t=
hrough
Gopher?

The Merit/UMich Archive has a native Gopher server. Try

gopher://gopher.archive.merit.edu:7055/11/atari/8bit

to connect directly to the Merit/UMich Archive's 8-bit Atari director=
y. I
personally recommend this method for downloading from the Merit/UMich
Archive.

There are also several mirror archive sites with Gopher servers:

gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit

gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit

gopher://gaia.ucs.orst.edu:70/11/g-i-s/computer/zftparea/mirrors/arch=
ive.umich.
edu/atari/8bit

Subject: 7.1) What WWW pages support the 8-bit Atari?

Atari 8-Bit Computers FAQ and Vendor/Developer Lists
Michael Current, mailto:mcurrent@carleton.edu
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq.ht=
ml

Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://www.cs.vu.nl/~ipoorten/Atari.8bit.Homepage/index.html

Atari 8-Bit Resort
http://www.uni-karlsruhe.de/~un55/8bit.html
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://www.uci.agh.edu.pl/student/airgrp/tatar/public_html/Atari/hp.h=
tml

Central Atari Information Network
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Rob Funk's pages
http://www.cis.ohio-state.edu/~funk/

CompuCat BBS
Neal Kinney, mailto:nkinney@netcom.com
ftp://ftp.netcom.com/pub/nk/nkinney/html/compucat.html

Classic Computer and Video Game Systems
http://www.gate.net/~cmwagner/atari8.html

Subject: 7.8) How can I access the Merit/UMich Archive by AFS?

If your local system supports AFS, this method of accessing the Merit=
/UMich
Archive is a breeze.

Downloading

Just copy files from file:///afs/umich.edu/group/itd/archive/atari/8b=
it/

Uploading

Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8b=
it/New/

Subject: 7.9) What is #Atari8?

There is a channel on Internet Relay Chat for 8-bit Atari users. Its
name is #Atari8. Join #Atari8 on port 6667 (EFNet) and enjoy (if you
meet somebody there).

There should be a small bot called XE_BOT on this channel. While on
channel #Atari8 use the command
/msg XE_BOT help

for more information.

The latest information on #Atari8 and the XE_BOT may be found here:
http://www.uci.agh.edu.pl/student/robo1grp/tatar/public_html/Atari/ir=
c.html

Channel #Atari8 and the XE_BOT are the work of
mailto:tatar@student.uci.agh.edu.pl (Tomasz Tatar).

Subject: 8.1) What is the CAIN Newsletter?

The Central Atari Information Network Newsletter is the monthly onlin=
e
magazine of the Cleveland Free-Net Atari SIG. The editor is Mark
Leair of the Atari SIG. 8-bit computers support is provided by Micha=
el
Current and Craig Lisowski. For information, write to the Atari SIG =
at
mailto:xx004@cleveland.freenet.edu .

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all abou=
t?

UUEncode/UUdecode is a UNIX utility that will convert a binary f=
ile into
100% printable ASCII characters, so that the file may be posted or e-=
mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable=
of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
Merit/UMich: Archivers/uudecode.bas, Archivers/uudecode.doc
Boston: comm/uudecode.lst, comm/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
Merit/UMich: Archivers/yau.arc
Boston: comm/yau.uue, comm/yaue.uue, comm/yau.doc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
Merit/UMich: Utilities/uue.arc

Dumas UU-coder by John Dunning - should work w/BART-style split files=
.
Merit/UMich: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard ma=
nner that
is common in the MS-DOS world. This is done to make the file shorter=
,
so it takes up less space on your disk and it takes less time to tran=
sfer
between computers. The archives contains several 8-bit Atari archive=
rs
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
Merit/UMich: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc
Boston: {comm,util}/superarc.uue, {comm,util}/superarc.doc

Subject: 9.3) Okay, how about a .dcm file?

A .dcm file is a format unique to the 8-bit Atari which is used =
to convert
entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff.
Merit/UMich: Archivers/dskcom32.arc or Archivers/diskcomm.arc (same=
thing!)
Boston: {util,comm}/diskcomm.uue

Subject: 9.4) What is an .xmo file?

=2Exmo stands for XMODEM. The idea was that the file was not plain t=
ext,
but was a binary file. As a binary file, it had to be downloaded usi=
ng a
file transfer protocol such as XMODEM. The use of ".xmo" as a filena=
me
extender was popular once, but has been discouraged for years.

Subject: 10.1) What 8-bit Atari emulators exist for other computing
platforms?

These are the emulators that are usable.

1) ST Xformer 2.55, from Branch Always (see companion Vendor/Develope=
r
List for complete contact info). A freeware 8-bit Atari emulator for=
the
Atari ST.
Merit/UMich: /atari/Emulators/stxf255.lzh

2) PC Xformer, from Branch Always (see companion Vendor/Developer
List for complete contact info). The 8-bit Atari emulator for
DOS/Windows/OS/2. Versions 2.0 and 2.5 are freeware; 3.0 is the comm=
ercial
version.

The following further info on PC Xformer provided by Bill Kendrick,
mailto:kendrick@sonoma.edu . Contact him for his Newbie/Emulator FAQ=
.

2.0 emulates an Atari 800. It requires about 300K of
free memory, 320x200x256 (MCGA/VGA/SVGA) graphics, and a 286 CP=
U.
It does not support ROM files, disk image swapping within the
program, player/missile graphics collision detection, sound,
PC joystick support, modem/printer support, but is free.

2.5 is the replacement for 2.0. It emulates either an Atari 80=
0
or an Atari 800XL. It requires about the same as 2.0. It does
support ROM files and the PC speaker is used to emulate the old
Atari 400/800 internal speaker clicks. It is also free.

3.0 is the first commercial release. It emulates an Atari 800,
800XL, or 130XE (128K RAM; I heard it was to do 320K but I thin=
k
that was reduced). It requires a 386 and 512K of memory. It
supports Sound Blaster, player/missile graphics collision detec=
tion,
modem/printer and PC joystick support. It
comes with a disk with the software, an ammendum to the printed
documents, and a bunch of Atari 8-bit software (example program=
s:
demos/games, and a few useful utilities). It supports disk swa=
pping
through a (currently) simple menu.

All versions support .XFD (Xformer disk) format disk images, an=
d
all versions of PC Xformer support SIO2PC disk images (.ATR's).

PC Xformer 3.0 comes with a 36-page printed manual and referenc=
e.
It includes appendicies explaining graphics, sounds, colors, BA=
SIC,
subdirectory paths (for MSDOS which in turn explains SpartaDOS/=
MyDOS),
a quick keyboard reference, ATASCII characters (all 128 drawn o=
ut),
the Atari editor, error codes, file IO (commands, devices, XIO =
calls)
as well as giving breif information on how to contact other Ata=
ri

users, common file extenders, and it includes a LARGE glossary
explaining Atari BASIC / TurboBASIC XL commands, Atari computer
terms, and general computer terms.

Merit/UMich: Xf2/xf2.zip, Xf2/xf25.zip

Of importance to PC Xformer users is:
DcmToDsk, freeware by Jason Duerstock. It converts most .DCM files i=
nto
SIO2PC .ATR's for use with SIO2PC and PC Xformer.
Merit/UMich: Sio2pc/dcm2dsk2.zip

Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

BobTerm 1.22, shareware by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; excellent for BBSing
Merit/UMich: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sor=
t of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
Merit/UMich: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Combination VT100, XMODEM, Kermit; buggy at file Xfers
Merit/UMich: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Excellent at VT100 on the XEP80; 1200bps top speed
Merit/UMich: Telecomm/vt850b1.arc

FlickerTerm 80 0.37, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req=
'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability =
a minus
Merit/UMich: Telecomm/ft80v037.arc

Ice-T 2.0 XE (requires 128K) or 1.1 by IceSoft (Itay Chamiel)
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: XMODEM download
Autodial: Yes (2.0 XE) or No (1.1)
Backscroll buffer: Yes--8 screens (2.0 XE) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.0 XE) or No (1.1)
Summary: Excellent for high-speed VT100 emulation
Beta-test versions of both available from mailto:bruck@brachot.j=
ct.ac.il

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with a=
n
Atari-format diskette. The following require a DOS and disk drive on=
the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks=
.
Merit/UMich: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
Merit/UMich: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use M=
yUTIL!
Merit/UMich: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and atari=

dsk.arc)

MyUTIL by Charles Marslett and Mark Vallevand - The latest version!
Merit/UMich: Diskutils/myutil.zip
PVV: utilities/disk/myutil.zip

Here=D5s some advice on using the above utilities from mailto:hans@um=
d5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (280-some rpm instead of 300=
rpm).
If you format a disk on the Atari, then write sectors on the PC, i=
t is
possible that the header of the next physical sector will be overw=
ritten,
making that sector unreadable. (The next physical sector is usual=
ly
the current logical sector+2). The solution to this is to format =
all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)

2. If the PC drive is a 1.2M drive there is the additional problem of=
the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2=
MB,
and then reformatted on a 1.2M drive to 360k, can be read relia=
bly
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on th=
e
Atari for Atari to PC transfers, format truly blank disks on the P=
C
for PC to Atari transfers.

While the above work with SS/DD 180K Atari-format disks, the followin=
g
combination of utilities can be used to work with SS/SD 90K Atari-for=
mat

disks, and is currently the best bet for reading SS/ED 128K Atari-for=
mat
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
Merit/UMich: Xf2/anad207.zip, Xf2/anadisk.txt
Deana by Nate Monson - converts AnaDisk dump files from Atari format
Merit/UMich: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:preston.f.crow@dartmouth.edu ,
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari =
1050
drive or equivalent. Very limited.
Merit/UMich: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule=
.txt

b) SIO2PC, described elsewhere in this FAQ List (section 12.4), can b=
e
used to read/write to a hard drive connected to an MS-DOS system. Th=
is
can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the
companion vendor/developer list) allow the Atari XF551 disk drive to =
read
720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Softwa=
re
Services (see the companion vendor/developer list), allows both low
density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe
Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standa=
rd
floppy drives to be used on the Atari. A utility is included to
read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on each computer. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. (Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25-pin port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need a Multi I/O or Black Box, which use the PBI (parallel bus), then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C port.
13 1
o o o o o o o o o o o o o
o o o o o o o o o o o o o
25 14

(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed
but also pins 4 and 5 as well as 6 and 8. Or better
yet, make a true 25 wire, straight through cable and use
a commercial null modem. A commercial null modem is
just a small device with the correct lines already
crossed.

(DTE =3D Data Terminal Equipment, i.e., your computer.
DCE =3D Data Communications Equipment, i.e., your modem.)

Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:Masstorage@closer.brisnet.org.au (James Bradford)
mailto:conradus@plearn.edu.pl (Konrad M. Kokoszkiewicz)

=3D=3D> Atari 810
SS SD 19.2Kbps standard

=3D=3D> Happy 810
SS SD Warp speed

=3D=3D> Atari 1050
SS SD/ED 19.2Kbps standard

=3D=3D> Happy 1050
SS SD/ED/DD Warp speed US Doubler/19.2 and 52k. track
buffering

=3D=3D> Super Archiver 1050
SS SD/ED/DD Ultra Speed 50+K

=3D=3D> Speedy 1050
SS SD/ED/DD 78K mode (European) unknown DOS restricti=
ons

=3D=3D> Supermax 1050
SS SD/ED/DD 19.2k and 52k (ultra speed)
by Super products. Compatiable with superdos and US Doubler

=3D=3D> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ US Dou=

bler

=3D=3D> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS=
X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS syst=
em now
considered "standard".

=3D=3D> CSS XF551
SS/DS SD/ED/DD US Doubler compatible. Updates drive to w=
ork
better and faster. Also 3.5" upgrade available

=3D=3D> Percom Various/RFD
Various. Any IBM mech from SS/SD 5.25 to 720K 3.5" NOTE: no ED
19.2K standard only. Unique DS system

=3D=3D> Percom AT-88
SS SD

=3D=3D> Percom AT88-S1PD
printer port

=3D=3D> Trak ATD1
SS SD

=3D=3D> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built=
in
parallel printer interface. 2k printer buffer (expandable). Optiona=
l
Turbo software on Eprom.

=3D=3D> Trak AT-1
SS SD/DD Slave

=3D=3D> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X =
and
DOSXL only.

=3D=3D> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

=3D=3D> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks =
on a
stand alone basis

=3D=3D> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM,=

8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, forma=
t, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (whe=
n drive
has number D1:) or D4: (when drive has number D2:). It makes possible=
load DOS
=66rom ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes =3D 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes =3D 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes =3D 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes =3D 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes =3D 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes =3D 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes =3D 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- Ultra Speed - 70000 bps
Also tracks buffering.

=3D=3D> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

=3D=3D> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- Ultra Speed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Nort=
on
Commander on PCs.

IBM-ST copier on additional disk.

=3D=3D> LDW Super 2000
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

=3D=3D> LDW CA-2001
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

=3D=3D> LDW CA-2002
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

=3D=3D> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

=3D=3D> HDI various
Any standard very fast SIO? European

=3D=3D> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS sys=
tem
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel onl=
y
thus faster.

=3D=3D> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS syst=
em
Only prototypes exist.

=3D=3D> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 177=
2.
Available formats:
=3D standard SS/SD 90 KB
=3D standard SS/ED 130 KB
=3D standard SS/DD 180 KB
=3D 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
=3D 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 ki=
lo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: My-DOS, SDX.

=3D=3D> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not =
necessary;
full-compatibel with the SDX)
- Ultra Speed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of =
the
XF-551.

=3D=3D> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades
- Floppy Board

=3D=3D> Atari XF521
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Ata=
ri?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

Corvus ? 10 megabytes Fast but still relati=
vely
slow I/O, kludge thro=
ugh
joystick ports for 80=
0.
Rare
Supra/K-P N/A various Some limitations on d=
rive
type and size and tot=
al
number of drives in s=

ys.
FTe Multi I/O various 256 byter per sector
restriction. 256K an=
d
1 meg ramdisk models.
Printer and modem, mo=
dem
will handle 19.2K bps
CSS Black Box various Will handle all SCSI =
drives.
Allows 9 drive access=
for
MYDOS. Currently the=
only
modem interface with =
CTS/RTS
hardware flow control=
. 19.2K
ready.
SWP ATR-8000 unknown limits Rare daughterboard fo=
r hard
drives. I/O is proba=
bly
fairly slow on this b=
aby and
there may be DOS rest=
rictions.

=3D=3D> IDE/AT-BUS hard disk (still under construction)

Subject: 12.4) How can I use an IBM-PC as a storage device for my Ata=
ri?

Original by Dave Paterson, mailto:d.paterson2@genie.geis.com

SIO2PC is a cable and software combination that lets you use your PC =
as up
to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes=
up to
16 megs. SIO2PC also lets you redirect the printer output to your PC
printer or to a file on the PC. High speed drives are emulated (a la=
US
Doubler).

All these functions are transparent at the Atari end; you never notic=
e the
difference between SIO2PC and regular drives, except that the SIO2PC =
drives
are faster than any others (except Ramdisks and PBI interface drives)=
.

SIO2PC 3.19i is shareware by Nick Kennedy.
Merit/UMich: Sio2pc/sio319i.exe

Of importance to SIO2PC users is:
DcmToDsk, freeware by Jason Duerstock. It converts most .DCM files i=
nto
SIO2PC .ATR's for use with SIO2PC and PC Xformer.
Merit/UMich: Sio2pc/dcm2dsk2.zip

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8=
-bit Atari
users should treat themselves to either MYDOS or SpartaDOS to appreci=
ate the
power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but=
provides
subdirectory and hard-drive support. SpartaDOS is a completely diffe=
rent
command-line DOS modelled after MS-DOS, though it is perfectly capabl=
e of
reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based;
SpartaDOS X 4.21 is cartridge-based and includes many additional feat=
ures.
SpartaDOS is available from Fine Tooned Engineering (see companion ve=
ndor/
developer list); MYDOS 4.53/4 is freeware from Wordmark Systems (Char=
les
Marslett and Bob Puff).
It is recommended that all 8-bit Atari users own at least DOS 2.=
5 for
complete compatibility with existing software, and then choose either=
SpartaDOS
or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all avail=
able on
the archives.
Merit/UMich: Os/dos25.arc (DOS 2.5)
Merit/UMich: Fte/fte32g.arc (SpartaDOS 3.2)
Merit/UMich: Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Subject: 13.2) What hardware has Atari created in the 8-bit computer =
line?

Computers:
400 Personal Computer (1979) 8-16K, membrane keyboard, 400/800 OS
800 Personal Computer (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16-64K, BASIC, PBI, XL OS

800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
800XE Home Computer (1987?)~same as 130XE but 64K. Mostly eastern =
Europe.
65XE Personal Computer (1985) same as 800XL minus PBI
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
XE Game System (1987) same as 65XE plus Missle Command, detac=
h keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tand=
on vers.
820 Printer -40 col.
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I
835 Direct Connect Modem -300 baud, with Telelink II
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, =
beige &
black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 co=
lors
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col., letter quality
1029 Printer -7-pin dot matrix, same as Commodore MPS-8=
01
1030 Direct Connect Modem -300 baud, with ModemLink
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, with XE Term
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Ree=
d CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel p=
ort
SX212 Modem -1200 baud, rarely with SX-Express! packag=
e

Atari 8-bit vaporware computers: (note some are more vaporous than ot=
hers)
1200 1200XL internally, many slight cosmetic differences
800XLF 800XL incorporating a FREDDY chip (as in the XE's)
1250XLD Earlier concept of the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL Earlier concept of the 1450XLD
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor

65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than o=
thers)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1090 XL Expansion System-for PBI, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE =
style
XTM201 -non-impact printer
XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari
components?

As with the rest of this FAQ list, please let me know if any of this
information conflicts with the units you have. I'm also not sure how=
much
of this section is valid outside North America. If it's not valid wh=
ere
you are, I need to hear from you!

The most important information is the voltage (in volts) required, an=
d
whether you need a transformer (AC output) or an adapter (DC output).=
The
power (in watts) and current (in amperes) specifications of the origi=
nal
equipment as presented here should be regarded as minimum values.
Higher-than-specified power and current capacities are entirely usabl=
e,
and often preferable because such supplies run cooler and last longer=
.

Relevant law of physics:
Power (in watts) =3D current (in amps) * voltage (in volts)

9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030

9 V AC ???? VA (??? A) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO

9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO

9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027

24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
600XL,800XL,65XE,130XE,XE Game System =20
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
600XL,800XL,65XE,130XE,XE Games System
5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE

6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P"

9 V DC 500 mA (4.5 W) Atari#CO16353 adapter:
XEP80,SX212,2600
9 V DC 500 mA (4.5 W) Atari#CA014034 adapter:
XEP80,SX212,2600

9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,1 Meg FTe MIO,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297 adapter:
1400XL,1450XLD

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12;FTe P:R: Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12

1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only=
):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance (not on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 =
47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 =
48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND

43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to powe=
r 1064)
49. Audio input 50. GND

--850 R1-4 pinouts from: mailto:generic@rahul.net (Chris Rosenthal)
R1: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

--850 P: pinout from: Jim Evans, mailto:donor@max.u.washington.edu
P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9
1. Data Strob
2. D0

3. D1
4. D2
5. D3
6. D4
7. D5
8. D6
9.
10. Data pins pull up +5V
11. Ground
12. Fault
13. Busy
14. -
15. D7

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section by mailto:winston@merk.com (Winston Smith)

Here is the run down of ATARI 6502 8-BIT BBSes that I am aware of:

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Comp=
uter
Enthusiasts computer club (was it the Michigan chapter?). It include=
d
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoR=
eM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was progra=
mmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas wer=
e
added the name was extended to FoReM 26M. Then, When OSS released BA=

SIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote =
most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sporte=
d
features such as intra-line editors. Unfortunately, the coding of th=
e
ABBCS was really poor. You could practically blow on your keyboard a=
nd
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS =
was
the first to support a RAMdisk, which Paul Swanson called a "V:" devi=
ce
for "virtual disk". This BBS was written in Atari BASIC and required=
a
joystick hardware "dongle" device. This was notable as being one of =
the
first Atari 8-BIT BBSes that could actually go for a week without hav=
ing
to be rebooted. Pointers to the message base were kept in an Atari "=
very
long string" (for which Atari BASIC is famous). The BBS would only h=
ave
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the us=
e of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC.=
It
expects to be running under a SpartaDOS environment. This was a prob=
lem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string=
"
rather than an R-Time 8 cartridge in order to retrieve the current ti=
me.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BA=
SIC XE
cartridge in order to run. It is in the public domain and can import=
and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure byte=
s).
FOREM-XE BBS is still currently in use as we speak, and may be reache=
d via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is st=
ill in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS=
!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this progra=
m. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUA=
GE--
demo version of the OASIS BBS program. OASIS is very crash-resistant=
and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the =
BBS
down and reload a terminal program. OASIS supports "Door programs" w=
hich
it refers to as "OASIS PAL modules". This OASIS demo module comes wi=
th an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" w=
ith
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages f=
ile
hogs). There is a commercial version of OASIS called "OASIS IV" that
performs networking. There was an OASIS network between Boston,
Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionall=
y word
of the OASIS IV developers reaches the network from New Zealand or Ca=
nada.

o Frank Walters BBS -- I know nothing about this BBS except that F=
rank
Walters wrote it.

OASIS IV, CARINA, and BBS-EXPRESS-PROFESSIONAL! are all commerci=
al
programs. I haven't heard anything about OASIS IV and CARINA for a w=
hile,
but PRO!-BBS is still a viable commercial enterprise last that I had =
heard.

Subject: 13.6) What version of Atari BASIC do I have?

At the READY prompt, enter =D2? PEEK(43234)=D3

If the result is: You have Revision:
162 A
96 B
234 C

Subject: 13.7) What are the Standards for Used 8-Bit Stuff?

Developed by mailto:b.poehland@genie.geis.com (Ben Poehland)
=20
When selling used 8-bit Atari equipment in the comp.sys.atari.8bit/In=
fo-Atari8
Digest/INFO-A8 discussion group, please consider describing the condi=
tion of the
materials you are selling using these standards. This will go a long=
way toward
preventing potentially highly-contentious misunderstandings. Usage i=
s voluntary,
but recommended.

LN (Like New)-- Item is pristine, unused, w/all manuals & original pa=
ckaging
materials.
EC (Excellent Condition)-- Item is little used, good working order, p=
hysically
clean, may have a very few minor cosmetic blemishes, =
w/original
manuals.
GC (Good Condition)-- Item is in good working order but slightly soil=
ed,
contains worn parts or minor scratches/dings that bet=
ray heavy
service or old age, w/original manual or copied manua=
ls.
FC (Fair Condition)-- Item in working order but missing manuals/acces=
sories;
heavily worn/soiled or cosmetically damaged.
BC (Basket Case)-- Item does not work, is damaged/butchered, missing =
manuals &
accessories etc., but contains salvageable parts.

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Subject: 14.1) What vendors, developers, or publishers support the 8-=
bit
Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." The lat=
est
version may be obtained in the following locations, among many others=
:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vende=
v
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev=
/faq.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers
mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/vendev
quit

You can also ask me for a copy at mailto:mcurrent@carleton.edu

------------------------------

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

Rick Detlefsen is presently compiling a new comprehensive Atari compu=
ters
bulletin board systems list. Contact him by any of the following for=
more
information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com
=20
Or by Mail: USER GROUP SURVEY
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

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Subject: 14.3) Where is my nearest 8-bit Atari user group?

Rick Detlefsen is presently compiling a new comprehensive Atari compu=
ters user
groups list. Contact him by any of the following for more informatio=
n:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com
=20
Or by Mail: USER GROUP SURVEY
```

C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.4) How do I use my new or emulated Atari?

"The Unofficial Atari 8bit Newbie / Stupid Question / Emulator Help F=
AQ" is
maintained by mailto:kendrick@sonoma.edu (Bill Kendrick). Bill and h=
is FAQ are
excellent sources for information on basic usage of the 8-bit Atari, =
and for
information on the PC Xformer 8-bit Atari emulator for Windows from B=
ranch
Always Software.

Subject: 14.5) What prominent Atarians are reachable by e-mail?

The "Who's Who in the Atari Community E-Mail Directory" listing inclu=
des people
involved in all of the Atari computing and gaming platforms. This fi=
le is
maintained by Len Stys, SIG Manager of the Cleveland Free-Net Atari S=
IG. Write
to mailto:xx004@cleveland.freenet.edu (Atari SIG).

End of atari-8-bit/faq
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838. Re: Any info about Sweet 16

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-01 00:00:00 UTC
From: xebec@delphi.com
Message-ID: <hg6efUo.xebec@delphi.com>
Source record: 90360

```
Another question, where and how much for sweet16 and mars8?
And any dealer in Europe?
Thanx in advance
e-mail xebec@delphi.com
```

839. Re: MyUtil Woes (again)

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-01 00:00:00 UTC
From: dwh@delphi.com
Message-ID: <pG09-Ks.dwh@delphi.com>
Source record: 90361

Winston Smith <winston@merk.com> writes:

> The ATARI XF-551 spins at a physical rate of 300 rpm, but will report
>a query as 280 rpm for compatibility (I think ?). If the program computes
>revolutions directly, you will get 300 rpm because I understand that the
>mechanism is a regular IBM clone Mitsumi (sp?) floppy drive.

It reports 280rpm. That is why some commercial programs refuse to load from the drive. Part of the copy protection is looking for 280 & it sees 300, assumes a modified drive & stops.

The mech -is- a Mitsumi which is very standard and easy to find. Just one of the many reasons the XF551 is a good drive to have around in spite of the documented bugs and cheap construction.

__Darryl__

840. Re: DOS XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-01 00:00:00 UTC
From: dwh@delphi.com
Message-ID: <hG1-Xco.dwh@delphi.com>
Source record: 90362

RZabaga <rzabaga@aol.com> writes:

>If I boot my real drive with DOS-XE, I cannot copy files onto a non-DOSXE
>disk; and if I boot up with MYDOS45.ATR on my 'image drive' i can't seem
>to read my DOS XE DISKS....

You can not read DOS-XE disks with anything but DOS-XE! You should boot with DOS-XE and transfer -everything- you have to the standard DOS-2 format. Once you have done this, you can begin to transfer your stuff with MyDOS via the SIO2PC system. DOS-XE is one of those dreaded non-compatible DOSes for the Atari... It and DOS-3 should -never- be used seriously if you ever want to trade or transfer files with others. The current preferred choices for DOS are MyDOS 4.5 and SpartaDOS 3.2x, both of which support DD and the DS XF551 drive.

__Darryl__ dwh@delphi.com

841. Question: Cartridge compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-01 00:00:00 UTC
From: wardshrake@aol.com
Message-ID: <3t3qph$do3@newsbf02.news.aol.com>
Source record: 90363

This is going to be a stupid question, I'm sure, to those of you who've long played with Atari 8bits. However, after reading the FAQ, etc, I still wonder... My most-familiar computer system is the Commodore 8bits, but nothing (well, very little) ever worked from system to system, with their stuff. Hence the question:

Can any old 8bit cartridge be played in any old 8bit machine? Or more specifically, if I came across some old Atari 800 cartridge games that I liked, could I play them on the Atari 600XL someone just gave me?

Thanks in advance for the help!

Ward Shrake
wardshrake@aol.com

842. BJ Martnick (of SBS), you out there?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-01 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <3t3tsm$gkc@news.xmission.com>
Source record: 90364

BJ Martnick, the creator of SBS (Small Business Systems), are you out there? I can no longer reach you
through the old AOL address (bjmartnick@aol.com).

I have questions regarding upgrades/customization of SBS.

@@@@@ ------------------------------------ @@@@@
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, Network Analyst by Accident!

843. wanted: Atari LOGO cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-01 00:00:00 UTC
From: shawl@kuhub.cc.ukans.edu
Message-ID: <1995Jul1.115809.96846@kuhub.cc.ukans.edu>
Source record: 90365

I'm looking for an ATARI LOGO cartridge for an old ATARI 800.

Thanks!

S-shawl@ukans.edu

844. software for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-01 00:00:00 UTC
From: luca@embratel.net.br
Message-ID: <3t2jag$ivq@rjo02.embratel.net.br>
Source record: 90366

Hello, friends

I need desperately software for the Atari 8 bit on 5 1/4 inch disks... I need utilities such as data base program, word processor, diary, communications program (is there anyone that accepts more than 2400 bps?) and so on.

If anyone sells or knows where to buy via mail please send e-mail to me at:

luca@embratel.net.br

Thanks a lot...

best wishes,
Flavio Lucarelli
luca@embratel.net.br

845. Re: Copying a boot Program on a Cass to disk

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-01 00:00:00 UTC
From: gholder@emory.edu
Message-ID: <3t2rch$1m7@moe.cc.emory.edu>
Source record: 90367

sharris@bobcat.ent.ohiou.edu (Steven Harris) wrote:

>Thanks Gary for the technical and moral support. I hope my return
>to vintage Atari comps will not be too difficult. I have one
>question though from what you said. Do DOS and Basic run concurrently?
>Or do you have to go from one into the other?

(I'm assuming I'm the Gary you're talking about.)

Ummmm.....let's see, I guess there's a simple answer and a more complex one.

Simple answer: No, DOS and Basic do not run concurrently. You must go from one to the other. Except in special souped-up systems 8-bit machines can only run one program at a time, and DOS is simply a machine language program.

More complex: Of course, the Basic language is a ROM (either literally a game cartidge on 400/800/1200XLs or an internal chip for XL/XEs other than the 1200XL), and therefore when enabled its code is always present in memory. However, any LOADed Basic program is in RAM. When you go to DOS, it wants (at least some of) that RAM for itself. So, in Atari DOS 2.0 and 2.5, you lose any Basic program currently loaded when you enter DOS (type the "DOS" command). When you exit DOS (menu item "B"), you will return to the Basic "READY" prompt, but no program will be there. EXCEPT, there is a way to avoid this by enabling the MEM.SAV funcion of DOS (CREATE MEM.SAV, I forget the menu letter). This creates a swap file called MEM.SAV on your disk to which the affected RAM is copied before DOS is entered and from which it is retrieved upon exiting. This is a very slow process if MEM.SAV is on a floppy, or a very fast one if you have a 130XE or other machine where DOS 2.5 can put MEM.SAV on a ramdisk. Other than wanting to use fancier disk drives than vanilla 810s and 1050s, this is probably one of the main reasons more advanced users tend to switch to other DOSes--most every other DOS (SpartaDOS, etc.) load the DOS program elsewhere, so it doesn't conflict with Basic.

Technical note: Strictly speaking I was fudging a bit when I said 8-bits only run one program at a time. It is possible to create small machine language routines that run in the background along with the built-in OS background functions such as maintaining the screen image, handling keystrokes, making sounds, etc. This is how background music and cursor movement is done while other things are happening. This is all invisible to the average user.

Gary Holder

846. atari 800 stuff available

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-01 00:00:00 UTC
From: shawl@kuhub.cc.ukans.edu
Message-ID: <1995Jul1.122736.96850@kuhub.cc.ukans.edu>
Source record: 90368

The following are available to the highest bidder (and for the right price); shipping extra:

BOOKS:
De Re Atari
Mapping the Atari
Atari Graphics

a variety of photocopies of Atari 800 articles

Software:
Letter Perfect
Spell Perfect
Data Perfect
Utilities accompanying letter perfect

s-shawl@ukans.edu

847. Re: Wanted: Big Action! symbol table

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-01 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <141486@cup.portal.com>
Source record: 90369

Thanks to Dave Bennett I have the program again! It seems to be a little more then the one I had before with even the ability to sort the symbol table into upper & lower case. Anyway, public thanks.
Rick

848. Re: Question: Cartridge compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-01 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.30.003633B0@mindspring.com>
Source record: 90370

In article <3t3qph$do3@newsbf02.news.aol.com> wardshrake@aol.com (WardShrake) writes:
>From: wardshrake@aol.com (WardShrake)
>Subject: Question: Cartridge compatibility
>Date: 1 Jul 1995 11:49:05 -0400

>This is going to be a stupid question, I'm sure, to those of you who've
>long played with Atari 8bits. However, after reading the FAQ, etc, I still
>wonder... My most-familiar computer system is the Commodore 8bits, but
>nothing (well, very little) ever worked from system to system, with their
>stuff. Hence the question:

>Can any old 8bit cartridge be played in any old 8bit machine? Or more
>specifically, if I came across some old Atari 800 cartridge games that I
>liked, could I play them on the Atari 600XL someone just gave me?

>Thanks in advance for the help!

>Ward Shrake
>wardshrake@aol.com

I believe there were one or two cartridges that did not work with the XL/XE
systems. Also, any cartridge that used all four joystick ports will be
limited to the first two. 99.9% of carts will work with any Atari 8-bit
system.

Bruce Willard

849. Player-Missile Graphics Editor

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-01 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.31.003BF21B@mindspring.com>
Source record: 90371

I had a program that was in a magazine in about 1981-82 that I cannot find. The name of it was Player-Missile Graphics Editor. I found it very easy for creating players in different modes. I do not know the name of the magazine. It was not Antic or Analog or Softside, but it was a general computing mag, with listings for several computers. The original listing was buggy and didn't work right, but after debugging it, it was great. If anyone has this program, please respond.

Bruce Willard
bwillard@mindspring.com

850. MS-DOS program to change font to ATARI?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-01 00:00:00 UTC
From: toby@cyberspace.com
Message-ID: <3t48u4$lo1@case.cyberspace.com>
Source record: 90372

Anyone seen one of these?

851. SIO to Macintosh, anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-01 00:00:00 UTC
From: lucius@astro.ocis.temple.edu
Message-ID: <3t4g1j$t8k@cronkite.ocis.temple.edu>
Source record: 90373

How much interest is there in making a SIO to Macintosh application, like the SIO2PC program? I have a Mac and I built an adapter cable between the Mac and the Atari, but there was no software so I wrote something for it. It's not very polished right now, but if there is enough interest, I could fix it up and upload it.

--
--- Lucius Kwok (lucius@astro.ocis.temple.edu) ---

852. Wanted, "Journey to the planets"

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-01 00:00:00 UTC
From: pegbyter@aol.com
Message-ID: <3t4lnm$jvs@newsbf02.news.aol.com>
Source record: 90374

Does anyone have this game, it was made by JM systems.

853. Atari 8-bit to IBM-PC transfers via modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-01 00:00:00 UTC
From: eddyline-ca@jade.mv.net
Message-ID: <DB1uGE.2Cp@jade.mv.net>
Source record: 90375

Hello All Atarians,

I am interested in getting info on where I can find an Atari SX212 modem compatible terminal software to do file transfers via phone or null modem to my PC. I have some data/text files I would like to transfer. I have all necessary hardware, but no software. Thanks in advance to all who choose to help.

Dan Arnold

854. Re: Wanted, "Journey to the planets"

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-01 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.32.000301FF@mindspring.com>
Source record: 90376

In article <3t4lnm$jvs@newsbf02.news.aol.com> pegbyter@aol.com (Pegbyter) writes:
>From: pegbyter@aol.com (Pegbyter)
>Subject: Wanted, "Journey to the planets"
>Date: 1 Jul 1995 19:28:54 -0400

>Does anyone have this game, it was made by JM systems.

I don't have it, but would also like it.

855. Need Alternate Reality Utilities

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-01 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <rumpf.1-0107952155410001@slip1-67.acs.ohio-state.edu>
Source record: 90377

I'm pretty sure there are character editors out there...and maybe other goodies like digitized maps (I know these were in the Compuserve Atari 8-bit area). Can anyone point me to these, or email them to me? TIA...

Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"

*** Magic: The Gathering: It's not just a hobby anymore... ***
http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html
---

856. Re: SIO to Macintosh, anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-01 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950701231448.25858C-100000@moose.erie.net>
Source record: 90378

On 1 Jul 1995, Lucius Kwok wrote:

> How much interest is there in making a SIO to Macintosh application,
> like the SIO2PC program? I have a Mac and I built an adapter cable
> between the Mac and the Atari, but there was no software so I wrote
> something for it. It's not very polished right now, but if there is
> enough interest, I could fix it up and upload it.

I'm interested in this, but I've also often wondered why no one
has done an SIO2ST!!! It would seem to have at least as much appeal as
SIO2PC or SIO2MAC. I asked Nick Kennedy about porting his software when
I registered it, but he said that it was written in assembler and also
went directly to the PC serial port so it could not easily be converted.

I have a friend who uses SIO2CPM and he was going to try to use
it on his ST by running the CPM emulator!

857. Disk drive and games

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-01 00:00:00 UTC
From: Eugene Wong <74043.167@CompuServe.COM>
Message-ID: <3t2bgh$8hk$1@mhade.production.compuserve.com>
Source record: 90379

Does anybody know where I can get a hold of a drive and all these
games
you guys talk about? I would be using it for my Atari 400. Do
people sell them still?

858. Re: Atari SwapFest & NTSC/PAL Demo

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-02 00:00:00 UTC
From: lucius@astro.ocis.temple.edu
Message-ID: <3t54a8$d0s@cronkite.ocis.temple.edu>
Source record: 90380

b.poehland@genie.geis.com wrote:
: Northeast Regional SwapFest
:
: On June 17, 1995, a regional SwapFest will be held to promote the
: NEAR*US movement (Northeast Atari Regional User Support, a proposed
: umbrella organization of Atari usergroups).

: Committee chairman, Jon Mordosky, at: j.c.mordosky@genie.geis.com.
:
: Stay tuned for further details & updates on what will hopefully be the
: largest USA East-Coast Atari SwapFest yet!
:
: - Ben Poehland
:
So, did anyone go to the SwapFest? How was it? I was on vacation
far from Philadelphia where I live, so I couldn't go.

--
--- Lucius Kwok (lucius@astro.ocis.temple.edu) ---

859. Wanted: Big Action! symbol table

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-02 00:00:00 UTC
From: Tim.Gearin@flight.org
Message-ID: <330_9507020407@flight.org>
Source record: 90381

I have it and use it all the time out of nessesity(BIGST.ACT). I have all
the ML code abreviations declared as bytes so that its just like an assembler
(exept I have to figure out the branches). Anyhow, why dont I just post it
to you?

---------- -//- ----------
Internet: Tim.Gearin@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

860. Re: Wanted: Big Action! symbol table

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-02 00:00:00 UTC
From: Tim.Gearin@flight.org
Message-ID: <331_9507020408@flight.org>
Source record: 90382

```
ok never mind.
---------------------------- -//- ----------------------------
Internet: Tim.Gearin@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------
```

861. Re: Question: Cartridge compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-02 00:00:00 UTC
From: junkster@chinook.halcyon.com
Message-ID: <3t4ocp$hr6@news1.halcyon.com>
Source record: 90383

WardShrake <wardshrake@aol.com> wrote:
>
>Can any old 8bit cartridge be played in any old 8bit machine? Or more
>specifically, if I came across some old Atari 800 cartridge games that I
>liked, could I play them on the Atari 600XL someone just gave me?

For the most part, yes. I can think of two exceptions:

(1) The are a few cartridges that won't run on the XL or XE machines,
most likely because they rely on an undocumented quirk in the original
400/800 operating system. Deluxe Invaders comes to mind. These should
be few and far between.

(2) Many of the later cartridges released around the time of the XE game
system need more than 16K of RAM, so they won't run on a stock 400 or
600XL. Some of these cartridges even require the extra 16K found in the
800XL and later computers, but not in the 800.

James Hague
junkster@halcyon.com

862. Re: Alternate Reality waf

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-02 00:00:00 UTC
From: lremery@fast.net
Message-ID: <3t50lq$qps@nn.fast.net>
Source record: 90384

In <d9a_9506290110@flight.org>, CALLUM.LERWICK@f47.n282.z1.fidonet.org (CALLUM LERWICK) writes:
>In message #479, LREMERY@FAST.NET writes:
>
>> Go for it, Callum! (Don't become Grue-chow!)
>>
>> Larry
>
>Ummm, I'm confused!?!? Go for what?

Callum,

Go for success in staying alive and finishing the games, of course! Go for the gusto of high adventure and excitement as you find clues, solve puzzles, evade traps, and overcome obstacles. OK??

Good luck & have fun,
Larry

863. Re: nir-PAL and Sweet16

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-02 00:00:00 UTC
From: junkster@chinook.halcyon.com
Message-ID: <3t4nqq$hoq@news1.halcyon.com>
Source record: 90385

F Tooned <ftooned@delphi.com> wrote:
>
>There is a lots of new software to play with
>on this pseudo-universal Atari.

Here's something I have yet to hear about this PAL modification: How does it affect NTSC software? I would expect games to run slower; I'm not sure there are any other differences. Is there some NTSC software that relies on precise timing? (Hmmm...will VBI driven NTSC music sound off on PAL systems?)

James Hague
junkster@halcyon.com

864. Re: Question: Cartridge compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-02 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3t5ads$1gl@charm.magnus.acs.ohio-state.edu>
Source record: 90386

In article <3t562j$o0l@newsbf02.news.aol.com>,
WardShrake <wardshrake@aol.com> wrote:
>Thanks for the info, guys! I appreciate it. Another silly one, just out of
>general paranoia? If 99.9% of the available cartridges do work (which is
>great! Beats Commodore on that, even though I'm a Commodore fan), what
>happens when you insert one of the 0.1%'ers? Am I going to "let all the
>blue smoke out of the computer's chips" or does it just refuse to do
>anything?

It just refuses to do anything, at worst. The smoke stays safely
inside the chips. You might get weird things on the screen.

Any incompatibilities only show up when the game tries to run. All
the pins are the same on all the machines, so there's no chance of
shorting something out or anything like that.

And again, you may never run into an incompatible cartridge.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

865. Re: Question: Cartridge compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-02 00:00:00 UTC
From: wardshrake@aol.com
Message-ID: <3t562j$o0l@newsbf02.news.aol.com>
Source record: 90387

Thanks for the info, guys! I appreciate it. Another silly one, just out of general paranoia? If 99.9% of the available cartridges do work (which is great! Beats Commodore on that, even though I'm a Commodore fan), what happens when you insert one of the 0.1%'ers? Am I going to "let all the blue smoke out of the computer's chips" or does it just refuse to do anything?

Thanks again for the prompt help!
Ward Shrake
wardshrake@aol.com

866. ELEMENT: MY REFUND... WHEN?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-02 00:00:00 UTC
From: scottw@pxl.com
Message-ID: <3t7aj0$30e@tower.itis.com>
Source record: 90388
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

This post is directed to Scott Weaver aka ELEMENT.

You have not responded to my last e-mail (06.24.95).

Refund my money or (as Dredd said)... PREPARE TO BE JUDGED!

I will let this post migrate for a few days to see if it reaches you
before posting our correspondence as a warning to others.

I'm sorry, but unless I hear from you *soon* I feel that this
is my only recourse.

++

(Has anyone else had dealings with Scott Weaver (aka ELEMENT)?

Good, Bad or Indifferent?

ScottW

Scott Williams ~ scottw@pxl.com
PIXELATION!... PHOTO*to*DIGITAL*to*YOU

2600:~402 5200:~57 7800:~51 8-Bit:~20 INTV:~131
Coleco:~102 TI99:~32 Fairchild:~8 Arcadia 2001:~5
RCA Studio II:~1 Odyssey^1:~8 Astrocade:~11
----

867. Computers (various) for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-02 00:00:00 UTC
From: gkomatsu@uhunix3.uhcc.Hawaii.Edu
Message-ID: <DB3uKv.D3q@news.hawaii.edu>
Source record: 90389
Cross-posted to: rec.games.video.classic,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit

```
Make an offer on any or all (will happily ship them all
out for a working Vectrex! =^) Everything works.

Commodore plus/4 (w/ power supply)

Atari 400 (w/power supply)
this one seems a bit quirky. Seemed to not power up before
but does now. However some of my carts "glitch out" on it.
(would've liked to have kept this for games, but I don't
have space, and already have an 800xl)

Tandy CoCo3

Tandy Deluxe Joystick

(pair) joysticks: dunno if there's a proper name for these, they
basically look like a small black box with a peg for a
stick and a square red button on the front.
--
_______
(_)___oo) gkomatsu@uhunix.uhcc.hawaii.edu
tinsdale...
```

868. WANTED : XFORMER GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-02 00:00:00 UTC
From: "D:demonSPOOLMAIL" <andrew@antronet.demon.co.uk>
Message-ID: <804691441snz@antronet.demon.co.uk>
Source record: 90390

Does anyone know where I can get the games Spy vs. Spy and River Raid? I've
tried a few FTP sites and I can't find them.

--
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869. Wanted: Tale of Beta Lyrae

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-02 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <3t699o$hv8@news.xmission.com>
Source record: 90391

Looking to find the game, Tale of Beta Lyrae. Anybody having this game
for sale, etc.. please contact me.

870. FS or Trade: two 9-pin printers

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-02 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <RA-dvG7.lmcclure@delphi.com>
Source record: 90392

Here is what I am offering to trade or sell :

Printer Model	Approx. Cash Value
Panasonic 1091i	$70
Star NX-1000 Rainbow (color)	$75

Both printers are in very good condition, and include original manuals
and boxes (although the Star's box is missing the styrofoam packing blocks).

ITEMS WANTED IN TRADE:

* CSS Ultraspeed+ OS + <$12 cash
* CSS XF single (3.5" drive) upgrade (including 3.5" mech) for my XF551
* FTe Sweet 16
* Transkey
* Newell or ICD RAMbo upgrade with RAM + <$30 cash (<$40 if no RAM)
* 3.5" 1" high SCSI drive of equivalent value
* External 14.4Kbps data/fax modem
* Set of four 1meg SIMMs, 120ns or faster
* Set of two 1meg 2-chip or 3-chip SIMMs, 70ns or faster + <$15

If you have something not listed that you think I might be interested
in, make the offer...the worst I can say is "No thanks".

If you have an item you want to trade but think it is worth more than
the printer you want to trade it for (i.e., a Quantum LPS240S)
for the let me know how much extra you would want from me.

If anyone wants to trade for both printers together, I will also
consider offers for trades for more expensive gear (i.e., a Black Box).

BONUS: If anyone lives in the Little Rock area, and wants to make the
trade, I'll throw in a sizeable box of fanfold paper I never got
around to using.

Reply via e-mail to LMCCLURE@delphi.com

871. R E A L I T Y, A L T E R N A T E

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-02 00:00:00 UTC
From: rzabaga@aol.com
Message-ID: <3t6iag$1kt@newsbf02.news.aol.com>
Source record: 90393

Hi kids.

In a recent AR message, it was mentioned that you could type control-FIAT as the character's name, then enter a special code phrase (that was provided too, but the odd mantra has eluded me at this moment) and you could control the speed of the "wheel" that generates the numbers (bob barker, eat your heart out).

B U T (and this is a big one)

It doesn't mention whatsoever HOW to control wheel. I tried key presses, key-punches, and a mix of psychokenetic tid-bits; but that just stops the wheel and merrily sends me through the gate with random stats that resemble miss hathaway for the old beverly hillbillies show. Is there some secret here? Is there a riddle I must answer? Is there no riddle that i musn't answer?

Please reply. I'm waiting and i have no air-conditioner.

thanks in advance.
BOB Z.

872. Re: Question: Cartridge compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-02 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.39.003B66A0@mindspring.com>
Source record: 90394

In article <3t562j$o0l@newsbf02.news.aol.com> wardshrake@aol.com (WardShrake) writes:

>Thanks for the info, guys! I appreciate it. Another silly one, just out of
>general paranoia? If 99.9% of the available cartridges do work (which is
>great! Beats Commodore on that, even though I'm a Commodore fan), what
>happens when you insert one of the 0.1%'ers? Am I going to "let all the
>blue smoke out of the computer's chips" or does it just refuse to do
>anything?

You can't hurt the Atari by plugging in a cartridge, unless you do it with
the power on. (And probably not then either). Most likely the screen
will just lock up, maybe the sound will get stuck on one note, or you'll
see garbage on the screen. You are much more likely to run into
problems with disk-based software. There were more programs that
used more than the 16K you have. There are translators that can be used
on XL/XE computers with 64K or more of ram to emulate the older 400/800
operating system. It is also possible to upgrade your 600XL to 64K or more.

873. Atari 8-bit HW $5 + Shipping

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-02 00:00:00 UTC
From: jml10@cornell.edu
Message-ID: <jml10-0207951456320001@cu-dialup-0829.cit.cornell.edu>
Source record: 90395
Cross-posted to: comp.sys.atari.8bit,cornell.marketplace

I have some Atari 8-bit hardware items that I'd like to try to get out of
my closet. I note the condition of each item below: some will only be
usable for parts, but if nobody wants them they get thrown out.

Items 1-2 below are $5 plus shipping costs: item #3 is free, you pay shipping.
I'd like to sell them locally (Ithaca, NY area) to avoid having to ship,
so local offers will take precedence, but if no local offers arrive in
a reasonable period of time the first person who contacted me gets the item.

1) Atari 1025 Dot-matrix printer: Works fine.

2) 10 Meg SCSI Hard Drive: Worked last time I used it, about a year ago.
Takes a LONG time to warm up but works fine once it does. Comes in a PC
case that includes a power supply with an Atari 8-bit power adapter. (The
guy I bought it from says the adapter works fine but I never had the
courage to try it). You will need an external adapter such as ICD's MIO
or CSS's Black Box to use the hard drive. (Sorry, I'm not getting rid
of my MIO yet.)

3) Atari 1027 Printer: Mechanism works, but prints garbage instead of the
desired characters. Probably usable for parts.

Yes, I did post this sale a couple months ago: I can't get in touch with
the guy who wanted items 1-2, so I'm putting things up on the open market
again.

Email me as jml10@cornell.edu if you're interested.

James Lebak
jml10@cornell.edu

874. Re: Where are they Now!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-02 00:00:00 UTC
From: Paul 'Mclane' Irvine <mclane@dellos.demon.co.uk>
Message-ID: <9507021431.00bh@dellos.demon.co.uk>
Source record: 90396

James Hague (junkster@chinook.halcyon.com) wrote:
: >Any of you guys know what happened to the great atari writers like Ron J
: >fortier, Randy glover, chris crawford etc etc

: Actually, I just ran across an interesting old-time Atarian. The name
: Adam Billyard may not ring a bell, but he wrote:

: Bellum - a Scramble-like game for APX
: Henri - a Mr. Do clone
: Chop Suey - a one-one-one fighting game (eventually sold through Antic's
: APX)
: ElektraGlide

Strangely enough I met Adam when he used to come in a shop called MAPLIN in Hammersmith London, he showed me the early version of Bellum and was talking about doing a snooker/pool game in 3D..Hmm ask him (if you see him) what happened to that idea..
Also Maplin seemed to be the meeting place of atarians IE I was the poor bugger that sold a disk drive to Archer Mclean. He spotted my trade badge at the Euro Comp show last year and told me!..Oops How could I not realise in the 1st place...

--
Paul Irvine :- mclane@dellos.demon.co.uk
[----------------------------------]
-A1200 030 50mhz 540MB HD 10mb Mem-
* * * * * * * * * * * * * * * * * * *
I Will Attack, And You Dont Want That

.. Never kiss anything that doesn't have lips.

.. Clap on <clap clap> Clap off <clap clap> NO CARRIE

.. "Strange things are afoot at the Circle K..."

875. Connecting an ATARI XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-02 00:00:00 UTC
From: Marc.Mueller@irata.Jena.Thur.De
Message-ID: <5p41FvuxFHB@irata.Jena.Thur.De>
Source record: 90397

Hi there,

I have a great problem:

I've bought the "PC XFormer 3.0", a ATARI-8-BIT-Emulator for MSDOS-PC. It works with virtual disks, but producing them is not as easy as it looks (for me).

The package includes the following programs :

* SIOCOPY by Michael Munoz (Allows you to connect an ATARI-Disk-Station to the PC and copy the whole disk into one file) --> doesn't work

* SIO2PC by Nick Kennedy (Tranfers whole disks from an ATARI to a PC, needs a special interface, what I haven't built yet)

* ATARIDSK (??) (reads an ATARI disk using the PC 5,25-drive) ---> works only with 180KB-disks, I haven't such one

Now here the question : Is there any easy possibility to convert ATARI-disks into PC-Files ?

The best possibility would be a cable & PC-Software, which allows to use the PC as a gigantic ATARI-Disk-Drive. (These would be possible with the SIOCOPY-Cable, but I must know, how the ATARI adresses its drive(s), and how its reads/writes).

I hope, my English and my problem were understandable, and anyone can help me.

Hopefully,

Marc

--

__ __ __ __
/ | / | / | / | Tel : 03641/51963
/ / | / / | / / | / / | Scall : 01681/1276513
/_/ |___/ |_|arc./_/ |___/ |_|ueller@IraTa.Jena.Thur.De

CrossPoint v3.02

876. Re: Where are they Now!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-02 00:00:00 UTC
From: junkster@chinook.halcyon.com
Message-ID: <3t75cv$ivb@news1.halcyon.com>
Source record: 90398

Paul 'Mclane' Irvine <mclane@dellos.demon.co.uk> wrote:
>
>Strangely enough I met Adam when he used to come in a shop called MAPLIN in
>Hammersmith London, he showed me the early version of Bellum and was talking
>about doing a snooker/pool game in 3D..Hmm ask him (if you see him) what
>happened to that idea..

He wrote QBall for the ST, a 3-D pool game where you try to knock the
balls into the corners of a cube. I guess that's what his idea turned into.

James Hague
junkster@halcyon.com

877. Re: Connecting an ATARI XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-02 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <141529@cup.portal.com>
Source record: 90399

Your English is fine. Do you absolutely need full disk images transfered?
If you can take it a couple of files arc'ed together at a time & have
FTP access you could always try Mule the transfer program. It will work
with a stock 1050. Other then that, if you have a modem on the Atari or
a serial port you could always null modem it over or transfer it via a
bbs. Mule is at archive.umich.edu in the Atari 8 bit section, but you still
need to down load the 8 bit part to your Atari. I'd really recommend building
the SIO2PC cable anyway, it's a great toy to have around.
Rick

878. Re: Wanted, "Journey to the planets"

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-02 00:00:00 UTC
From: btomlin@crl.com
Message-ID: <3t7d4t$8nr@crl6.crl.com>
Source record: 90400

Pegbyter (pegbyter@aol.com) wrote in comp.sys.atari.8bit:
>Does anyone have this game, it was made by JM systems.

It's also a cartridge by Roklan.

879. Re: What hapened to Philip Price

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-02 00:00:00 UTC
From: maba@simpson.ruhr.de
Message-ID: <3t6s8u$24@simpson.ruhr.de>
Source record: 90401

```
Ray Wilmott (rwilmott@mars.superlink.net) wrote:
: Phil, if you've got a few spare minutes, could you please do
: all of us AR fans one really big favor? Please post a quick
: paragraph or two letting us know how the game was supposed to
: end. (ie - how you finally get back to earth, why the aliens
: captured you and brought you to Xebec's Demise, etc).

: Heck, we've been waiting 10 YEARS for the answers to these
: questions! :-)

You're right! This is really a long time. A peace of my heard will live
forever in Xebec's Demise. I want to know why too.

: -Ray Wilmott

Tschau,

/Martin/

--
+------------------+--------------------------------+------------------+
| Martin Bartsch | Internet: maba@simpson.ruhr.de | |||||| MiNT is |
| Am Waldesrand 14a | | |||||| Now TOS |
| D-58093 Hagen | Fax: +49 2331 589761 | _// || \\_ |
| Germany | | /_/ || \_\ |
+------------------+--------------------------------+------------------+
```

880. Re: WANTED : XFORMER GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: rford10445@aol.com
Message-ID: <3t8lo3$gl5@newsbf02.news.aol.com>
Source record: 90306

I haven't been able to get RiverRaid to work with Xformer.....but maybe
it's because I have Xformer 3.0 not 3.0a which fixes a player-missile bug.

Spy vs. Spy works fine......

Currently, I have a bunch of disk images consisting of only software that
works with xformer.....if you want to trade or something, let me know.

Z

881. XEGS Schematics for Video Upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <3t7jg7$81l@news.umbc.edu>
Source record: 90307

Anybody out there know where one can locate the schematics for the XEGS?

I am trying to locate the luma/chroma signals if they are available so I can have the equivalent video to my 130XE instead of the defaulted composite video signal only. The regular video out is not all that bad but there is no luma for good 80 column viewing.

Has anybody successfully "upgraded" the video on the XEGS??

Thanks!

Tom

--
-=-
Thomas Drake | From an Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

882. Re: Genesis controllers for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DB4Btn.34t@freenet.carleton.ca>
Source record: 90308

Paul Castellani II (cfipaul@ix.netcom.com) writes:
> Just wondering if the Sega Genesis controllers will work with my Atari
> 8-bit? Any info would be appreciated....However if anyone has any ideas
> of joystick sources, that would also be appreciated.
>
> Thanks!

Genesis controllers work perfectly with teh 8-bit. You just have to gte
used to only pressing the "B" button al the time, because the "A" and "C"
buttons don't work on the 8-bit. I don't think the "START" button will
work either.

=CB=

--
To the BatPinto! ...*BLAM!!* You idiot, Robin, you put in reverse!!
Chris Brown ba930@freenet.carleton.ca "Stop the normalness!!"-me
= > J E S S I C A T O D D ' S S P A C E ! ! < =
* - * Nothing is true until it's OFFICIALLY DENIED * - *

883. Re: Connecting an ATARI XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DB4D2p.4Mo@freenet.carleton.ca>
Source record: 90309

Marc Mueller (Marc.Mueller@irata.Jena.Thur.De) writes:
> The best possibility would be a cable & PC-Software, which allows to use
> the PC as a gigantic ATARI-Disk-Drive. (These would be possible with the
> SIOCOPY-Cable, but I must know, how the ATARI adresses its drive(s), and
> how its reads/writes).

I have two words for the SIO2PC... FORGET IT! I have a much less
frustrating method of transferring and converting Atari disk images, and
it actually involves using both computers. Here it is in 9 easy steps...

Hardware you'll need...

-a 'null' modem
-standard RS-232 cable that fits the ports on the PC and the P:R:
-a P:R: Connection or MIO
-one Atari computer
-one PC

Software you'll need

-Telix with the QDHost Script
-the latest ver. of BobTerm
-DiskComm
-dcmtodsk

Instructions...

1. You'll need to make a null cable to connect the PC and Atari through
the serial ports, through any free port on your PC and R1: of the P:R: or
the serial/modem port of the MIO

2. DiskComm the files that you are sending to your PC

3. Boot up BobTerm

4. Load Telix and the QDHost script. Config the script for a 'Direct'
connection.

5. Set the ports at both ends for at least 9600bps 8N1, TTY/ASCII
(9600bps is the highest for the P:R:, 19.2K for the MIO)

6. On the Atari end, there should be some sort of a login prompt being
sent from QDHost. Enter any old name you wish and the password you put in
the config file for QDHost.

7. send the DiskComm'd files to your PC via the 'upload' option in QDhost

8. when you are done, exit Telix and use dcmtodsk.exe to create an SIO2PC
image from the DiskComm files you transferred.

9. You know the rest :)

10. There is no 10!! HA!

If you need any of this software, you can either download it from any local BBS, or any FTP sitess, or I can send UUencoded copies of it. I use this method a lot, and it works pretty well, and very fast. It's also much more convenient than having to connect my two 2400bps modems together with standard phone cables and transferring that way (slow and painful, not recommended).

=CB=

--
To the BatPinto! ...*BLAM!!* You idiot, Robin, you put in reverse!!
Chris Brown ba930@freenet.carleton.ca "Stop the normalness!!"-me
= > J E S S I C A T O D D ' S S P A C E ! ! < =
* - * Nothing is true until it's OFFICIALLY DENIED * - *

884. Re: AnsiTerm on an Atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DB4DBs.50J@freenet.carleton.ca>
Source record: 90310

Bob Brown (bob@sol.earthlight.co.nz) writes:
> Hi There,
>
> I'm trying so hard to set a friend up with an 80 column terminal program
> for the Atari 8 bit. I've got a program called AnsiTerm, which claims it
> runs in 80 column mode. Unfortunately, we've tried all the drivers that
> come with the program, but none of them work. He's got a 'home-built'
> interface for his modem and it works fine in BobTerm.
>
> Has anyone successfully set this program up? If so, how?! If not, can
> anyone reccommend a better terminal program. It needs to be able to
> emulate ANSI and preferably have 80 columns.

Hmm.. which driver did he use for BobTerm? He should use the same type of
driver for AnsiTerm. I definately don't recommend using AnsiTerm for
anything above 1200 baud, though. I'd use FlickerTerm or ICE-Term.
AnsiTerm is much too slow to handle anything past 1200bps. And, before you
delete AnsiTerm, keep the drivers. They work on lots of other programs.

=CB=

--
To the BatPinto! ...*BLAM!!* You idiot, Robin, you put in reverse!!
Chris Brown ba930@freenet.carleton.ca "Stop the normalness!!"-me
= > J E S S I C A T O D D ' S S P A C E ! ! < =
* - * Nothing is true until it's OFFICIALLY DENIED * - *

885. Re: R E A L I T Y, A L T E R N A T E

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: paradise@netcom.com
Message-ID: <paradiseDB4Jtx.KHD@netcom.com>
Source record: 90311

In article <3t6iag$1kt@newsbf02.news.aol.com>, RZabaga <rzabaga@aol.com> wrote:
>
>B U T (and this is a big one)
>
>It doesn't mention whatsoever HOW to control wheel. I tried key presses,
>key-punches, and a mix of psychokenetic tid-bits; but that just stops the
>wheel and merrily sends me through the gate with random stats that
>resemble miss hathaway for the old beverly hillbillies show. Is there some
>secret here? Is there a riddle I must answer? Is there no riddle that i
>musn't answer?
>
No riddle. I believe it was controlled (faster and/or slower) with the
option/select/start(not sure which), also it may be the one option that
was broke(or I had it set too subtle). You must type the right key
phrase, i am not sure if "cela saute aux yeux" set the toggle speed or
gives one immorttality. Finally the scrolling stats go FASTER the longer
you wait (You might say it's an incentive to avoid procrastination:)
-Phil

--
Philip Price
paradise@netcom.com

886. Sweet16 - Memory Mapping ??

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: Mario.Trams@Informatik.TU-Chemnitz.DE
Message-ID: <9507030840.AA00297@zeta.informatik.tu-chemnitz.de>
Source record: 90312

Hi Freax!

This is especially for the Sweet16 developers.
Can anyone say me something about the Sweet16's memorymapping?
This time i'm working also on a 65C816 extension called HyperSpeed XL/XE and
i'll try to set HyperSpeed's memorymap compatible to Sweet16's.
HyperSpeed will contain up to 1MB S-RAM and up to 1MB ROM on board and i must
know were i can place these memories in best case in the 24 Bit addressrange.
Thanx in advance

Mario

mario.trams@nformatik.tu-chemnitz.de

887. A message from PLEARN.EDU.PL

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199507031532.KAA03987@mail.cs.utexas.edu>
Source record: 90313

Hey!

If you want to send a mail to plearn.edu.pl, please be patient and don't disturb yourself, if your mail has been returned. The Warsaw University Computing Centre has the IBM 3090 machine; it is an IBM product, so naturally never works correctly and very often crashes.

Now I wanted to say a big "thanks" to everyone, for very interesting discussions and messages I found in this group. I am going to spend some time abroad and in Beskidy mountains, so I'll be away from Warsaw for some months. See you in the September!

Konrad

888. Atari & Mydos 4.5

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: esmith@netaxs.com
Message-ID: <3t944i$nni@netaxs.com>
Source record: 90314

Trying to find out what the main difference if any between Mydos 4.3 and 4.5 and would it be worth while to use 4.5. And who can I talk to in order to find out about a SIO2PC cable for a good price. Thanks for any information.

--
+-------------------------------------+
| Edward M. Smith (esmith@netaxs.com) |
+-------------------------------------+------------------------+

889. Re: WhadidISay? BobTerm corrupts files!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DB53Gy.Bps@iglou.com>
Source record: 90315

So who still uses Xmodem anyway?

--
Bill Marcum bmarcum@iglou.com
SEX IS NOT OBSCENE, CENSORSHIP IS!

890. Re: Question about XF v.2.5

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: madaras@kosice.upjs.sk
Message-ID: <3t82f1$gtb@ccnews.ke.sanet.sk>
Source record: 90316

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: What was in the AUTORUN.SYS? Simply:

: 255
: 255 - i am a binary file
: 219 - start at location 731
: 2
: 219 - end at location 731 (btw, if I have LSB/MSB mixed compared to how
: 2 Atari DOS wants it, kill me! :))
: 1 - stick a 1 at loc. 731

It was so, I think error was in the use of KASM - assembler. Since I don't know, how it compiles source code, whether it provides $FF, $FF at the beginning of compiled code and how it establishes start/stop adresses... Maybe error was in it. I'll try to play with it a little...

Tommy Madaras

891. Watching GIFs

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3t971k$dlj@link.xs4all.nl>
Source record: 90317

```
k >From: kendrick@zippy.sonoma.edu (William Kendrick)
k >Subject: Re: 320k XE for sale/trad
k >Date: 11 Jun 1995 10:12:54 GMT
k >
k >Mathy, I said "I wish we could see APAC or ColorView to GIF"
k >and you said "or vice versa"
k >
k >WHAT!? Tell me you're kidding or I'm confused..
k >
k > APACView- GIF->APAC and more
k > JViewXL- GIF->ColorView or grey (Gr.8/15/9)
k >
k >-bill!
```

I don't use these utilities much. Hardly peek at them. I guess I got disappointed when I saw one of these files years ago. (btw I got your Bros2 demo running on a Sparta Disk (have to use it with PabQWK. But I HATE it). I was a bit disappointed.

Man, I wished there was an 80 columns 256 (or more) color upgrade for the classic Atari. When I want to view a GIF picture, I want to see atleast some detail. Especially if it's an X-rated picture. :-)

BTW some time ago, I sent you a message I never got an answer to (I might have missed it, my provider is sometimes hard to reach). Here's the "essence"

You told us you had read in Mapping... that the classic ATARI could use sectors up to 65536 bytes long. The BlackBox uses 512 byte sectors which it splits up, before DOS can get them. Wouldn't it be nice, if we had a MyDOS version that could handle 512 byte sectors? And user-select the "split 512 byte sectors into 256 byte sectors" feature. That way, we could have 32 MegaByte partitions.

Now how's a programmer and absolutely LOVES MyDOS?!?!?! :-)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

892. Upgrading = Downgrading

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3t971p$dlp@link.xs4all.nl>
Source record: 90318

```
r >From: rbmier@winternet.com (Rich Mier)
r >Subject: Re: WTB 130XE
r >Date: 11 Jun 1995 13:24:32 GMT

r >next month I'll be upgrading both to
r >256K, also a 130XE to 320K.

Howdy Rich

Do these 130XE's loose BASIC or split CPU/ANTIC banking?

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

893. T-34

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3t971q$dlt@link.xs4all.nl>
Source record: 90319

k >From: kendrick@zippy.sonoma.edu (William Kendrick)
k >Subject: Re: PAL/NTSC Demo At NEAR*US Fest
k >Date: 11 Jun 1995 20:04:12 GMT
k >
k >Ben, I take it T-34 isn't commercial? Where can you get it?
k >Someone wanna make some screen shots of the thing!? :)
k >
k >-bill!

Sorry Bill, T-34 is commercial. It might have great graphics, but game play is rather slow. You have to change somethigs (gun elevation, tank position) then you see a granate moving slowly across the screen. I guess I payed about US$ 7.50 at ANG software (see FAQ). Most of the Polish software they sell has the text translated into English, don't seem to remember if T-34 is also translated, I guess so.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

894. Emulating copy protection

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3t971r$dlv@link.xs4all.nl>
Source record: 90320

```
b >From: brasoft@coho.halcyon.com (Darek Mihocka)
b >Subject: Emulating copy protection (was: Disk image formats (was: ST Xformer
b >Date: 13 Jun 1995 00:37:02 GMT
b >
b >Has anyone considered a utility that uses the SIO2PC cable to snoop the
b >activity taking place between the Atari computer and real Atari disk
b >drive and simply logs the disk command being sent, the data being
b >sent back, and the relative timing. So copy protection really doesn't
b >matter, because all you care about is what the drive sends back to the
b >computer and when. An emulator such as PC Xformer could easily emulate
b >something like that, permiting you to run any copy protected piece
b >of software.
b >
b >Similarly, if you "replayed" the disk activity to a real Atari computer
b >you could run copy protected software on the real Atari without ever
b >having to actually copy the protected disk.
b >
b >I'm sure in 15 years someone must have already done something like this
b >on the Atari 8-bit.
b >
b >- Darek

I guess you're talking about the Impossible, by CSS (see FAQ).
It started as a hardware mod, but there is a disk only version available.
It checks out, what the computer wants to find (bad sectors, phantom sectors,
double sectors, etc.) and then somehow simulates that.

The software version might even work on emulators.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

895. Formatting floppies

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3t971s$dm1@link.xs4all.nl>
Source record: 90321

a >From: arromdee@jyusenkyou.cs.jhu.edu (Ken Arromdee)
a >Subject: Re: Directly read Atari diskettes?
a >Date: 14 Jun 1995 02:30:12 -0400
a >
a >Is it better to format a disk on the PC or on the Atari? I recall trying to
a >use older versions of UTIL and running into more problems when trying to
a >format the disk on the PC....
a >--
a >Ken Arromdee (email: arromdee@jyusenkyou.cs.jhu.edu)

Howdy Ken

I've shared disks between my classic ATARI system (via a BlackBox &
FloppyBoard) and my Dad's XT.

Disks that would be formatted OK on the Atari, could not been read on the
XT. When I tried to format these same disks on the XT, I had to format them
over and over again (Fuji disks). Most of the times the bad sector count
started at 30,000 and went down afterward. Unfortunately, getting it down to
zero was as easy as pushing an elephant. Often the bad sector count would
start to go up again.

If you want to use them on a PC, format them on a PC. Don't use floppies
that are already formatted on the ATARI (either Atari or IBM/ST format).

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

896. Biofeedback devices?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3t971u$dm3@link.xs4all.nl>
Source record: 90322

```
k >From: kendrick@zippy.sonoma.EDU (William Kendrick)
k >Subject: Biofeedback devices?
k >Date: 15 Jun 1995 02:54:53 -0500
k >
k >
k >I'd not mind making an 8bit project out of it? (A little bit of hardware
k >through the stick port and some feedback software and you've got yourself
k >a nice little stress-detector... (I'm curious if I can control my
k >stress using cold-hard-factual data))
k >
k >-bill!

Wouldn't it be fun, to have a game that looks at you "bio-feed back" device,
sees your heart beat (rise) and reacts accordingly. <evil grin>

CU (and your heart beat) Mathy Van Nisselroy mathniss@link.xs4all.nl

....Bzzz, beep, beep, beep
) Hallo, 911 Operator, you have an emergency?
This is Mathy van Nisselroy's 130XE. I'm calling you to inform that my owner's
pulse is 220 and that he is about to kiel over. We played a mean game of
strip poker and now we need an ambulance.

---
* PabQwk 2.0 *
```

897. CMC editor / CMC player s

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3t9720$dm8@link.xs4all.nl>
Source record: 90323

```
k >From: kendrick@zippy.sonoma.edu (William Kendrick)
k >Subject: CMC editor / CMC player sourcecode?
k >
k >Where can I get or purchase a copy of Chaos Music Composer?
k >Is there an english version?

Try ANG software (see FAQ (Vendor/Developer list))
They might even have a GUMBY Stereo version.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

898. Re: WhadidISay? BobTerm corrupts files!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DB5KAE.C8C@freenet.carleton.ca>
Source record: 90324

Bill Marcum (bmarcum@iglou.iglou.com) writes:
> So who still uses Xmodem anyway?

People that still use an SX212.. and I only know of one.

Everyone else either uses an XM301, or 2400bps+ modem...

--
To the BatPinto! ...*BLAM!!* You idiot, Robin, you put in reverse!!
Chris Brown ba930@freenet.carleton.ca "Stop the normalness!!"-me
= > J E S S I C A T O D D ' S S P A C E ! ! < =
* - * Nothing is true until it's OFFICIALLY DENIED * - *

899. Re: Biofeedback devices?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: mbates@netcom.com
Message-ID: <mbatesDB5L95.F8H@netcom.com>
Source record: 90325

Just to let anyone know who hasn't made the connection yet but Atari,
Inc. (not Corp those stingy bastages! :-) were developing something
akin to this for the 2600! Yes, that's right. Everyone dig out your
2600 catalogs and look for the "MindLink" device. It looked like a
sweatband with some tumors on it. You put this on your head and
attempted to control game play with your alpha waves. It was never
relaesed but I hear tell there are prototypes and some proto ROM games
for it floating about. If someone knows more about this I wouldn't
mind reading!

-Marlin
Mathy Van Nisselroy (mathniss@link.xs4all.nl)
wrote: : k >From: kendrick@zippy.sonoma.EDU (William Kendrick)
: k >Subject: Biofeedback devices?
: k >Date: 15 Jun 1995 02:54:53 -0500
: k >
: k >
: k >I'd not mind making an 8bit project out of it? (A little bit of hardware
: k >through the stick port and some feedback software and you've got yourself
: k >a nice little stress-detector... (I'm curious if I can control my
: k >stress using cold-hard-factual data))
: k >
: k >-bill!

: Wouldn't it be fun, to have a game that looks at you "bio-feed back" device,
: sees your heart beat (rise) and reacts accordingly. <evil grin>

: CU (and your heart beat) Mathy Van Nisselroy mathniss@link.xs4all.nl

: ....Bzzz, beep, beep, beep
:) Hallo, 911 Operator, you have an emergency?
: This is Mathy van Nisselroy's 130XE. I'm calling you to inform that my owner's
: pulse is 220 and that he is about to kiel over. We played a mean game of
: strip poker and now we need an ambulance.

: ---
: * PabQwk 2.0 *
:

900. WANTED: R-Time 8 cart opr equivalent

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: mbates@netcom.com
Message-ID: <mbatesDB5LCE.FCw@netcom.com>
Source record: 90326

Okay, it is now driving me buggy having to set the time/date at boot.
Anyone want to let one fo these go?

I would pay some cash or offer a couple of pieces of 8-bit hardware in
exchange!

Also, I am still looking for a Diamond GOS cart. I have one nibble but
am still looking! Thanks!

ACK! WHY OH WHY did I sell all of this stuff!?
-Marlin

901. Re: R E A L I T Y, A L T E R N A T E

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <141541@cup.portal.com>
Source record: 90327

The other phrases for passwords after <control>fiat are:
sempiternal
Master of Chronos
cela saute aux yeux
unseen
They get a response if you do them right like:
The gift of life is through love.
To be outside of time is to be unchangable
Hail Master of Chronos!
But power is fleeting
That which is visible is real.
Not sure if all the responses are triggered/available.

902. Re: Connecting an ATARI XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3t9gji$sed@nic-nac.CSU.net>
Source record: 90328

The program you seek is SIO2PC, which you have. You need a cable, which I'm sure you have the instructions to build - or you can ask if anyone has one to sell or can build one for you.

If you're confused (or just in case I am), it requires:

an Atari
a PC
an Atari disk drive (optional)

What you seem to want to do is transfer files from the Atari onto the PC to use them with PC Xformer (although, I kind of wonder why you want to run Xformer since you already have an XE - or do you???).

Anyway, what you'll be able to do is copy un-copy-protected software from the Atari disk drive to the PC using the Atari. (I believe a smart cable and some software which lets you connect an Atari drive to a PC is in the works, but for now, this is the best you can do - and it's easy.. It's just like copying files from one disk to another! :))

Anyway, I hope I helped some! Good luck! SIO2PC is a GREAT thing!)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

903. Re: WANTED: R-Time 8 cart opr equivalent

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199507032034.NAA25788@zippy.sonoma.edu>
Source record: 90329

Marlin - Diamond GOS isn't worth it, In My (and many others') Opinion

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

904. Re: How do I make a ROM image?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <DB5vvA.819.0.-s@cs.vu.nl>
Source record: 90330

lamcw@aston.ac.uk (Chris Lam) writes:

>That's for 800XL, Ivo!

>For the 800 rom, surely a simple BASIC program would be enough. i.e. open
>a file for output, write out the 10K ROM and then close it.

Ooops, didn't read carefully. Anyway, I think a simple 'Save binary'
from the DOS 2.x menu will also do the job.

Ivo

905. Re: Formatting floppies

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: arromdee@jyusenkyou.cs.jhu.edu
Message-ID: <3ta6be$5en@jyusenkyou.cs.jhu.edu>
Source record: 90331

In article <3t971s$dm1@link.xs4all.nl>,
Mathy Van Nisselroy <mathniss@link.xs4all.nl> wrote:
>a >Is it better to format a disk on the PC or on the Atari? I recall trying to
>a >use older versions of UTIL and running into more problems when trying to
>a >format the disk on the PC....
>If you want to use them on a PC, format them on a PC. Don't use floppies
>that are already formatted on the ATARI (either Atari or IBM/ST format).

I've gotten two similar answers, and I'm not sure I've asked the right
question.

I want to use (MY)UTIL to transfer programs from a PC to the Atari 8-bit,
because it is much easier for me to download materials onto the PCs here,
than to download onto the Atari at home (in fact, the Atari's disk drive is
just flaky enough that I can't download at all; there's a small chance
each time the motor tries to start up that it won't, and at 1200 baud
downloading ends up starting and stopping the motor for every sector).

My experience is that formatting on the PC results in the disk being difficult
to read on the Atari. Formatting on the Atari and using UTIL on the PC to
copy to the formatted disk, results in about half the copied files being
unreadable.

Overall, I get better results formatting on the Atari. But neither one works
very well. (And to top it off, these are old disks that may have some bad
sectors regardless, and I was not using the newest version of UTIL.)

What should I do?
--
Ken Arromdee (email: arromdee@jyusenkyou.cs.jhu.edu)

Romana: "But he had such an honest face!"
Doctor: "Romana! You can't be a successful thief with a _dis_honest face!"

906. AnsiTerm on an Atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: Bob Brown <bob@sol.earthlight.co.nz>
Message-ID: <Pine.SUN.3.91.950703090350.20562A-100000@sol.earthlight.co.nz>
Source record: 90402

Hi There,

I'm trying so hard to set a friend up with an 80 column terminal program for the Atari 8 bit. I've got a program called AnsiTerm, which claims it runs in 80 column mode. Unfortunately, we've tried all the drivers that come with the program, but none of them work. He's got a 'home-built' interface for his modem and it works fine in BobTerm.

Has anyone successfully set this program up? If so, how?! If not, can anyone reccommend a better terminal program. It needs to be able to emulate ANSI and preferably have 80 columns.

Thanks a lot,

Bob Brown, \|/ ____ \|/ bob@earthlight.co.nz
9 Severn St, @~/ ,. \~@ Don't Panic, rb1@mercury.tekotago.ac.nz
Mosgiel, Otago, /_(__/)_\ and don't forget Bob Brown@3:770/540
NEW ZEALAND __U_/ your towel! +64 3 4895575 (voice)
----

907. Atari 8 bit error codes ...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: Bob Brown <bob@sol.earthlight.co.nz>
Message-ID: <Pine.SUN.3.91.950703225112.15829B-100000@sol.earthlight.co.nz>
Source record: 90403

Hiya,

I've searched in vain for my 130XE manual ... it was most useful for that list of error codes in the back. It's been a while since power pulsed through the circuits of my XE, and I can't remember the error codes (apart from 170 = file not found :)). If someone has managed to type these codes out (because they were bored one sunday afternoon), could they please post them here or mail them to me!

Thanks a lot!

(it's the Error 139 that's got me ... (disk related))

Bob Brown, \|/ ____ \|/ bob@earthlight.co.nz
9 Severn St, @~/ ,. \~@ Don't Panic, rb1@mercury.tekotago.ac.nz
Mosgiel, Otago, /_(__/)_\ and don't forget Bob Brown@3:770/540
NEW ZEALAND __U_/ your towel! +64 3 4895575 (voice)
---

908. Re: How do I make a ROM image?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DB4zzK.3v4@aston.ac.uk>
Source record: 90404

;>If I remember right, the asm/ed cart was designed to not be able to copy the
;>rom correctly. MAC65 might do it, though I haven't tried it.

;Doesn't matter if MAC65 does it or not, because you won't get a full ROM
;image if you do it this way. You should write a small program that writes
;the $C000-$CFFF ROM region to a file, then clears bit 7 of $D301 and write
;$5000-$57FF and finally write $D800-$FFFF. This will produce a file of
;exactly 16KB.

That's for 800XL, Ivo!

For the 800 rom, surely a simple BASIC program would be enough. i.e. open
a file for output, write out the 10K ROM and then close it.

909. Re: Wanted: Tale of Beta Lyrae

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-03 00:00:00 UTC
From: rford10445@aol.com
Message-ID: <3t8lnn$gks@newsbf02.news.aol.com>
Source record: 90405

I have the game on disk somewhere, but the game is wretched.
The music is good, but I wouldn't waste the disk space.

Z

910. lonely!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199507050419.VAA25659@zippy.sonoma.edu>
Source record: 90256

```
I'm lonely! Anyone up for an IRC or talk? I have a big crave to chat
XL! :) Do a /whois Kendrick and if you see me, /msg me! I'm BORED!! :(
(And too tired to code..)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
```

911. Machine for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-04 00:00:00 UTC
From: kua97@uno.cc.geneseo.edu
Message-ID: <3tc1ee$olh@news.cc.geneseo.edu>
Source record: 90332
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Does anybody know if there's a newsgroup that posts Atari machines for sale?
I'm planning to part with my old system. It's been collecting dust ever since
I left for college. Any suggestions will be welcomed.

Please respond to kua97@uno.cc.geneseo.edu

Regards,
K.K.

****
Mi pungichi, mi stuzzichi, mi tuzzichi, mi mastichi... Amor, que questo h'aime?
Pieta, pieta, pieta. Amor e un cherto que, que disperar mi fa ;-)
****

912. FS: Loaded ST system

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-04 00:00:00 UTC
From: kua97@uno.cc.geneseo.edu
Message-ID: <3tc34p$ovg@news.cc.geneseo.edu>
Source record: 90333
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Here's the following for sale - US$700 o.b.o.:

* Atari 1040ST, dual drive system (one internal, one external), mouse and
all necessary cabling.

* Color monitor (SC 1224).

* Spectre GCR emulator cartridge. It gives a basic Mac Plus equivalent and
reads/writes to Mac formatted disks. (I'll include Mac software for word
processing if interested).

* IMG Scanner (cartridge based scanner to work in conjunction with the printer).

* Yamaha PSS 680 MIDI keyboard (with cables to attach for use with Music
Studio)

* Star NX-1000 dot matrix printer (with all my unused ribbon cartridges)

* I'll include my whole library of Atari ST disks (all my software collected
over the years).

FINE PRINT:
It is in great condition and I'd like to sell it as a complete whole if
possible. I'm in the New York City area and will consider selling outside
NYC if you're willing to pay for shipping. Price is negotiable...
Please e-mail directly.

Regards,
K.K.
kua97@uno.cc.geneseo.edu
kua97@cs.geneseo.edu

****
Mi pungichi, mi stuzzichi, mi tuzzichi, mi mastichi... Amor, que questo h'aime?
Pieta, pieta, pieta. Amor e un cherto que, que disperar mi fa ;-)
****

913. Re: Wanted: Tale of Beta Lyrae

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-04 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <141652@cup.portal.com>
Source record: 90334

Phil; TOBL was the best Scramble shoot-em-up I ever played. At least amongst the genre, it was IMO the best.
Rick

914. Re: Wanted: Tale of Beta Lyrae

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-04 00:00:00 UTC
From: paradise@netcom.com
Message-ID: <paradiseDB6nyt.GsD@netcom.com>
Source record: 90335

In article <3t8lnn$gks@newsbf02.news.aol.com>,
RFord10445 <rford10445@aol.com> wrote:
>I have the game on disk somewhere, but the game is wretched.
>The music is good, but I wouldn't waste the disk space.
>
>Z

Ouch! Well, can't please everyone:). Just remember the time frame (Space Invaders, Caverns Of Mars, etc.). Personally I liked it of course I am prejudice in the extreme. But if you do not like scrolling shoot-em ups, or if you only want a fixed ending game, then it wouldn't be one's cup of tea.

One of the strange side of effects of playing Tail of Beta Lyrae is that after playing for a while if you look at a wall or drape, the wall seems to undulate (No psychotropic drugs required:). Don't worry the effect wears off.
-Phil

--
Philip Price
paradise@netcom.com

915. Re: Connecting an ATARI XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-04 00:00:00 UTC
From: James Finnegan <finneganj@delphi.com>
Message-ID: <3tbtes$ejg@svna0001.clipper.ssb.com>
Source record: 90336

kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>The program you seek is SIO2PC, which you have. You need a cable, which
>I'm sure you have the instructions to build - or you can ask if anyone
>has one to sell or can build one for you.
>
>If you're confused (or just in case I am), it requires:
>
> an Atari
> a PC
> an Atari disk drive (optional)
>
>What you seem to want to do is transfer files from the Atari onto the PC
>to use them with PC Xformer (although, I kind of wonder why you want to
>run Xformer since you already have an XE - or do you???).

As an interesting note, when PC Xformer became available, I started working on a PC based program that uses a parallel cable connected to an Atari disk drive (without the use of wacky-assed inverters and other crap -- a straight rewiring of the Atari molex to a 25-pin hood!) It is conceptually similar to the way the ST Xformer cable works. Unfortunately, I got the program barely working enough to move a handful of my disk images into Xformer files -- It'll do a single density floppy from a 1050 in about 2 minutes.

The project is on the back burner in favor of other (money making) projects. However, if there is enough interest, I'll be happy to complete the software and specify the cable pinouts as soon as I get some free time.

--
Regards,
James Finnegan
Contributing Editor
Microsoft Systems Journal

916. 1050, 850, 800 system, software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-04 00:00:00 UTC
From: dgb@owlnet.rice.edu
Message-ID: <3tbvg5$qro@larry.rice.edu>
Source record: 90337

Atari Stuff for Sale -- ALL PRICES NEGOTIABLE. Prices do not include shipping.

Atari 1050 disk drive with US Doubler installed. Includes power supply, SIO cable, and original box. -- $50

Atari 850 interface with power supply, SIO cable, serial cable, and parallel cable. -- $40

Atari 800 and 810 disk drive. Includes power supplies, SIO cable, BASIC cartridge, and 410 cassette recorder, and 200 disks of misc. software. $60

Original Atari software: Chem Lab, Sons of Liberty (SSI), Atariwriter Plus, Printshop and Printshop Companion, Enchanter (Infocom), Clear for Action (Avalon Hill), Combat Chess (Avalon Hill), Battle of Antietam (Avalon Hill). Will sell only as a set for $30

917. <sigh> - ok...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3tc0jm$c0s@nic-nac.CSU.net>
Source record: 90338

Well, people seem to dislike Bros.2, so, although I'll finish it eventually, I've become discouraged enough to drop it for now.

But- I've started working on a Unix RPG which will interface to other programs - a terminal on the PC (I need it to test the thing since I STILL don't have modem access on my poor Atari!) and maybe a pseudo terminal program in Unix (using popen() in C to read from / write to the game engine).

The reason I'm using a Unix box is it's SO incredibly fast - all the PC/Atari/ etc. is used for is final display and controls.

The game will be a bit like Ultima, when it comes to graphics (overhead view, 20x10 cells). The reason I need the speed is per frame, I need to calculate TONS of things- not just about you, but about your surroundings, all of the other objects, etc. I mean, this game will even have flowing water- you place an object in it and if it doesn't sink, it'll move along with the water! :)

It'll need a Unix box, an Atari or PC with a modem (9600 or above else the frame rate w i l l g e t r e a l l y S L O W !!!).

As for the graphics.. well, with all of the space I'll have by not having any real CODE in the Atari, I could probably have a LOT of detailed animation (8 frames) and I can probably use a multiple DLI to give 64 different objects, even in 160x192x4 color or 320x192x2 detail!

---------------PART-2-------------

I'm also working on Simple Shanghai for the Atari, as well! :) I've got the menuing and mouse system working. I'm gonna forget it when it comes to very complex tile layouts- my drawing routine isn't good enough. I guess I SHOULD have stuck with a bitmapped mode instead of convincing text mode that it was good enough. :)

So far, though, it should be pretty good.. up there (maybe above? :)) Bruce Fish's My Jong. (160x96 graphics can be pretty pathetic at times :( )

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

918. Which more likely to be valuable in the future?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-04 00:00:00 UTC
From: rogtha@delphi.com
Message-ID: <h25eHRK.rogtha@delphi.com>
Source record: 90339

Atari 400 or 800? They were released the same year but . . .

919. Re: MyDOS 4.53/4

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-04 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3tc1on$12b3@seminole.gate.net>
Source record: 90340

In article <3tapjm$i6a@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>Chad, what is the /X parameter in [C]opy supposed to do!?
>I've never heard of it (or if I did, I forgot..)

It is supposed to ask for disk swaps, operate just like the 'O' command from
DOS 2.5, 4.53 appears to ignore it. I don't see what good NOTE and POINT
is for me, so I suppose 4.50 is sufficent. What version does everyone
else recommend?
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

920. Re: Connecting an ATARI XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-04 00:00:00 UTC
From: dann@elvira
Message-ID: <DB7Iy9.75H@nymt.reuter.com>
Source record: 90341

James Finnegan (finneganj@delphi.com) wrote:

: As an interesting note, when PC Xformer became available, I started
: working on a PC based program that uses a parallel cable connected to an
: Atari disk drive (without the use of wacky-assed inverters and other crap
: -- a straight rewiring of the Atari molex to a 25-pin hood!) It is
: conceptually similar to the way the ST Xformer cable works.
: Unfortunately, I got the program barely working enough to move a handful
: of my disk images into Xformer files -- It'll do a single density floppy
: from a 1050 in about 2 minutes.

: The project is on the back burner in favor of other (money making)
: projects. However, if there is enough interest, I'll be happy to
: complete the software and specify the cable pinouts as soon as I get some
: free time.

I'm interested! Count me in!

Dan Noguerol
dann@nymt.reuter.com

: --
: Regards,
: James Finnegan
: Contributing Editor
: Microsoft Systems Journal

921. Re: WANTED: R-Time 8 car

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-04 00:00:00 UTC
From: mbates@netcom.com
Message-ID: <mbatesDB7ruM.714@netcom.com>
Source record: 90342

Mike, what is your e-mail address? I would like to get one of those carts.

-Marlin

Atari8 (atari8@netcom.com) wrote:
: Quoting kendrick@zippy.sonoma.edu

: k >Marlin - Diamond GOS isn't worth it, In My (and many others') Opinion

: Not completely true, while it is limited by lack of memory and processor
: speed it's main problem came from the fact that there was no one other
: than it's original author who wrote programs for it. Oddly I've used the
: paint program several times in 93 for things we did leading up the
: summer school. I've go ver 2.0...one of the kids decided they needed my
: ver 3.0 more than I did so I'm down to just 2 ver 2 carts. Ah well such
: is life.

: Mike

: ---
: * PabQwk 2.0 #9 * Remember when 48k was a lot of memory...
:

922. Re: Wanted: Tale of Beta Lyrae

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-04 00:00:00 UTC
From: Paul 'Mclane' Irvine <mclane@dellos.demon.co.uk>
Message-ID: <9507042114.00bm@dellos.demon.co.uk>
Source record: 90343

```
: >I have the game on disk somewhere, but the game is wretched.
: >The music is good, but I wouldn't waste the disk space.
: >
: >Z

: Ouch! Well, can't please everyone:). Just remember the time frame (Space
: Invaders, Caverns Of Mars, etc.). Personally I liked it of course I am
: prejudice in the extreme. But if you do not like scrolling shoot-em ups,
: or if you only want a fixed ending game, then it wouldn't be one's cup of
: tea.

Hmmm I think the problem is that some of the people who see the games on
the IBM emulator think 'urrgh' look at the graphics etc. These people were
not about when the game or games came out in the 1st place..Hence the
rather sad remarks by Z...
PS any thoughts on a 8bit proggy these days...For old times sake...
PPS the games platform you work on either begins with the letter N, S or A.
And since you wont say who they must have a NON disclosure agreement.
Perhaps the N is the one???
--
Paul Irvine :- mclane@dellos.demon.co.uk
[----------------------------------]
-A1200 030 50mhz 540MB HD 10mb Mem-
* * * * * * * * * * * * * * * * * * * *
I Will Attack, And You Dont Want That

.. Never drink coffee that's been anywhere near a fish.
```

923. Re: WANTED: R-Time 8 car

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-04 00:00:00 UTC
From: atari8@netcom.com
Message-ID: <atari8DB658w.D99@netcom.com>
Source record: 90344

Quoting kendrick@zippy.sonoma.edu

k >Marlin - Diamond GOS isn't worth it, In My (and many others') Opinion

Not completely true, while it is limited by lack of memory and processor speed it's main problem came from the fact that there was no one other than it's original author who wrote programs for it. Oddly I've used the paint program several times in 93 for things we did leading up the summer school. I've go ver 2.0...one of the kids decided they needed my ver 3.0 more than I did so I'm down to just 2 ver 2 carts. Ah well such is life.

Mike

---
* PabQwk 2.0 #9 * Remember when 48k was a lot of memory...

924. Re: nir-PAL and Sweet 16

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-04 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9507040019591.DLITE.bjcorr@delphi.com>
Source record: 90345

>In article <3sn2cq$404@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William
Kendrick) writes:
>|> nir-PAL is a supposedly LAUGHABLY easy to install upgrade for NTSC
machines
>|> which adds PAL compatibility (ie, run European-based software which
messes up
>|> or doesn't run on US machines)
>
>I have the PAL ANTIC installed in my 800XL at the moment. Those European
>demos run MUCH smoother. The screen does flicker (at 50 Hz), which my
>monitor keeps up with okay. COLRVIEW still works, with just a bit more
>flicker to it. I haven't tried FlickerTerm, or other terminal program
>yet for compatibility.
>
>I am using the US+ OS, not Nir's custom OS, and everything has worked so
far.
>
>--
>Jeff Potter
>.....potter@escmail.orl.mmc.com
>.....74030.2020@compuserve.com
>.....JDPOTTER@genie.geis.com
>
I have heard that the only change in the Nir mod to the OS involves (I
believe) $d014, the byte that tells the computer if it is NTSC or PAL (
bits 1-3=0 is a PAL machine). Could it be this simple?
bjcorr@delphi.com

925. MyDOS 4.53/4

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-04 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3taof4$q1m@navajo.gate.net>
Source record: 90346

Does anyone know why the /X parameter doesn't work when you are trying to
Copy file(s)? Is this also a bug in 4.50?
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

926. Atari 8-bit Games & info

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-04 00:00:00 UTC
From: ddussia@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <1995Jul4.235938.11904@sol.cs.wmich.edu>
Source record: 90347

I recently got out my old Atari 800XL, and 130XE, and I was playing most
all the games, and I wondered if anyone knows of a cheat/hints/tips/etc.
file for all the games that where made!?

For example, I have Bounty Bob Strikes Back, (cartridge) and I only know
2 of the special codes (#100 & 1000) and I only remembered 1 hidden message
about some teleport to level 7. Anyone know codes/messages for this game!?

Or how about Alternate Reality, that was one tough game, and whoever did the
conversion to the Amiga blew it, because it was really horrid! Anyway,
any cheats for this?

How about Realm of Impossiblity!?
And about 50 other good old games?! :)

Also, anyone know how/if you can hook up a 800XL or 130XE to a Amiga? I looked
in the FAQ, and I did not find it. :(

Thanks for any info!!

927. Re: Atari 8 bit error codes ...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-04 00:00:00 UTC
From: gholder@emory.edu
Message-ID: <3taouq$fgj@moe.cc.emory.edu>
Source record: 90348

Bob Brown <bob@sol.earthlight.co.nz> wrote:
>I've searched in vain for my 130XE manual ... it was most useful for that
>list of error codes in the back. It's been a while since power pulsed
>
>(it's the Error 139 that's got me ... (disk related))
>
Sorry, I'm not bored enough to type them all out (you might check the FAQ, though, there's a lot of tech info in there). But #139 rang a bell as being a potentially bad one, so I pulled out my manual...

It's "Device NAK: Device not acknowleged; garbage at serial port or bad disk drive".

Hope it's not as bad as all that, I believe it may also occur if you're trying to access a drive
not in system and perhaps if you're trying to access an incompatible disk. Perhaps also after certain types of semi-lockup or when looking at certain types of trashed disks.

Hmmm....but if memory serves, it happens a lot when you've got a flakey serial cable or a dirty set of pins in an SIO port. Try other cables if you've got 'em, and/or try cleaning the
pins. If your system has been in the closet a while, those contacts could well have corroded a bit. The quick and dirty way is to firmly grab the SIO cable connector and vigorously (but carefully!--don't want to bend a pin!) excersize the connector in and out a dozen or so times. It may also be dirty contacts in the cable, which this technique also helps. I once had a drive which must have had weak SIO interface signals--it had this problem a lot, and I sometimes had to forge a little cleaning device out of a piece of thick paperclip roughened up with wire cutters which I worked in an out of each hole in the SIO cable. You might also try working your drive number switches back and forth a few times.

Gary Holder

928. Re: Biofeedback devices?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-04 00:00:00 UTC
From: gholder@emory.edu
Message-ID: <3taphe$fgj@moe.cc.emory.edu>
Source record: 90349

mbates@netcom.com (Marlin Bates) wrote:
st to let anyone know who hasn't made the connection yet but Atari,
>Inc. (not Corp those stingy bastages! :-) were developing something
>akin to this for the 2600! Yes, that's right. Everyone dig out your
>2600 catalogs and look for the "MindLink" device. It looked like a
>sweatband with some tumors on it. You put this on your head and
>attempted to control game play with your alpha waves. It was never
>relaesed but I hear tell there are prototypes and some proto ROM games
>for it floating about. If someone knows more about this I wouldn't
>mind reading!
>
I may be wrong, but I had the impression that an 8-bit version of this WAS
released--at least it was VERY close to it. I remember seeing Atari
magazine articles and pictures. Perhaps part of the AtariLab series?

Are you sure it was controlled by Alpha waves? I had thought that it
worked with forehead muscle tension detection (this is all very long ago).
Back in those days EEG biofeedback was my field, and it seems like I
would remember more about it. It's much more difficult to pick up EEG
signals in a small (and cheap!) device than muscle activity (EMG).
Especially then; its been done since pretty cheap.

Gary Holder

929. Ultima 4 .. where can I purchase it (new?)

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199507040718.AAA01531@zippy.sonoma.edu>
Source record: 90350

```
Title says it all - I'm finally interested in the Ultima series and I'd
like a copy of 4... Can someone help!?

thanx!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

Don't say xmission - 'sides, that copy isn't complete (and I want DOX! :) )
```

930. Re: MyDOS 4.53/4

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3tapjm$i6a@nic-nac.CSU.net>
Source record: 90351

Chad, what is the /X parameter in [C]opy supposed to do!?
I've never heard of it (or if I did, I forgot..)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

931. TOS & 800XL DJ??

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-04 00:00:00 UTC
From: francis@twilight.xs4all.nl
Message-ID: <francis.04ze@twilight.xs4all.nl>
Source record: 90352

From: francis@twilight.xs4all.nl (Francis Dethmers)

Hi everybody!

I have also gotten the program '800XLDJ' but I can't get it
working on my STe. Does anyone else also has this kind of
problems?? Maybe it's the TOS-version or something?
When I start the program, it seems to create the folder 'CLIPBRD'
and then the 800XLDJ-window comes up, with 8 disk-icons in it and
the computer 'hangs', I can't move the mouse, nothing....
My STe is, I believe, one of the newer ST-machines Atari made.
It has a memory test when you cold-boot the computer, for
me that's the only noticeable difference. I just bought
the computer, therefore I do not know much about it...

--
Hope someone can help me, Grtz.: /-rancis !)ethmers
.---.
| -=> The TWiLiGHT Zone BBS <=- -=> +31-(0)-20-6764584 <=- -=> 24 Hrs <=- |
| -=> Modules Heaven! <=- -=> 9600 to 14400 Baud <=- -=> /\MIG/\ Only <=- |
`---'
-- Via Xenolink 1.96, XenolinkUUCP 1.1

932. Re: ALL GAYS SHOULD DIE

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-04 00:00:00 UTC
From: Earl Tate <etat@delphi.com>
Message-ID: <5K3e-9H.etat@delphi.com>
Source record: 90353

Daniel Noguerol <dann@elvira> writes:

>Actually, I hear that people who post to the wrong newsgroup are
>extraordinarily gay.
>
>(or so I've heard...)

Actually that dude is neither gay, happy, up-tempo, or any other word relating to positive thinking. What a dumb*ss, biased bigot. (BTW: I am not gay, but strongly believe in being thankful for what I have and thinking positively. Geeze, what a grouch, aren't you happy there are still some nice people out there somewhere?

933. Re: Player-Missile Graphics Editor

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-04 00:00:00 UTC
From: kevina@clark.net
Message-ID: <3td2j9$mme@clark.net>
Source record: 90354

In article <bwillard.31.003BF21B@mindspring.com>,
Bruce Willard <bwillard@mindspring.com> wrote:
>I had a program that was in a magazine in about 1981-82 that I cannot find.
>The name of it was Player-Missile Graphics Editor. I found it very easy for
>creating players in different modes. I do not know the name of the magazine.
>It was not Antic or Analog or Softside, but it was a general computing mag,
>with listings for several computers. The original listing was buggy and didn't
>work right, but after debugging it, it was great. If anyone has this program,
>please respond.

I don't know of it but the 1988 Septermber issue of Antic has a program
like it called "P/M Graphics Studio". You can grab the files at my antic
archive (ftp.clark.net:/pub/atari/mag/antic/).

--
* Kevin Atkinson, Clarknet I'net Serv., Maintainer of the Usenet Info Center *
* Finger usenet-i@clark.net for more info on Usenet Info Center. *
* Or send mail to usenet-i@clark.net with a subject line of HELP. *
* This is in its beginning stages and I could use any help I could get! *

934. Re: Star RAIDER = Rare?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-04 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.43.000BE7C0@mindspring.com>
Source record: 90355

In article <3tckpt$is7@steel.interlog.com> cmarr@gold.interlog.com (Colin Marr) writes:
>From: cmarr@gold.interlog.com (Colin Marr)
>Subject: Star RAIDER = Rare?
>Date: 5 Jul 1995 00:02:05 GMT

>I have a Star Raiders cartridge for the Atari 8-bit labelled STAR RAIDER
>(note the singular...) Is this rare? I've never seen another in all my 14
>years of 8-bitting...

>--
>Colin Marr cmarr@interlog.com "Kaa nama kaa lajerama"

Was the game any different or was it just the label?

935. Re: lonely!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3tdqd7$ljs@seminole.gate.net>
Source record: 90257

In article <199507050419.VAA25659@zippy.sonoma.edu>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>I'm lonely! Anyone up for an IRC or talk? I have a big crave to chat
>XL! :) Do a /whois Kendrick and if you see me, /msg me! I'm BORED!! :(

Since #atari8 wasn't well supported I found that more Atari8 users end up
in #classic, we discuss the Atari8, Atari VCS, Intellivision, Colecovision,
C-64, and other various platforms. You will find quite a few of Atari8
enthusiasts as well as myself. Hope to see you there.

--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

936. Re: Star RAIDER = Rare?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: cmarr@gold.interlog.com
Message-ID: <3tdvqj$pmo@steel.interlog.com>
Source record: 90258

The Star RAIDER game (uppercase is my doing) was identical to Star Raiders,
only the label was misprinted...

Bruce Willard (bwillard@mindspring.com) wrote:
: In article <3tckpt$is7@steel.interlog.com> cmarr@gold.interlog.com (Colin Marr) writes:
: >From: cmarr@gold.interlog.com (Colin Marr)
: >Subject: Star RAIDER = Rare?
: >Date: 5 Jul 1995 00:02:05 GMT

: >I have a Star Raiders cartridge for the Atari 8-bit labelled STAR RAIDER
: >(note the singular...) Is this rare? I've never seen another in all my 14
: >years of 8-bitting...

: >--
: >Colin Marr cmarr@interlog.com "Kaa nama kaa lajerama"

: Was the game any different or was it just the label?

--
Colin Marr cmarr@interlog.com "Kaa nama kaa lajerama"

937. Re: Star RAIDER = Rare?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DB8wHE.ADG@aston.ac.uk>
Source record: 90259

```
;I have a Star Raiders cartridge for the Atari 8-bit labelled STAR RAIDER
;(note the singular...) Is this rare? I've never seen another in all my 14
;years of 8-bitting...
```

Mine says this too...

938. Uncorrupted DCM of FREE demo disk 1

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <3te5kb$fj3@vishnu.jussieu.fr>
Source record: 90260

OK. I've just uploaded to ftp.xmission.com the CORRECT (and multi-verified)
DCM of the first disk side of FREE. It will be downloadable as soon as it has
replaced the old one.
As for umich, it's much more difficult to upload there because it's so
crowded. But it will be done. Promiss.

I hope you will enjoy the game. Feedback welcome.

Sorry for this incident...

Bye.


```
+-----------------------------------------------------------+
|Bertrand Le Roy |A Darwinian theory of Gravitation: |
|bleroy@ccr.jussieu.fr|In the beginning, mature apples fell|
|tel. 44.27.72.95 |in all directions. But only the trees|
|fax. 44.27.72.87 |whose apples fell down have survived.|
+-----------------------------------------------------------+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+-----------------------------------------------------------+
```

939. Atari 8-bit cartridges: rarity list???

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: dgb@owlnet.rice.edu
Message-ID: <3te6qh$2fm@larry.rice.edu>
Source record: 90261

I'm looking for a few cartridges for my Atari 8-bit, but I'd like to know if there is a "rarity" list for the 8-bit so I know what to even bother looking for.

For example, how hard is it to find some of the cartridges introduced with the XEGS? For example, Rescue on Fractalus, Thunderfox (?), etc.

940. Re: Alternate Reality waffle (re: What happened to Philip Price)

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: junkster@chinook.halcyon.com
Message-ID: <3tear3$d9q@news1.halcyon.com>
Source record: 90262

Ray Wilmott <rwilmott@mars.superlink.net> wrote:
>I *STILL* say AR was the most addictive
>game I ever played. Damn shame it never got finished...or at least
>revived in a new version for PC & Mac.

It would be depressing to see it eaten alive in today's PC game market,
though. New games are hyped-up, released, and off the shelves and
impossible to find after two months. Modern sequels to great classics,
like Archon Ultra and Frontier, sure didn't last long.

James Hague
junkster@halcyon.com

941. Re: How do I make a ROM image?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: winston@merk.com
Message-ID: <DB8Lp1.CHK@merk.com>
Source record: 90263

On Thursday, June 29, 1995 at 13:34:50 GMT (7:34am EDT ?)
dann@elvira (Daniel Noguerol) wrote:

DN> Here is my question: I wan't to make an image of the Atari 800 OS that
DN> I can use with PC Xformer. The only thing I could think of is to use
DN> Assembler Editor and type:
DN>
DN> SAVE#D:ATARI.ROM<D800,FFFF
DN>
DN> However, this does not produce the desired effect. I am aware that PC
DN> Xformer comes with a ROM image, but my 800 seems to have a different OS.
DN> Anyone have any ideas?
DN>
DN> Thanks in advance.
DN>
DN> Dan Noguerol
DN> dann@nymt.reuter.com

You could try the program called "ULTRAFIX". ULTRAFIX comes in two
varieties, an ULTRAFIX.AOS for ATARI OS version A (the OS in the original
ATARI 800) and ULTRAFIX.BOS for ATARI OS version B (which fixes some SIO
"pause" bugs and other things). You might have luck with this OS
"translator".

942. Re: Atari & Mydos 4.5

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: winston@merk.com
Message-ID: <DB8Ms5.CyG@merk.com>
Source record: 90264

On Monday, July 3, 1995 at 15:59:14 GMT (9:59am EDT ?),
esmith@netaxs.com (Edward M. Smith) wrote:

ES> Trying to find out what the main difference if any between Mydos 4.3
ES> and 4.5 and would it be worth while to use 4.5.

First of all, there is no MyDOS 4.3 ! The two versions in question
are MyDOS 4.50 (a.k.a. MyDOS 4.54) and MyDOS 4.53. MyDOS 4.50 uses 4-byte
file sector numbers and can be used with large hard drives. MyDOS 4.53
uses 3-byte file sector numbers so as to be compatible with ATARI BASIC
NOTE and POINT functions that expect 3-byte file sector numbers on a floppy
disk. It is needed mainly if you are doing random file access and are
using ATARI BASIC and do not wish to write source code to handle 3-byte and
4-byte file sector numbers. A further difference is that some versions of
MyDOS 4.53 have been patched to allow for leading numeric digits to be used
in a filename (it is considered illegal to use a leading digit in a filename
under MyDOS, although ATARI DOS allows this). If you aren't using ATARI
BASIC NOTE-and-POINT, then the differences do not matter. If you are using
ATARI BASIC NOTE-and-POINT and know enough to query up to four digits for a
sector number, then it shouldn't matter. If you are using a compiled BASIC
program that performs NOTE-and-POINT, then it --COULD-- matter, except that
compiled programs are usually boot disks that include their own DOS on the
disk, so it usually isn't a problem. You simply need to be aware that MyDOS
4.50 uses 4-byte file sector numbers in place of the standard 3-byte sector
links.

943. Atari Seriel Cables f/s

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: saxmania@ripco.com
Message-ID: <DB936A.JD7@rci.ripco.com>
Source record: 90265

I've got 4 three footers for $3 each, 2 six footers at $5 each
Tech Sketch-Light Pen for $5...plus shipping.

--

____
/~(_)~\ /~(_)~\
II====== l =-} saul smaizys saxmania@ripco.com {-= l ======II
_(~)_/ web page=http://pages.ripco.com:8080/~saxmania/ _(~)_/
____

944. CGA monitor <--> Atari 800? How?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: 03maellingto@bsuvc.bsu.edu
Message-ID: <1995Jul5.131043.49884@orion.bsuvc.bsu.edu>
Source record: 90266

Hi all-

I'd like to be able to connect my Atari 800 to a color monitor, except I don't have a clue as to how. When I bought the 800, I didn't have enought $$ for a real monitor, now I've got several IBM PC CGA monitors that I'd like to be able to use. Any clues?

Also, I've got AR, but my first disk is corrupt (maybe all of them, I've got to get past the first one first) I'd sure love to play that one again -- anybody got it for sale?

Let me know,

Chris

945. Re: Atari 8 bit error codes ...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3teho7$lcm@charm.magnus.acs.ohio-state.edu>
Source record: 90267

In article <3taouq$fgj@moe.cc.emory.edu>,
Gary Holder <gholder@emory.edu> wrote:
>Bob Brown <bob@sol.earthlight.co.nz> wrote:
>>I've searched in vain for my 130XE manual ... it was most useful for that
>>list of error codes in the back. It's been a while since power pulsed
>>
>>(it's the Error 139 that's got me ... (disk related))
>>
>Sorry, I'm not bored enough to type them all out (you might check the FAQ,

I was bored enough to type them in, or at least I decided that
somebody should, and figured it might as well be me.

If you have WWW access, go to
http://www.cis.ohio-state.edu/~funk/Atari/Ref/

Otherwise I can email them.
--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

946. Re: nir-PAL and Sweet16

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <3teel3$4j7@theopolis.orl.mmc.com>
Source record: 90268

In article <3t4nqq$hoq@news1.halcyon.com>, junkster@chinook.halcyon.com (James Hague) writes:
|> Here's something I have yet to hear about this PAL modification: How
|> does it affect NTSC software? I would expect games to run slower; I'm
|> not sure there are any other differences. Is there some NTSC software
|> that relies on precise timing? (Hmmm...will VBI driven NTSC music sound
|> off on PAL systems?)

I've run a bunch of stuff through the Nir-PAL upgrade, and haven't noticed much of a problem. The repeat key speed is slower, and the CTRL-3 bell sound is a little lower in frequency, but none of the games or music I've tried are noticeably slower. Do you have something in mind that relies on VBI timing? I'll try it if I have it.

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

947. Re: nir-PAL and Sweet 16

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: potter@escmail.orl.mmc.com
Message-ID: <3tef8i$4j7@theopolis.orl.mmc.com>
Source record: 90269

In article <9507040019591.DLITE.bjcorr@delphi.com>, bjcorr@delphi.com (Ben Corr) writes:
|> I have heard that the only change in the Nir mod to the OS involves (I
|> believe) $d014, the byte that tells the computer if it is NTSC or PAL (
|> bits 1-3=0 is a PAL machine). Could it be this simple?
|> bjcorr@delphi.com

It might be that byte plus the one that describes the keyboard repeat rate.
Apparently some European demos check one or the other of these and adjust
the display list or something else. I haven't seen much of a problem though.

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

948. WANTED: R-Time 8 cart opr equivalent

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: REASERRL@m120x1.laafb.af.mil
Message-ID: <2FFB079F@M130X2.LAAFB.AF.MIL>
Source record: 90270

According to the latest issue of Atari Classics (which I got last week), CSS is selling R-Time 8's. I'd check with them and just buy a new one. Also, Mike Hohman of FTe announced SDX 4.22 on GEnie yesterday (4th of July). The upgrade for current SDXers is pretty reasonable. The new SDX supports MUX and SIO2PC.

Rick Reaser

949. Biofeedback devices?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: REASERRL@m120x1.laafb.af.mil
Message-ID: <2FFB07B2@M130X2.LAAFB.AF.MIL>
Source record: 90271

Toad Computers had the "original" Atari 8-bit Bio-Feedback device, programs and book package in their store about a year ago. It looked like an interesting package. It appeared to be a "sweat-meter" that you taped to your hands and then plugged into the joystick ports. Someone might call Dave or Jennifer Troy to see if they haven't sold it yet.

Rick Reaser

950. Current Notes Canadian Transfer Complete

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: REASERRL@m120x1.laafb.af.mil
Message-ID: <2FFB07C4@M130X2.LAAFB.AF.MIL>
Source record: 90272

I got a note from Robert Boardman yesterday (4th of July) that the paper work is complete between them and Joe Waters on the sale of Current Notes. So it's not just official, but legal as well. Will keep you posted as I hear more from the Canadians.

Rick Reaser

951. Re: lonely!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3tf4ec$kdb@nic-nac.CSU.net>
Source record: 90273

Ooh! #class! Thanx Chad! :) I hang in #atari and #amiga lately..
gets boring.. all that 68K talk :)

--
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

952. Re: Watching GIFs

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: potter@escmail.orl.mmc.com
Message-ID: <3tf4ul$6s5@theopolis.orl.mmc.com>
Source record: 90274

In article <3t971k$dlj@link.xs4all.nl>, mathniss@link.xs4all.nl (Mathy Van Nisselroy) writes:
|> k > APACView- GIF->APAC and more
|> k > JViewXL- GIF->ColorView or grey (Gr.8/15/9)
...
|> I don't use these utilities much. Hardly peek at them. I guess I got
|> disappointed when I saw one of these files years ago. (btw I got your
|> Bros2 demo running on a Sparta Disk (have to use it with PabQWK. But I HATE
|> it). I was a bit disappointed.

Gee thanks, Mathy. I tried to stretch the old 8-bit to display with as much color and detail as it has...

...and I was going to work on that fax program for you next :^)

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

953. PC XFormer & BIG images

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: ejeid@oeonline.oeonline.com
Message-ID: <Pine.3.89.9507052143.A17773-0100000@oeonline.oeonline.com>
Source record: 90275

Greetings all!

Forgive me if this question has been answered more times than you all care to count, but I only recently hooked up here, so I'm a bit behind. :)

According to the PC XFormer manual (p. 6), you can configure a drive to be high capacity with MyDOS. I've tried that, but it ends up giving me less space than a normal double density disk and refuses to write properly anyway.

I'm wondering if the problem is that I don't already have a high capacity disk image to start with. I've created all of my enhanced and double density images simply by copying an existing one outside of the emulator. Is there a blank high capacity disk image floating around at umich somewhere?

How do I get around this? It's amazing how little space double density disks actually had... I'd like to have BIG disks, especially if I'm writing programs.

On a side note, the MyDOS RAMdisk is perpetually 0 sectors small. Yes, I'm running in XE mode. :) Is this a problem with MyDOS or XFormer?

Thanks in advance...

```
/*----------+-------------------------+--------------------*/
/* Erik Eid | Albion College Graduate | Computational Math */
/*----------+---------------------+---+--------------------*/
/* EJEID@OEONLINE.COM (primary) | EEID@ACAD.ALBION.EDU */
/*------------------------------+-----------------------*/
```

Nothing satisfies like the classics...

954. Star RAIDER = Rare?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: cmarr@gold.interlog.com
Message-ID: <3tckpt$is7@steel.interlog.com>
Source record: 90276

I have a Star Raiders cartridge for the Atari 8-bit labelled STAR RAIDER (note the singular...) Is this rare? I've never seen another in all my 14 years of 8-bitting...

--
Colin Marr cmarr@interlog.com "Kaa nama kaa lajerama"

955. Re: Atari 8-bit Games & info

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3tcm80$t35@nic-nac.CSU.net>
Source record: 90277

Oohh- Realm of Impossibility - anyone got a copy they'd be willing to part with!?!? :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

956. Simple Shanghai!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3tcmp6$9r@nic-nac.CSU.net>
Source record: 90278

Coming soon! Simple Shanghai.

So far, it's a 100% text based game. ("The top tile is: .. The tile to
the right is: .." Just kidding! It's done with redefined characters!)

It has some nasty limitations, however. Currently it's only in 320x200x2
resolution. It only lets you have 8 tile faces.

The layout is up to 320 tiles (8 across by 8 back by 8 high)
You can look from the right (3D) or from the center (not too great)
You can flip the thing around 180 degrees to see from "behind."

It uses a joystick-or-keyboard-controlled mouse pointer and a pull-down
menuing system.

You can set different options:
Timed or not
Cheat modes
Select a set of tiles (what they look like- internal default is alphabet)
Select a layout (how they are placed- internal default is a pyramid)

Other commands include:
Save/load games in progress
Undo (all the way to the beginning!) - even set an undo-to point
(say you're at a kind of crossroads- pull that peice out and you might
screw it all up eventually, or you might win the game easily from there..
simply select "Set Point".. if you find out you goofed, just select
"Undo to point" and it's as if you hit "Undo" enough times to get right
there)
Hint
Online (via file) instructions

Of course, many of these features are unimplemented. In fact, the GAME itself
hasn't even really been touched yet, but it should prove to be quite simple.

The graphics aren't top-notch, but it's quite fast. In fact, the whole point
of Simple Shanghai is to produce a game even BETTER than Bruce Fish's
excellent "My Jong" (which I love, BTW)..

Anyway, look for it (or beta versions) soon! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

957. Atari 8-bit hardware/peripherals for trade/sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <3tcrtl$929@news.xmission.com>
Source record: 90279

```
I have the following Atari 8bit hardware/peripherals for sale or trade:
---------------------------------------------------------------------

3 x Atari 800xl (modified with SuperVideo/Audio and 100% socketed)
$50.00 each or trade(s)

1 x Atari XEGS socketed with 15' keyboard extension cable
$65.00 or trade(s)

1 x Atari 400 with split audio (audio via normal output or via standard
RCA cable
$25.00 or trade(s)

1 x ICD (FTE) PR:C with 2 serial and 1 parallel cable(s)
$50.00 or trade(s)

1 x TRAK AT-D4 double density, slave-able super disk drive
$60.00 or trade(s)

2 x Atari 1025 dot-matrix printers w/extra ribbons
$40.00 each or trade(s)

1 x Atari 65XE (socketed) with supervideo/audio upgrades
$40.00 or trade(s)

1 x 3 slave CSS Multiplexor (complete package with approx. 40' ribbon cable
$160.00 FIRM (no trades)

1 x Atari 810 with HAPPY 7.1 upgrade
$80.00 (no trades)

1 x Atari SX212 (1200 baud) direct connect modem
$35.00 or trade(s)

1 x Atari XEP80 (80 column device)
$65.00 (no trades)

1 x registered node X324 of BBS Express Pro! -- ready to run on
an 80meg MFM hard disk loaded with TONS of 8bit software and Pro! commands
$175.00 (no trades)

All items, unless otherwise noted are in good to great condition.
```

958. Re: Biofeedback devices?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3td93p$sv@dump.primenet.com>
Source record: 90280

This was released although it's rare. Synapse released it I believe, hence their company name.

I once had a chance to buy it used but the guy was an asshole and I decided to wash my hands of him rather than deal with him.

959. Re: Which more likely to be valuable in the future?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3td8q2$sv@dump.primenet.com>
Source record: 90281

The mortal rogtha@delphi.com wrote:
: Atari 400 or 800? They were released the same year but . . .

The 800 probably. Fewer of them were probably manufactured since it was
much more expensive. However, atari 8-bit hardware is at an all time low
in maket value at the moment.

960. FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: luca@embratel.net.br
Message-ID: <3td6q0$d69@rjo02.embratel.net.br>
Source record: 90282

Could someone please post the ATARI FAQ or e-mail me it?

Also some questions :)

1 - What archiver does Atari use?

2 - Is there any QWK offline reader for Atari?

3 - Whats a good agenda program?

961. Is source code to Star Raiders pd?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: nolram@panix.com
Message-ID: <nolram-0507950213160001@nolram.dialup.access.net>
Source record: 90283

I was wondering if the source code is out there in the PD? I got the
VCS and Combat source codes. I have the 8-bit emu source code and wanted
to see if I could make a working sim(not emu) on a mac.

962. You guys are killing me

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: leto2@gol1.gol.com
Message-ID: <3te2th$p6a@gol1.gol.com>
Source record: 90284

I am dying of 'natsukashii' (er, being extrememly full of memories, in Japanese). I was a dedicated user of a 400, 800, 1200, and 800XL, and finally an ST, but then I finally got smart and got my Mac. So how is the Atari 8-bit world these days? Who makes software? Someone chat with me.

Ah, those were the days. Mule after school, or Miner 49er. God, I wish I could go back.

=-=-=-

963. Re: What is going price on rare items?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: leto2@gol1.gol.com
Message-ID: <3te2ti$p6d@gol1.gol.com>
Source record: 90285

BRYEDEWAARD@DELPHI.COM <BRYEDEWAARD@news.delphi.com> wrote:

> Just curious, anyone know what items like the 1450,1090 and 815 drive are
> bringing nowadays?
>
> -Bry

1450? It was never released, was it? Unless I am totally losing my mind.
You mean the XLD, right? Please email me with a reply.

=-=
=-=
American people don't care about things. For example, they drive broken
car. My host family ride a car which has no side mirror. I surprised.
Why they don't fix it?
- Yuko
=-=
=-=

964. My 'natsukashii' continues

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: leto2@gol1.gol.com
Message-ID: <3te2tj$p6g@gol1.gol.com>
Source record: 90286

Just read the faq. Wow, it's cool people are still using Ataris. Of course the 8-bit Atari is the only computer worth calling an Atari. The ST line was a ridiculously conceived joke.

Wow, talking about Antic in the faq. Remember A.N.A.L.O.G.? What was the name of that program to generate Missile Command explosions, written by my then-hero Tom what's his name? Remember coming home from school, firing up the computer and the 410 casette? Remember that football game? (I know, I know, be specific.) Remember the frustrating 1200XL keyboard (different from the other keyboards), or its stupid help key? Remember Alan Alda plugging Atari?

Remember formatting disks? Remember having to boot off the disk drive first, or you wouldn't be able to save anything? I wrote a program once back at computer camp, and lost it because I hadn't booted DOS. Remember ATARI NOTE PAD or whatever it said? Remember START, SELECT and OPTION?

Remember Mapping the Atari? Remember programming in BASIC? I won second prize at the San Diego science fair with a character generater I wrote (CHAR PACKAGE), which (oo, it's all coming back to me) was bought by Analog (I think) for publication, but then it ended up being put on their BBS instead. I also wrote some stupid typing tutor, which was also bought ($75 each). Wow, that was fun.

Remember interrupts? Writing programs to work automatically? Remember when Action! came out, and we all bought our cartridge? Remember pirating software, and breaking games, especially Synapse's games?

Hmmm. Maybe I will pick up a used computer. If anyone has a computer to sell with a LOAD of games (you can flame me for pirating if you like, but it's a moot point now), I would consider it if the price is cheap.

Sorry if I'm running on and on. But this is really natsukashii.
[Japanese for, I'm really awash with memories right now]

=-=-=-

965. Fer' Sale...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: liappis@aol.com
Message-ID: <3tfn1p$ad8@newsbf02.news.aol.com>
Source record: 90287

130XE, Indus Floppy Drive, All The Classic Games on Cart (30+) Such as Donkey Kong, Pac-Man, Q-Bert, Star Raiders, Pole Position, Dig Dug, Centipede ect... Great for playing those old classics. Lots of disk software also.

All yer's for $$$$$$$$$$$$$$$ 50.00

Pete

966. FS: 8-bit hardware, software, books

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: truesdale@james.wheaton.edu
Message-ID: <3tebi6$api@wheaton.wheaton.edu>
Source record: 90288

Time to clean house, so here are some Atari 8-bit items for sale. (No,
we're not abandoning the 8-bit, just right-sizing!) Sale details noted
with each category. Email questions, offers, etc. Thanks!

Hardware

I'll sell items individually or together in any combination, and all items
go to best offer. Buyer pays shipping.

Item Status Includes
---- ------ --------
Magnavox 14" Color Works fine Atari A/V Cable
Composite Monitor

Generic 14" Color Slightly lighter area Atari A/V Cable
Composite Monitor in center of screen

65XE Computer Bad A-D converter, Power Supply
else fine TV Cable

130XE Computer Flakey expansion port, Power Supply
else fine TV Cable
Manual

1030 Modem unknown nothing

SX212 Modem Works fine Power Supply
SIO Cable
Manual

1010 Cassette Works fine Power Supply
SIO Cable
A few free program tapes

Uprint Parallel Works fine 16K buffer
Printer Interface (text only)

Atari 1025 Works fine SIO Cable
Serial Printer

Midi

Hybrid Arts' Works fine Hardware and MidiTrack II &
MidiMate Midi III software
Interface Manuals

A rather capable, command-driven (ie not graphical) Midi sequencer, given
the limitations of the platform. The MidiTrack II software requires 64K;

Miditrack III requires a 130XE (does bank-switching). $50, which includes shipping.

Software

All w/manuals, most in original boxes.

Educational - $3.00 each plus shipping, minimum order of three, please.

Vocabulary Grammar Biology
Linear Equations Quadratic Equations Fractions: + & -
Fractions: * & / Multiplication Division
Spell-it grade 5 & 6 Science grade 5 & 6 Science grade 7 & 8
US History grade 5+ US Government grade 10+ US Geography grade 5+
World History grade 8+ World Geography grade 8+

Big deal -- $40 for all 17 of them!

Flight Simulator II - $5.00 plus shipping

Books

6502 Assembly Language Programming by Lance A. Leventhal - $5.00

Compute's Second Book of Atari - $3.00

Shipping not included.

967. FS: My WHOLE system!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: mjr1769@tntech.edu
Message-ID: <1995Jul5.230741.12752@atlas.tntech.edu>
Source record: 90289

All of this goes together,it's a package deal!
For Sale:

Atari 800 w/48K
Atari 410 cassette drive
Atari 1050 disk drive
Commodore 1702 color monitor
Panasonic KX-P1090 printer (80 column,dot matrix,does graphics,
tractor or friction feed)
Ape-Face XLP printer interface (RS-232)

Atari- Atariwriter (cart)
BASIC (cart)
Basketball (cart)
States and Capitals (cass)
Conversational Spanish (cass)
Sublogic- Flight Simulator II (disk)
Koala- Micro Illustrator (disk)
WITH Koalapad touch tablet
Antic(APX Classics)- RAMbrandt ver. 2.0 (Compatible with touch
tablet or joystick, converts MicroIllustrator
files. Also prints files.
All of the above are in original boxes with documentation,
except the 800 and 410, which don't have the original box.
All of this equipment is in good shape. Of course, all cables and power
supplies are included.

You pay shipping. Make me an offer on this system!

MJR1769@gemini.tntech.edu

968. Re: Alternate Reality waf

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <095_9507071225@flight.org>
Source record: 90290

In message #574, LREMERY@FAST.NET writes:

> Callum,
>
> Go for success in staying alive and finishing the games, of course!
> for
> the gusto of high adventure and excitement as you find clues, solve puzzl
> evade traps, and overcome obstacles. OK??

Oh yes, Zork... :)

--- -//- ---
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--- -//- ---

969. Re: SIO to Macintosh, any

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <096_9507071225@flight.org>
Source record: 90291

In message #578, DENNIS MCGUIRE writes:

> I'm interested in this, but I've also often wondered why no one
> has done an SIO2ST!!! It would seem to have at least as much appeal as
> SIO2PC or SIO2MAC. I asked Nick Kennedy about porting his software when
> I registered it, but he said that it was written in assembler and also
> went directly to the PC serial port so it could not easily be converted.
>
> I have a friend who uses SIO2CPM and he was going to try to use
> it on his ST by running the CPM emulator!

There is a program called 800XL DJ I just downloaded, I havn't made up a
cable, so I havn't fooled with it yet, look for it in the Emulators
directory on major ST archive sites. Beware, all docs are in German... :P
--- -//- ---
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--- -//- ---

970. Atari 8 bit error codes .

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-05 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <097_9507071225@flight.org>
Source record: 90292

In message #610, BOB BROWN writes:

> Hiya,
>
> I've searched in vain for my 130XE manual ... it was most useful for that
> list of error codes in the back. It's been a while since power pulsed
> through the circuits of my XE, and I can't remember the error codes
> (apart from 170 = file not found :)). If someone has managed to type
> these codes out (because they were bored one sunday afternoon), could
> they please post them here or mail them to me!
>
> Thanks a lot!
>
> (it's the Error 139 that's got me ... (disk related))

Are BASIC error codes ther same as DOS error codes? If they are, I have a
list of BASIC error codes...

--- -//- ---
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--- -//- ---

971. Re: Sweet16?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-06 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <JUx8fZk.lmcclure@delphi.com>
Source record: 90156

In a message dated 7-27-95, Mike at Fine Tooned said:

"The Sweet 16 is more of a "board" than it is a "card". It
comes with a 65816 processor, and will support linear memory
via the upcoming release of the MARS 8 board."

I have been meaning to ask; how many SIMM sockets will the MARS 8 have
and what size SIMMs will be supported?

In an ideal world, two SIMM sockets, with support for 256K, 1meg or 4meg
SIMMs would be present. My reasoning behind this is because while 256K
SIMMs don't pop up that often, they are usually sold very cheaply when
they do. This would give an easy path to a useable amount of memory
(up to 512K) for those on a budget. At the other end, supporting 4meg
SIMMs with 2 SIMM slots would allow 8 megs of memory for power users.
While many would say, "Ah, no one will ever use more than 4 megs of
memory on an Atari 8-bit", I say to those, "You can never have too much
memory", and "PC...640K".

Back to the 65816 itself, what happens if one is simply plugged in
place of a 6502 (not on the Atari 8-bit, which actually uses a custom
6502, but on a machine that uses a bog standard 6502, like an Apple,
Commodore PET, or VIC-20). I ask this, as I have an spare 65816 sitting
on an spare parts IIgs board, and a VIC-20 in the same room. <grin>

Switching to a different piece of FTe hardware, is the MIO II still
slated to include a bi-directional parallel port?

972. VECTREX WANTED!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-06 00:00:00 UTC
From: liappis@aol.com
Message-ID: <3tfohn$atj@newsbf02.news.aol.com>
Source record: 90157

WILL PAY TOP $$$$ FOR ONE!

::: Pete :::

973. Re: Genesis controllers for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-06 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <JUxcv-t.lmcclure@delphi.com>
Source record: 90158

In a message dated 7-3-95, Chris Brown said:

"Genesis controllers work perfectly with teh 8-bit."

CMD sells a Genesis compatible game pad for Commodore 8-bits (and which would also work on an Atari), that has two of its six fire buttons operational, as opposed to only one. However, the review notes that the unit has been modified, and could damage a standard Sega system if hooked up to one.

I believe their is a file floating around that tells how to make this modification.

Actually, an enterprising hardware hacker could make all six buttons work, simply by rewiring the four unused fire buttons to the directional switches of the joypad, to provide an alternate method of movement. Other choices would be attaching the the unused buttons to the paddle inputs. One could even add inline resistors, so that two buttons could be tied to one input, giving different values for each button. However, this would only be good for custom software.

Another choice would be to add a autofire circuit to one or more buttons, and rewire them into the standard "fire" line.

Hmmm...here's an idea for a nice hardware hack...an outboard "box" that plugs a gamepad plugs into, and then plugs into the Atari 8-bit (or Commodore) joystick ports, and allows for all types of configurations of what responses the extra buttons provide.

974. Re: Watching GIFs

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-06 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <JUx8-5q.lmcclure@delphi.com>
Source record: 90159

In a message dated 7-3-95, Mathy Van Nisselroy said:

"Man, I wished there was an 80 columns 256 (or more) color
upgrade for the classic Atari."

Perhaps someone needs to turn Mike at FTe on to the Yamaha 9938 or 9958 VDP chips. They'll provide both 80-column output and have 256-color modes, interface easily with an 8-bit bus, are compatible with NTSC scan rates, and use their own RAM.

Both provide RGB analog output, while the 9938 also does composite. The 9958 loses composite output (which if needed, can be generated externally from the RGB output), but adds some goodies such as horiztonal hardware scrolling and YJK mode, which is a HAM-like mode that allows over 32,000 colors on screen at once.

Oh, and they both have hardware sprite support, also.

975. Re: Atari800XL Disk Drive trouble

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-06 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.48.001BF492@mindspring.com>
Source record: 90160

In article <DBAq5n.DyA@boss.cs.ohiou.edu> sharris@bobcat.ent.ohiou.edu (Steven Harris) writes:
>From: sharris@bobcat.ent.ohiou.edu (Steven Harris)
>Subject: Atari800XL Disk Drive trouble
>Date: Thu, 6 Jul 1995 13:15:23 GMT

>Hello,
> I'm the guy who got back into Atari by buying a whole systme
>at an auction for really cheap. I got 4 disk drives with
>the deal, but it appears that only one works, and I was trying it
>last night, and I'm not so sure it works. One drive is totaly fried
>and won't even spin a disk when it is put in.

I don't know how much you remember about your Atari, but if you have all four of your drives daisy chained and have a bad cable? Or if two or more of your drives have the switches in the back set to drive 1? It wouldn't hurt to clean the heads just to make sure. The drives only have one head each. Also, do you have any other peripherals that DO work on the serial port? It could be the computer's port that is not working right. As a matter of fact I bought a 1050 from a thrift store today for $7. It acts about as strange as anything I've seen. It will read disks if DOS is loaded, but it will not boot a DOS disk. Except for WARP DOS. That it loads. It also will format a disk in WARP DOS, but it won't format a disk if any other DOS is loaded, even DOS 2.0.

It won't write DOS to the disk. The error I get back is that the floppy is write protected, but it's not. It also writes for quite a while, making the usual write sounds, before it gives me the error.I tried the drive mechanism in another drive and it works fine, so it's in the electronics. I have DIAG1050, which the drive passes all the controller tests, but fails the pattern test. I'll send you DIAG1050 if you are interested. I also have DIAG810 if you have any of those.

Bruce Willard bwillard@mindspring.com

976. Re: WANTED: R-Time 8 car

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-06 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9507060112591.DLITE.bjcorr@delphi.com>
Source record: 90161

```
>Quoting kendrick@zippy.sonoma.edu
>
>k >Marlin - Diamond GOS isn't worth it, In My (and many others') Opinion
>
>Not completely true, while it is limited by lack of memory and processor
>speed it's main problem came from the fact that there was no one other
>than it's original author who wrote programs for it. Oddly I've used the
>paint program several times in 93 for things we did leading up the
>summer school. I've go ver 2.0...one of the kids decided they needed my
>ver 3.0 more than I did so I'm down to just 2 ver 2 carts. Ah well such
>is life.
>
>Mike
>
>---
> * PabQwk 2.0 #9 * Remember when 48k was a lot of memory...
>
>
Hmmm... So how do I tell what version I have, it is not printed on the
cart...
bjcorr@delphi.com
```

977. Re: Ultima 4 .. where can I purchase it

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-06 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9507060112592.DLITE.bjcorr@delphi.com>
Source record: 90162

```
>Title says it all - I'm finally interested in the Ultima series and I'd
>like a copy of 4... Can someone help!?
>
>thanx!
>
>-bill!
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
>William (Bill) Kendrick / | \ ** New Breed Software **
>http://zippy.sonoma.edu/~kendrick
>
>Don't say xmission - 'sides, that copy isn't complete (and I want DOX! :) )
>
Got it for you Bill, I'll bring it over when I get back in town on Sunday.
Box, Docs and all.
bjcorr@delphi.com
```

978. Re: Omnimon?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-06 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <141777@cup.portal.com>
Source record: 90163

Sure, it's my favorite tool for the Atari, but I'd guess 90% of
the people who bought them just used them to crack games. One of it's
better features is it's written to be compatible with all software. The
only thing that wouldn't run under it was something like Roklans Gorf, but
even that could work after a fashion if memory serves me right. It is also
mostly XL compatible as far as the graphic modes go. The only modern software
I had trouble running was SD 2.3 because of the way it used the RAM under
the OS. When I was doing my IBM disk reader the first attempts were all
done from Ominmon. If you've ever used a debug for the Atari ED/ASM cart,
then that's the type of envirionment you have. All you do is hold down
the <SELECT> key & press <RESET>. The monitor program then comes up with
everything intact, even cartridges. So for example, you can put a game
cart in the computer, go straight to the monitor by holding down the
<SELECT> key, then disassemble the cart or save it to disk or boot dos
of jump to the cart, ...
It also has a built in assembler, so you can write small routines. For
instance, I had to exclusive OR all the data from the IBM disks, so what
I did was used the built in disk I/O to read a sector into memory:
R1 2000 ;reads sector #1 into memory at $2000
I then wrote a small bit of code on page 6:
Y600 LDX #00; after the 1st 'Y, eveything but the op codes is automatic
LDA #$FF
EOR $2000,X
STA $2000,X
DEX
BNE $602
BRK
or something like that anyway. Now all yopu have to do is:
J600<return>
<START><RETURN>
& the program runs & converts the data, then returns you to the
monitor. (OK, I know I'm missing a byte, should'a started with
LDX #0 & INX, online sigh).
Once the data was converted, then I just dumped it with:
D2000 20FF
Since you can read/write sectors, it will let you back up non
copy protected disk. Even has it's own built in DOS for directories
& loading files. If you program in basic, it runs about 30% faster
under Omnimon. I'm really a fan, it made my life much easier. Perhaps
a small write up should be done for people who buy Omnimon equiped
computers without the docs.
Rick

979. Re: Connecting an ATARI XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-06 00:00:00 UTC
From: "D:demonSPOOLMAIL" <andrew@antronet.demon.co.uk>
Message-ID: <805056779snz@antronet.demon.co.uk>
Source record: 90164

In article <DB7Iy9.75H@nymt.reuter.com> dann@elvira "Daniel Noguerol" writes:

>James Finnegan (finneganj@delphi.com) wrote:
>
>: As an interesting note, when PC Xformer became available, I started
>: working on a PC based program that uses a parallel cable connected to an
>: Atari disk drive (without the use of wacky-assed inverters and other crap
>: -- a straight rewiring of the Atari molex to a 25-pin hood!) It is
>: conceptually similar to the way the ST Xformer cable works.
>: Unfortunately, I got the program barely working enough to move a handful
>: of my disk images into Xformer files -- It'll do a single density floppy
>: from a 1050 in about 2 minutes.
>
>: The project is on the back burner in favor of other (money making)
>: projects. However, if there is enough interest, I'll be happy to
>: complete the software and specify the cable pinouts as soon as I get some
>: free time.
>
>I'm interested! Count me in!
>
>Dan Noguerol
>dann@nymt.reuter.com
>
>: --
>: Regards,
>: James Finnegan
>: Contributing Editor
>: Microsoft Systems Journal
>
>
>
Me too!!!!!!!
--

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980. Atari 8-bit --> IBM?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-06 00:00:00 UTC
From: Allan Goodall <allang@kodak.com>
Message-ID: <3tgmi3$bl4@kodak.rdcs.Kodak.COM>
Source record: 90293

I've been lurking for a little while now, so I know that there is an IBM emulator for the Atari 8-bits. I'd appreciate it if someone could point me in the direction of the emulator.

Also, does the emulator allow an IBM to read Atari disks? If not, is there another program that allows this?

--
Allan Goodall, Sales and Marketing Systems, Kodak Canada, Inc.
INTERNET: allang@kodak.com
VOICE: (416) 766-8233 ext 35473 FAX: (416) 760-4597
Visit the Kodak Web site at: http://www.kodak.com

981. Re: 800XL D.J.

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-06 00:00:00 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FGGVCJUUUp@stingray.manawatu.gen.nz>
Source record: 90294

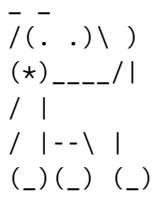
In <DAzEso.EM0.0.-s@cs.vu.nl> Ivo van Poorten wrote :
>CALLUM.LERWICK@f47.n282.z1.fidonet.org (CALLUM LERWICK) writes:
>>I just downloaded 800XL D.J. from a.a.u.e, it appears to be a program
>>similar to SIO2PC, exept it works with ST's. But I can't figure out how to
>>make it work as all the doc's are in German! (but the program itself is in
>>English) Someone help please!
>
>...
> All together, it's a nice program,
>but it lacks the ability of transfering files in and out of disk images.
>That's why I still stick to my old and trusty and severely hacked piece of
>software from the 'Brabantse Hardware Freaks' that runs as interpreted
>GFA basic, only emulates 2 drives and a printer, but can convert files
>out of a DOS 2 (!) image to my atari harddisk....

It can import and export files quite hapily from disk images. I haven't
used deejay for a couple of months, but if you want to know how, I'll have
another look (I'll be using it this weekend again anyway) and would be happy
to say how to use it - I was supposed to be doing English docs for it anyway,
so I guess you can all blame me... Sorry Kolja!

Richard.

PS. I've never had _anyway_ sync problems with deejay and the cable Rick
Cortese made for me - which doesn't use the MAX232 chip.

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

982. Re: You guys are killing me

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-06 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <3tgv0a$6o6@vishnu.jussieu.fr>
Source record: 90295

>I am dying of 'natsukashii' (er, being extrememly full of memories, in
>Japanese). I was a dedicated user of a 400, 800, 1200, and 800XL, and
>finally an ST, but then I finally got smart and got my Mac. So how is
>the Atari 8-bit world these days? Who makes software? Someone chat with
>me.
Most people here have gone smart too. Personnaly, I'm writing to you on a
Hewlett Packard Vectra XU 5/90. Very nice machine. But if you want to program
on this, it's all standard stuff, operating systems, and absolutely no
hacking. Perhaps I don't have enough imagination to have fun with modern
machines. Well, in fact, I do things on these machines, but the creativity
isn't in the programming any more.
On Atari 8 bit, it is a very different thing. Programming is really fun. And
you always know what you're doing because you're so close to the machine.
FYI, some people are still developing games on the 8bit. To cite two of them,
there are Bill Kendrick and myself.
If you have the occasion, try to download the demo of FREE or Bill's games
from ftp.xmission.com (in /pub/users/j/jeking/8bit/games)

>Ah, those were the days. Mule after school, or Miner 49er. God, I wish I
>could go back.
Why can't you? It's relatively easy to find a second hand 8bit for almost
nothing. Or you can try the new emulator for Mac. Mail
lamcw@helios.aston.ac.uk for more information.

Bye.
Bertrand


```
+-----------------------------------------------------------+
|Bertrand Le Roy |A Darwinian theory of Gravitation: |
|bleroy@ccr.jussieu.fr|In the beginning, mature apples fell|
|tel. 44.27.72.95 |in all directions. But only the trees|
|fax. 44.27.72.87 |whose apples fell down have survived.|
+-----------------------------------------------------------+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+-----------------------------------------------------------+
```

983. Omnimon?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-06 00:00:00 UTC
From: dann@vogon
Message-ID: <DBB4H1.u2@nymt.reuter.com>
Source record: 90296

Hello everyone.

Could someone please tell me what Omnimon does?

Thanks in advance.

Dan Noguerol
dann@nymt.reuter.com

984. Re: Which more likely to be valuable in the future?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-06 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3tfbgl$msi@dockmaster.phantom.com>
Source record: 90297

rogtha@delphi.com wrote:
: Atari 400 or 800? They were released the same year but . . .

"Valuable"? Neither, most likely. At least not until archeologists start digging them up. :-)

985. Atari800XL Disk Drive trouble

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-06 00:00:00 UTC
From: sharris@bobcat.ent.ohiou.edu
Message-ID: <DBAq5n.DyA@boss.cs.ohiou.edu>
Source record: 90298

Hello,
I'm the guy who got back into Atari by buying a whole systme
at an auction for really cheap. I got 4 disk drives with
the deal, but it appears that only one works, and I was trying it
last night, and I'm not so sure it works. One drive is totaly fried
and won't even spin a disk when it is put in. Two of them seem
okay, but I am unable to boot from them with boot disks, they give
me boot errors. The 4th one will boot from disk, so I thought
I was home free. I was checking out AtariWriter cartridge last
night and I figured out you have to turn on the computer with
the Master Disk 3 in the drive with it on and the cartridge in
the slot. This must prepare the drive plus boot from the cartridge.
So I tried to Format a disk, and it ran for a long time like it was
formatting it, and then it gave me an I/O error. So I wonder
if this means the drive works for reading but not writing. Is
this a possible explanation? Are there two different read and write
heads? Am I doing something totally wrong, or do you think the
drive might be bad? Do you think a disk cleaner might cure
my problems, even with the other 2 drives which won't boot?
Thanks for any help. Please e-mail me,.

Steve

986. Game controllers

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-06 00:00:00 UTC
From: sharris@bobcat.ent.ohiou.edu
Message-ID: <DBAqwy.EJv@boss.cs.ohiou.edu>
Source record: 90299

My old joysticks are shot. Is there any way I can get
hold of new ones? Or should I just plan on getting a
Genesis controller?

Steve

987. Re: PC XFormer & BIG images

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-06 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <3thpln$r5m@news1.halcyon.com>
Source record: 90300

In article <Pine.3.89.9507052143.A17773-0100000@oeonline.oeonline.com>,
Erik J Eid <ejeid@oeonline.oeonline.com> wrote:
>
>I'm wondering if the problem is that I don't already have a high capacity
>disk image to start with. I've created all of my enhanced and double
>density images simply by copying an existing one outside of the
>emulator. Is there a blank high capacity disk image floating around at
>umich somewhere?

If you take an existing disk image file and just make a copy of it,
you end up with exactly the same capacity disk image. Pretty obvious.
What you want to do is create a really big disk image, right? One way
to do it is to combine XFD files. If you take two single density 90K XFD
files and copy them into one large XFD file, you've now created a double
density 180K disk image. Duplicate and combine that and you have a 360K
quad density disk image (what XF551 drives can produce). And so on. I've
made multi megabyte disk image files this way.

Boot that new disk image as D2: while you boot a regular
MyDOS disk image as D1:, then tell it to format D2: specifying the
size of the new disk image.

You can also do it with ATR files. Just run SIO2PC and tell it to create
a disk image of whatever size you'd like.

- Darek

--
==
Darek Mihocka, email:brasoft@halcyon.com http://www.halcyon.com/brasoft/
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 Compuserve:73657,2714 AOL:brasoft

988. Re: My 'natsukashii' continues

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-06 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3thabt$hhi@nic-nac.CSU.net>
Source record: 90301

Jeez-- no, I don't remember.

Let's see, I never had a modem until 1991 or 1992.
I got Action! since then.
I got Mapping the Atari and De Re after that.
I had a disk drive since the mid '80's, though.. but very little software.
I never had an issue of ANTIC, ANALOG or any other Atari-only magazine
(although I had ANTIC's Anthology vol.1 which was FULL of misprints and
typo's! ARGH!)
I did have some old Compute!s and Family Computing's, though..

I do remember when I first got TurboBASIC XL and had all these plans for
great games (as usual :)).. But then I got Action! and all of those plans
were dropped. :)

Remember, those of us here in c.s.a.8 obviously DO remember the old times,
since we're still here in the new times!

Go get an 800XL and a Sweet16 and some HD interface and be happy again. :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

989. Contraption...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-06 00:00:00 UTC
From: liappis@aol.com
Message-ID: <3thr2c$9us@newsbf02.news.aol.com>
Source record: 90302

I have a head band thing that plugs into the Joystick port and comes with software and a controll box... Reads brain waves... Comes with software... Never seen another.

$$$$$$$$$$$$$$$$$$$$$$$$$$ 25.00

::: Pete :::

990. Re: Biofeedback devices?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-06 00:00:00 UTC
From: rzabaga@aol.com
Message-ID: <3thn13$8oj@newsbf02.news.aol.com>
Source record: 90303

You know that quite a while back, there were instructions on how to build one i think in ANTIC or ANALOG or something like that.

My cousin built one years back and somehow i am the current owner of it. It wasn't too tough to build either.

geez....i hope he doesn't subscribe to this newsgroup.

Zzzzzzzzzzzzzzzz

991. Re: Wanted: Tale of Beta Lyrae

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-06 00:00:00 UTC
From: rzabaga@aol.com
Message-ID: <3thn12$8oh@newsbf02.news.aol.com>
Source record: 90304

I did get Beta Lyrae when it first came out. In fact, i probably had it before it came out. And i did like Caverns of Mars.

I just didn't like Lyrae for whatever reasons.

I do have the emulator for the PC, but that is only to keep the atari spirit alive...so for now, I don't really need it. I use the atari if i want to see the game how it was meant to be.

Zzzzzzzzzzzzzzz.

992. Re: Atari 8-bit --> IBM?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-06 00:00:00 UTC
From: rzabaga@aol.com
Message-ID: <3thnmg$90s@newsbf02.news.aol.com>
Source record: 90305

Alan, this is where I BOUGHT (yes, laugh if you will) my emulator. It is called XFormer 3.0: (newer version coming soon to a software store nowhere near you)

Toad Computers
570 Gov. Ritchie Highway
Severna Park, MD 21146-2925
United States
tel: (800) 448-8623 Orders
URL:mailto:toad@charm.net (fast response)
URL:ftp://ftp.charm.net/pub/home/toad/
URL:http://www.charm.net/~toad/
Vendor: new/used hardware, new/used software

OK, so now you have the software, but how do you get an atari programs onto your IBM/compatible?

This is one method:

There is a CABLE (lets call it a cable) that connects your IBM to your ATARI. It allows for interaction between both systems.
You can get it from:

Nick Kennedy (for his tele# just call information in
Arkansas)
300 South Vancouver St.
Russellville, AR 72801

Now you're in business. Actually, you can use the cable and your IBM to act as your atari disk drive, so the cable is fun by itself! When your atari drive dies, you are still up & running.

About the emulator: It runs a lot of stuff, but is not perfect. You have to play trial and error to see what works and what doesn't. Luckily, with newer versions on the horizon, we will see an improved product.

Hope this helped.

ZZZZzzzzzzzzzzzzzzzzzzzzZZZZZZZzzzzzzzzzzZZZZ
Bob Z
ZZZZzzzzzzzzzzzzzzzzzzzzZZZZZZZzzzzzzzzzzZZZZ

993. Are there still problems with FREE?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-07 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <3tj0dr$k9o@vishnu.jussieu.fr>
Source record: 90165

I've tried to download the FREE demo from xmission. I binary downloaded, ungnuzipped, and made a disk from the DCMs with discomm 3.
Everything went fine, but I haven't verified if the second side was good. It decoded fine with discomm but I can't verify it here because I have only PC-Xformer 2.5 for the moment. Has anybody verified the second side?

PLEASE could anybody having problems with FREE e-mail me? Otherwise, there's not the slightest chance to solve them. Thank you in advance.

Bye.
Bertrand

+---+
Bertrand Le Roy	A Darwinian theory of Gravitation:
bleroy@ccr.jussieu.fr	In the beginning, mature apples fell
tel. 44.27.72.95	in all directions. But only the trees
fax. 44.27.72.87	whose apples fell down have survived.
+---+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+---+

994. 800XL chroma mod?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-07 00:00:00 UTC
From: psu01223@odin.cc.pdx.edu
Message-ID: <3tiff2$pej@odin.cc.pdx.edu>
Source record: 90166

Sorry if this is a FAQ, but I can't seem to find it anywhere... I seem to remember that there was a simple mod to add the missing signal to the 800XL's monitor jack. Can somebody post this, or mail me, or give me the URL or whatever? TIA...

-- Alex Chamberlain
psu01223@odin.cc.pdx.edu

995. Free Demo

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-07 00:00:00 UTC
From: bosco@yab.com
Message-ID: <3ti77a$riq@news.yab.com>
Source record: 90167

Okay, I finally got the 'FREE' demo, but either side 2 is corrupt or
maybe there's the PAL-NTSC incompatibility.

996. Re: Game controllers

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-07 00:00:00 UTC
From: cecarman@miavx1.acs.muohio.edu
Message-ID: <1995Jul7.014649@miavx1>
Source record: 90168

In article <DBAqwy.EJv@boss.cs.ohiou.edu>, sharris@bobcat.ent.ohiou.edu (Steven Harris) writes:
> My old joysticks are shot. Is there any way I can get
> hold of new ones? Or should I just plan on getting a
> Genesis controller?

I picked up a Genesis controller for about $10 because most of my joysticks were either shot or had funny quirks in certain directions. It's wonderful for a lot of games (it's great with stuff like Archon), but since its diagonals are so senstive, it's not so great for other games (Epyx's World Karate Championship is a good example of this). It is worth getting, though -- it really helps out your wrists, too. Later,
-Chris Carman
-cecarman@miavx1.muohio.edu
-http://www.muohio.edu/~carmance

997. Re: Genesis controllers for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-07 00:00:00 UTC
From: cecarman@miavx1.acs.muohio.edu
Message-ID: <1995Jul7.015723@miavx1>
Source record: 90169

> Actually, an enterprising hardware hacker could make all six buttons
> work, simply by rewiring the four unused fire buttons to the directional
> switches of the joypad, to provide an alternate method of movement.
> Other choices would be attaching the the unused buttons to the paddle
> inputs. One could even add inline resistors, so that two buttons could
> be tied to one input, giving different values for each button. However,
> this would only be good for custom software.

One thing I thought about would be somehow wiring the start button into the
Atari's start button... then you could turn the A button into the select button
and the C button into the option button...

> Another choice would be to add a autofire circuit to one or more buttons,
> and rewire them into the standard "fire" line.

I don't know how useful this would be, since most games operating on the one
missile on the screen at a time wouldn't benefit from this.

> Hmmm...here's an idea for a nice hardware hack...an outboard "box" that
> plugs a gamepad plugs into, and then plugs into the Atari 8-bit (or
> Commodore) joystick ports, and allows for all types of configurations
> of what responses the extra buttons provide.

One thought I had was using the drive I/O ports to network Ataris with programs
specifically designed for it, and maybe have some sort of two-player WayOut
kind of game. You know, plug each players joystick into their port one, and
then connect the two computers with the I/O ports... could be fun (could be
tough and frustrating). Later,
-Chris Carman
-cecarman@miavx1.muohio.edu
-http://www.muohio.edu/~carmance

998. Re: Sweet16?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-07 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <141780@cup.portal.com>
Source record: 90170

>Back to the 65816 itself, what happens if one is simply plugged in
>place of a 6502...

The 65816 is not pin-compatible with the 6502, so it wouldn't work.
The 65802 is supposed to be a direct replacement, and should work fine,
except that it does not give you 24-bit addressing, and I don't think
the chips are even being made anymore.

As you noted, all Atari's except the early 800 computers don't have
standard 6502's in them, and so you couldn't replace them anyway.

John Harris - jharris@cup.portal.com

999. Atari 8-bit computer stuff -- FOR SALE/TRADE

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-07 00:00:00 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <3tj9ul$hm2@usenet.INS.CWRU.Edu>
Source record: 90171

updated 07/06/95

I have the following Atari 8-bit computer equipment for sale or trade.

Everything is sold as is. Unless specified, all items have been tested and are in perfect working order.

Buyer has ten (10) days to send payment, and pays all shipping costs, which will be sent via U.S. Snail. The shipping cost depends on both the weight of the package and the distance that it is traveling. The buyer has the choice of either first class or parcel post (slower, but cheaper).

Payment must be made in U.S. funds, by either check or money order, drawn from a U.S. bank branch. Canadian buyers must send a Canadian Postal Money Order, payable in U.S. funds. This is the only way I have found to deal with my friends to the north (my bank is very picky, but the U.S. Post Office will cash a Canadian Postal M.O.)

*****

LOT #1

ATARI 400 COMPUTER with RCA cable, and 410 Data Recorder.

This is a complete system, except for RF switchbox and power supply.

$14.00

*****

LOT #2

ATARI 600XL COMPUTER with original power supply, and RCA cable.

I will also throw in a second ATARI 600XL (haven't checked it out yet, so I don't know if it works or not), FREE.

This is a complete system, except for RF switchbox.

$29.00

*****

LOT #3

ATARI 800XL COMPUTER with original power supply, and RCA cable.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox.

$49.00

*****

LOT #4

ATARI 65XE COMPUTER with original power supply, and RCA cable

This is a complete system, except for RF switchbox.

$39.00

*****

LOT #5

ATARI 130XE COMPUTER with original power supply, and RCA cable.

This is a complete system, except for RF switchbox.

MINIMUM OPENING BID OF $64.00

*****

LOT #6

ATARI 1050 (127K) DISK DRIVE, with original power supply, and one (1) Molex connector cable.

$39.00

*****

LOT #7

ATARI 1050 (127K) DISK DRIVE, with one (1) Molex connector cable.

This disk drive doesn't include the power supply.

$34.00

*****

I am interested in accepting 8-bit computer and/or pre-Nintendo video game systems and/or cartridges in trade towards any of these items. Systems I am interested in include, but are not limited to, the following list:

ATARI 2600
ATARI 5200
ATARI 7800
ATARI 8-BIT COMPUTERS
BALLY ASTROCADE
COLECOVISION
COLECO ADAM COMPUTER
COMMODORE 64 COMPUTER
COMMODORE VIC-20 COMPUTER
FAIRCHILD CHANNEL F
INTELLIVISION

MICROVISION
ODYSSEY2
SEGA MASTER SYSTEM
TEXAS INSTRUMENTS T.I. 99/4A COMPUTER
TOMY TUTOR
TRS-80 COLOR COMPUTER
VECTREX

Please send a list of what you have, and I'll let you know what I can offer. Please be specific, and indicate whether or not items (cartridges and/or systems) include the box and/or instruction manual. Please also mention how many, and what kind, of controllers are included.

Request system reservations at: dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Are you interested in BUYING/SELLING/TRADING personally owned video games for:
SEGA GENESIS, SEGA CD, SUPER NINTENDO, and ATARI JAGUAR???
For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at -=+> dw901@cleveland.Freenet.Edu

1000. Re: Genesis controllers for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-07 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <UaS/vksjY9fS083yn@IBM.NET>
Source record: 90172

In article <JUxcv-t.lmcclure@delphi.com>,
Lonnie McClure <lmcclure@delphi.com> wrote:
>Hmmm...here's an idea for a nice hardware hack...an outboard "box" that
>plugs a gamepad plugs into, and then plugs into the Atari 8-bit (or
>Commodore) joystick ports, and allows for all types of configurations
>of what responses the extra buttons provide.

This is an idea I had a while back, when I first got a Genesis
controller and wanted to use the extra buttons without modifying the
controller itself (You never know, I might get to use it on a Genesis
some day!!) Anyway, it would be nice to have some sort of standard on
using the extra buttons, so that a lot of people don't come up with
different ways of doing it.

If someone does come up with a box, it should allow you to use one of
the buttons as the fire button on joystick 2. (If anyone's ever played
Spy Hunter, you know why!!!) Maybe this could be accomplished with a
toggle switch.

Ryan 'Gozar' Collins RLCOLLI@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

http://miavx1.muohio.edu/~rlcollins

1001. Re: Genesis controllers for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-07 00:00:00 UTC
From: btomlin@crl.com
Message-ID: <3tjfkq$ad3@crl9.crl.com>
Source record: 90173

Lonnie McClure (lmcclure@delphi.com) wrote in comp.sys.atari.8bit:
>inputs. One could even add inline resistors, so that two buttons could
>be tied to one input, giving different values for each button. However,
>this would only be good for custom software.

The ColecoVision used diodes to one of the paddle pins for the keypad and right fire button. Unfortunately, the 2600 can't read the ColecoVision keypad because the paddle outputs don't provide a good enough ground (I presume) for its RIOT I/O chip. The TIA chip can read the right fire button this way, however.

The interesting part was that each keypad key individually mapped a 4-bit code on the joystick input, using one to three diodes.

1002. New Uploads!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-07 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3tj4vo$lrs@news.xmission.com>
Source record: 90174

I've just dumped about 80 new files in my new_arrivals directory.

All new files came directly from GEnie, the online service.

ftp.xmission.com /pub/users/j/jeking/8bit/new_arrivals

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1003. Re: Atari 8-bit --> IBM?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-07 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <3tjk9d$dv7@news1.halcyon.com>
Source record: 90175

RZabaga <rzabaga@aol.com> wrote:
>
>About the emulator: It runs a lot of stuff, but is not perfect. You have
>to play trial and error to see what works and what doesn't. Luckily, with
>newer versions on the horizon, we will see an improved product.

I tried out the free version (2.5) and had poor results, even with the
demos that came with it. The ones in BASIC ran fine. The
Robot/Spaceship was mildly goofed up: there was a group of messed-up
pixels on the robot and all the stars behind the spaceship were clumped
together. The Boink demo ran at about 1 frame a second, even on a DX4-100.
No problems with DOS or BASIC, though.

James Hague
junkster@halcyon.com

1004. Re: MYUTIL woes (IBM -> Atari disk transfers)

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-07 00:00:00 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <DBCuqp.358@nntpa.cb.att.com>
Source record: 90176

In article <3r8oo7$gdp@psuvax1.cse.psu.edu>,
Andrew K Heller <heller@blue.crayola.cse.psu.edu> wrote:
>Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
>: In article <rumpf.1-0806952111540001@slip1-56.acs.ohio-state.edu>,
>: Robert Rumpf <rumpf.1@osu.edu> wrote:
>: >In article <140074@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com wrote:
>: > Now the question before the house is -
>: >can I use the Indus GT double-density format, or must I use something like
>: >MyDos, or does it really make a difference? Thanks again, all!
>
>: What Indus GT double-density format? It's probably the same as
>: Mydos format. There are really only two basic disk formats: Atari
>: Dos/MyDos, and SpartaDos.
>
> better to do a "util /i b:" or whatever.
>then write the stuff.
>
> For some reason my pc wont recognize atari disks (well, at least
>well) formated on my mod 1050..but the 1050 will read the
>util /i disks.

In light of the thread concerning the first three sectors being
double density versus single density, does util /i do a full
format of the disk in the PC, or just an initialization for
Atari??

If it does a full format, it could easily mean that the Atari
drive can work with either single or double density first three
sectors, but only formats them as single, or as 128 byte double.
This could cause problems on the PC side, which needs double
density exclusively, and may have trouble with 128 byte sectors.

--
Richard Dell

1005. Planets

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-07 00:00:00 UTC
From: 76236.1563@compuserve.com
Message-ID: <3tkcv6$e6b@dub-news-svc-3.compuserve.com>
Source record: 90177

pegbyter@aol.com (Pegbyter) writes:
>Does anyone have this game, it was made by JM systems.

This was a great game and i had it 6 months ago. My disk however went bad on me. I do have a large collection of 8 bit games. Maybe we can forward each other our game list? Send me a surfmail.

My name is Ali, and you can reach me at
nobelint@dgsys.com or 76236,1563

1006. Atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-07 00:00:00 UTC
From: 76236.1563@compuserve.com
Message-ID: <3tkddk$e6b@dub-news-svc-3.compuserve.com>
Source record: 90178

Eugene Wong <74043.167@CompuServe.COM> writes:
>Does anybody know where I can get a hold of a drive and all these
>games
>you guys talk about? I would be using it for my Atari 400. Do
>people sell them still?

Yes. There are lots of software and hardware available. I have a large
collection of software, and interested in trading some. there are also
alot of Atari computer used hardware dealers. I just bought a power supply
for my diskdrive last week. Send a surfmail if intrested to :

Ali
address : nobelint@dgsys.com

1007. 8-bit software wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-07 00:00:00 UTC
From: 76236.1563@compuserve.com
Message-ID: <3tkdke$e6b@dub-news-svc-3.compuserve.com>
Source record: 90179

mbates@netcom.com (Marlin Bates) writes:
>I have three 800XLs
>1 128k RAM (Newell Upgrade) it has no RF shield but seems to work fine
>2 Stock 800XLs
>
>1 also have 3 STOCK 1050s
>
>EVERYTHING has power supplies and works fine. I am lookinf to either
>trade them for other 8-bit stuff, 2600 carts or even Lynx stuff!
>
>I also have about 30 8-bit carts for trade as well as books and some
>disks software! If you are interested send e-mail with an offer!
>
>ALL offers will be considered!
>-Marlin
>

I am very interested in your 8-Bit software. can you send me a list
at nobelint@dgsys.com to my attention : ALI.

thanks.

1008. Re: Player-Missile Graphics Editor

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-07 00:00:00 UTC
From: Tim.Gearin@flight.org
Message-ID: <120_9507080106@flight.org>
Source record: 90180

I hav'nt heard of either of them PM editors but I wrote my own PM editor
in action. you edit the players directly (not on a bit- mapped screen) and
they can be moved around in any resolution you want. Also it has a bunch of
functions for fliping, reversing, overlaping, and deleting, inserting and
shifting on a single line. I use it for myself but it is'nt real tricky to
figure it out. do you
want it?
---------------------------- -//- ----------------------------
Internet: Tim.Gearin@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

1009. Collision detection

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-07 00:00:00 UTC
From: "D:demonSPOOLMAIL" <andrew@antronet.demon.co.uk>
Message-ID: <805144158snz@antronet.demon.co.uk>
Source record: 90181

Is there any add on for XFormer 2.5 to add Collision detection because it
dosen't work on most games I have?

--
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1010. Re: Wanted: Tale of Beta Lyrae

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-07 00:00:00 UTC
From: Paul 'Mclane' Irvine <mclane@dellos.demon.co.uk>
Message-ID: <9507072311.00bw@dellos.demon.co.uk>
Source record: 90182

RZabaga (rzabaga@aol.com) wrote:
: I did get Beta Lyrae when it first came out. In fact, i probably had it
: before it came out.
You Naughty boy.....Tut Tut.....But then again I was The Mole.
: I just didn't like Lyrae for whatever reasons.
Well thats what opinions are for....
: I do have the emulator for the PC, but that is only to keep the atari
: spirit alive...so for now, I don't really need it. I use the atari if i
: want to see the game how it was meant to be.
Oh well I was wrong , never mind. You just keep on supporting the 8bit.:-))
: Zzzzzzzzzzzzzzz.

--
Paul Irvine :- mclane@dellos.demon.co.uk
[----------------------------------]
-A1200 030 50mhz 540MB HD 10mb Mem-
* * * * * * * * * * * * * * * * * * *
I Will Attack, And You Dont Want That

.. A big enough hammer fixes anything.

1011. Re: Omnimon?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-07 00:00:00 UTC
From: Paul 'Mclane' Irvine <mclane@dellos.demon.co.uk>
Message-ID: <9507072321.00c1@dellos.demon.co.uk>
Source record: 90183

Rick_Michael_Cortese@cup.portal.com wrote:
: Sure, it's my favorite tool for the Atari, but I'd guess 90% of
: the people who bought them just used them to crack games.
In a word
YES... Oh and BTW Savage pond does not like it (fills mem with 0s) And
the Author of Sidewinder told me it was Omnimon protected But its not??

: I'm really a fan, it made my life much easier. Perhaps
: a small write up should be done for people who buy Omnimon equiped
: computers without the docs.
: Rick
Yep, I still have my Original docs for it incase you dont...
--
Paul Irvine :- mclane@dellos.demon.co.uk
[-----------------------------------]
-A1200 030 50mhz 540MB HD 10mb Mem-
* * * * * * * * * * * * * * * * * * *
I Will Attack, And You Dont Want That

.. "Come on! It's a whole new life out there!"
"Oh, no. Not another one!"

1012. FS: Atari system

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-07 00:00:00 UTC
From: btrogers@ualr.edu
Message-ID: <1995Jul7.152435@ualr.edu>
Source record: 90184

Looking for a good home:

1 Atari 130XE
2 1050 disk drives
1 410 tape deck

plus you get: Ultima 3 & 4, Orge, Lords of Conquest, Questron, Blue Max 2001,
The Mask of the Sun, Wargame Construction Set, Flight Sim II, Spy vs Spy,
Atariwriter Plus, Print Shop, and ~2.5 years of Antic disks.

Everything works. (drives probably need to be cleaned though)
Power supply and cables included. No R/F and no boxes.

Make me an offer!

Brian

1013. Source for SIO PCB-mount connectors

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-07 00:00:00 UTC
From: classics@en.com
Message-ID: <3tjn6n$7gi@antares.en.com>
Source record: 90185

I will soon need 50-100 of the PCB mount SIO conectors. Since hacking apart tons of dead devices for these does not appeal to me, does anyone know of a source for these connectors?

Steve

1014. Classic Atari Books: Listed Catalog!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-08 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3tlin9$pki@kelly.teleport.com>
Source record: 90186

I have the following computer books
for sale, most are for the Atari
8-Bit line of computers.

Title; Author; Publisher; Description;
Price

6502 Assembly Language Subroutines;
Lance A. Leventhal & Winthrop
Saville; Osborne/McGraw Hill; Source
& Reference for Assembly Language
Routines;.....$5.00 U.S.

Advanced ATARI BASIC Tutorial; Robert
A. Peck; Computer Direct;...$7.50 U.S.

Advanced Programming Techniques for
your Atari. Including Graphics & Voice
Programs; Linda M. Schreiber; TAB
Books; Comes with 55 Type in Programs.
.....$5.00 U.S.

An Invitation to Programming 2:;
Atari; SoftWare Manual for Writing
Programs;.....$5.00 U.S.

Atari 400/800 DiskGuide; John Taylor &
David A. Wilson; Osborne/McGraw-Hill;
.....$5.00 U.S.

The Atari Assembler; Don Inman & Kurt
Inman; Reston Publishing; Reference
for the Atari Assembler Cartridge;
.....$3.00 U.S.

Atari Basic; Bob Albrecht, LeRoy
Finkel & Jerald R. Brown; John Wiley &
Son.; Basic Referen/Minus front Cover;
.....$3.00 U.S.

Atari Basic; Bob Albrecht, LeRoy
Finkel & Jerald R. Brown; John Wiley &
Son.; Basic Reference;.....$5.00 U.S.

Atari Basic Reference Guide; Atari;
Quick Reference for Atari Basic.;
.....$7.50 U.S.

The Atari BASIC SOURCE BOOK; Bill Wilkinson, Kathleen O'Brien, Paul Laughton; COMPUTE! Books; Complete explanation of the Inside workings of Atari BASIC, along with original source code.;
.....$5.00 U.S.

Atari Graphics and Arcade Game Design; Jeffrey Stanton with Dan Pinal; Arrays Inc.;.....$7.50 U.S.

Atari Microsoft Basic Instruction Manual; Atari; PhotoCopied and Bound Manual;.....$5.00 U.S.

Atari Sound and Graphics; Herb Moore, Judy Lower, Bob Albrecht; Self Teaching Guide;.....$5.00 U.S.

Atari User's Guide; Mark Ellis, Robert Ellis & Larry Joel Goldstein; Brady Communicat Basic & Graphics for Atari 400/800/600XL/800XL/1200XL;$10.00 U.S.

Basic Atari Basic; James S. Coan & Richard Kushner; Hayden Book Comp Atari Basic Book for the 400, 800 and the XL Computers;.....$5.00 U.S.

Beyond Games. Systems SoftWare for your 6502 Personal Computer; Ken Skier; Byte Publishing;.....$7.50 U.S.

Bits, Bytes and Buzzwords; Mark Garetz; dilithium Press; Understanding Small Business Computers;...$5.00 U.S.

COMPUTE!'S FIRST BOOK OF ATARI GAMES; COMPUTE! Books; Type in Game Listings with info on Developing your own Games!;.....$5.00 U.S.

COMPUTE!'S FIRST BOOK OF ATARI GRAPHICS; COMPUTE! Books; Games, Tutorials, Programs & Other Helpful Information!;.....$7.50 U.S.

COMPUTE!'S SECOND BOOK OF ATARI GRAPHICS; COMPUTE! Books; Graphics, Utilities, Tutorials, Programs & Other Helpful Information!;.....$7.50 U.S.

Compute!'s First Book of Atari; Compute! Books;.....$5.00 U.S.

Compute!'s Second Book of Atari;
Compute! Books;.....$5.00 U.S.

Compute!'s Third Book of Atari;
Compute! Books; Games, utilities,
tutorials, & other helpful info. XL
Compatible.....$7.50 U.S.

Computers for Kids; Sally Greenwood
Larsen; Creative Computing Press;
ClassRoom proven manual that
effectively and easily teaches
children to operate and Program the
Atari;.....$5.00 U.S.

The Creative Atari; Small, Small &
Blank; Creative Computing Press;
.....$5.00 U.S.

Disk Operating System II; Atari;
Reference Manual, 100 Pages;
.....$2.00 U.S.

DOS 3; Atari; An Introduction to DOS
3;.....$3.00 U.S.

Games Atari's Play; Hal Glicksman &
Kent Simon; DataMost; Learn
Programming the fun enjoyable way...
By Gaming! With several Type in
Listings;.....$5.00 U.S.

Gemini-10X/15X Users Manual; Star
Micronics,; Manual for Gemini
Printers;.....$10.00 U.S.

The Home Accountant; Continental Soft
PhotoCopied and Bound Manual;
.....$1.00 U.S.

The Home Filing Manager Users Guide;
Atari; SoftWare Manual/Users Guide;
.....$5.00 U.S.

The Home Filing Manager Users Guide;
Atari; PhotoCopied and Bound Manual;
.....$3.00 U.S.

HomePak; Russ Wetmore; Batteries
Included Manual for HomePak;
.....$5.00 U.S.

Inside Atari Basic; Bill Carris;
Reston Publishin A Fast, Fun and
Friendly Approach to the BASIC

Language!;.....$5.00 U.S.

Introduction to Computers and Data Processing Shelly & Cashman; Anaheim Publishi Class Room Text Book, not necessarily about Atari Computers; .....$3.00 U.S.

Machine Language for Beginners; Richard Mansfield; COMPUTE! Books; Personal Computer Machine Language Programming for the Atari, VIC, Apple, Commodore 64 and PET/CBM Computers;.....$5.00 U.S.

Making it Count; Boeing Computer; Student Manual/Introduction to Computers & their Applications; .....$3.00 U.S.

Mapping the Atari; Ian Chadwick; COMPUTE! BOOKS; Comprehensive sourcebook and memory guide for Atari 400/800;.....$5.00 U.S.

The Musical Atari; Hal Glicksman; DataMost; Turn your Home Computer into a Keyboard Organ;.....$7.50 U.S.

Music Construction Set; Will Harvey; Electronic Arts; Just the Manual and Reference Card;.....$5.00 U.S.

My First Alphabet; Atari; SoftWare Reference;.....$3.00 U.S.

OS/A+; OSS; Manual for/Systems Software for Apple and Atari Computers;.....$5.00 U.S.

Paint; Alex Packer; Reston Publishing; .....$5.00 U.S.

Program Design and Construction; David A. Higgins; Prentice Hall In Book on General Programming;.....$3.00 U.S.

Programmer's Reference Guide for the Atari 400/800 Computers; David Heiserman; SAMS; Good Reference; .....$10.00 U.S.

User's Handbook to the 400/800 Computers; Jeffrey R. Weber & Stephen

J. Sczcecinski; Weber System's I Atari
Handbook;.....$5.00 U.S.

Your Atari Computer; Lon Poole with
Martin McNiff & Steven Cook;
Osborne/McGraw-H Guide to Atari
400/800 Personal Computers/
.....$5.00 U.S.

All interested Parties Reply in E-Mail
to: bensmith@teleport.com or call
(503)256-9974 Anytime. Call for faster
service! Customer pays Shipping &
Handling. Feel Free to Copy this List!
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Request Catalogs by E-Mail with Title: Catalog Request. Specify 8 Bit or ST.
Atari Catalogs updated monthly. All replies in E-Mail to bensmith@teleport.com

1015. Classic Atari HardWare: Listed Catalog!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-08 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3tlit6$pnm@kelly.teleport.com>
Source record: 90187

ATARI 8-BIT HARDWARE FOR SALE:

PS=Power Supply.

NEC Color Monitor with Audio/Video/
In & Out RCA Jacks.....$75 U.S.

Comrex Composite Color Monitor w/
Audio/Video/In RCA Jacks....$60 U.S.

NEC Green Screen Monitor with Audio/
Video/In & Out RCA Jacks....$40 U.S.

N.A.P./Magnavox Amber Monitor with
Audio/Video/In RCA Jacks....$25 U.S.

USI MonoChrome/Amber Video Monitor,
Industrial Grade.....$25 U.S.

Atari 130xe, 320K w/ Special PS &
Manual.....$100 U.S.

Atari 130xe, 128K
w/PS.....$80 U.S.

Atari 800xl, 64K
w/ Special PS.....$75 U.S.

Atari 800xl, 64k
w/PS.....$50 U.S.

Atari 800xl, 64k
w/o PS.....$40 U.S.

Atari 800, 48K
w/o PS.....$25 U.S.

Atari 400, ??K
w/o PS, Good for Games.....$10 U.S.

Atari xf551 Disk Drive, DS/DD, New
w/Box, Manual, Dos, PS.....$150 U.S.

Atari xf551 Disk Drive, DS/DD, New
Drive Only, w/o PS.....$100 U.S.

Indus GT Smart Disk Drive, this Drive
has a Z80 MicroProcessor. This Z80
Brain makes this Drive a Smart Drive.

This SS/DD Drive can slave other
Drives, even an XF551 Drive. The GT
is a 3x speed drive and comes with
DOS XL with GT SyncroMesh Plus All GT
SoftWare & Manuals Bundled with
Drive. Drive cleaned & Checked. Has
Sector counter which makes Drive good
for Hacking. Sector counter can help
you find Copy Protection on Disk.
.............................$80 U.S.

Atari 1050 Disk Drive, SS/DD, w/PS,
U.S. Doubler, DOS, Sector Copier
& SIO Cable.................$75 U.S.

Atari 1050 Disk Drive, SS/ED, w/PS,
DOS, Manual & SIO Cable.....$60 U.S.

Atari 1050 Disk Drive, SS/ED, w/PS,
DOS, & SIO Cable............$50 U.S.

Atari 1050 Disk Drive, SS/ED
w/o PS.....................$40 U.S.

Atari 810 Happy Disk Drive, SS/SD
Excellent for Disk Copying. With/PS,
Manual & Happy SoftWare.....$50 U.S.

Atari 810 Disk Drive, SS/SD
w/PS.......................$30 U.S.

Animation Station, Suncom Design Pad
& Graphics & Text Processor SoftWare
(Design Lab), Never Opened..$35 U.S.

Koala Pad with Micro Illustrator
SoftWare on Disk............$25 U.S.

Atari 1020 Plotter (Color Printer)
Direct Connect, w/o PS......$20 U.S.

Atari 1025 Dot Matrix 80 Column
Direct Connect Printer. Uses Type
Writer Ribbon. Built in PS..$30 U.S.

Atari 850 Interface
Lets your Atari use standard modems
and Printers, Bare 850......$25 U.S.
add Power Supply for........$15 U.S.
add SIO Cable for...........$5 U.S.
add Printer or MoDeM cable..$10 Each
add Manuals, $5 each, all 3.$15 U.S.
Buy a complete 850 with all above.
Complete for................$75 U.S.

Atari ATR8000. Comes with 2 Drives,
SoftWare, Manuals and a DT-80 80
Column Cartridge. Complete for $150.

ICD Direct Connect SIO to Printer
Interface, 10 foot Long Cable.
No PS Needed.....$30 U.S.

MPP Direct Connect SIO to Printer
Interface, No PS Needed.....$25 U.S.

MPP-1100 Printer InterFace
No PS Needed, Plugs into Joystick
Port, "as is" no Docs or driver disk
.....$10 U.S.

MPP-1150 Direct Connect SIO to
Printer Interface, No PS Needed.
With Pass through Port and Docs.
.....$40 U.S.

Star Micronics Direct Connect SIO to
Printer Interface, No PS Needed.
.....$25 U.S.

Atari CX85 Numeric KeyPad
Plugs into Jostick Port.....$8 U.S.

Atari XM301 modem, 300bps
Direct Connect, needs no PS..$8 U.S.

Atari 1010 Program Recorder
Cassette Storage, w/o PS.....$5 U.S.

Atari 410 Program Recorder
Uses standard cassette tapes
w/Built In PS.....$5 U.S.

JoySticks, makes/models
E-Mail or Call Voice for more info.
Starting at only .....$5 U.S.

All interested Parties Reply in E-Mail
to: bensmith@teleport.com or call
(503)256-9974 Anytime. Call for faster
service! Customer pays Shipping &
Handling. Feel Free to Copy this List!
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Request Catalogs by E-Mail with Title: Catalog Request. Specify 8 Bit or ST.
Atari Catalogs updated monthly. All replies in E-Mail to bensmith@teleport.com

1016. Classic Atari SoftWare: Listed Catalog!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-08 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3tlj60$pu8@kelly.teleport.com>
Source record: 90188

```
ATARI 8-BIT SOFTWARE FOR SALE:

130xe Art Show
Disk.....................$5.00 U.S.

Alphabet Zoo, Spinnaker
Cart.....................$5.00 U.S.

An Invitation to Programming 1:, Atari
Cassette, Box & Docs........$5.00 U.S.

An Invitation to Programming 3:, Atari
Cassette, Box & Docs........$5.00 U.S.

Analog Issue 57, Aug. '87
Disk.....................$5.00 U.S.

Analog Issue 64, Sept. '88
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```

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Disk.....$5.00 U.S.

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Cart, Box, & Docs.....$5.00 U.S.

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Disk, Box & Docs.....$5.00 U.S.

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Disk, Pocket Reference, Box, & Docs
.....$20.00 U.S.

Wayout, Sirius Software
Disk.....$5.00 U.S.

War, Adventure International
Disk.....$5.00 U.S.

War in Russia, SSI
Disk, Box, & Docs.....$20.00 U.S.

Warship, SSI
Disk, Box, & Docs.....$20.00 U.S.

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Effective Writing A: 1\Learn Logic 2\Sentences Errors, Atari

Effective Writing B: 1\Paragraphs Diction 2\Choice Errors, Atari

Effective Writing C: 1\Parts of Speech Phrases & Clauses 2\Verbs Punctuation, Atari

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Galactic Chase, Stedek SoftWare

Galactic Trader, Adventure International

Ghost Hunter, Arcade Plus

Ghost Town, Adventure International

Graph It-Polar Plots, Atari

Introduction to Graphics, Atari

Introduction to sound, Atari

Invasion Orion, Automated Simulations

Invitation to Programming, Atari

Mortgage & Loan Analysis, Atari

Physics A: 1\Force Motion 2\Dynamics Matter, Atari

Physics B: 1\Matter & Energy Sound 2\Light Wave Motion, Atari

Physics C: 1\Electromagnetic Waves Electricity 2\Electromagnetism & Current Electronics, Atari

Physics D: 1\Elements & Atoms Atomic &
Nuclear 2\Using Nuclear Theory of
Relativity, Atari

Pilot "Turtle Graphics Demo", Atari

Planet Miners, Avalon Hill

Rear Guard, Adventure International

Space Invaders, Atari

Statistics I, Atari

Strange Odyssey, Adventure
International

Voodoo Castle, Adventure International

Writing Programs One, Atari

Writing Programs Two, Atari

All interested Parties Reply in E-Mail
to: bensmith@teleport.com or call
(503)256-9974 Anytime. Call for faster
service! Customer pays Shipping &
Handling. Feel Free to Copy this List!
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Request Catalogs by E-Mail with Title: Catalog Request. Specify 8 Bit or ST.
Atari Catalogs updated monthly. All replies in E-Mail to bensmith@teleport.com

1017. Any sellers of 8 bit hardware?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-08 00:00:00 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <038_9507081233@flight.org>
Source record: 90189

You could try Best or Toad for Hardware. CSS still is in business and you could buy a new Black Box from them. Besides all that the very best place to buy good used hardware is here on the nets.

---------- -//- ----------

Internet: Michael.Fitzpatrick@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|

---------- -//- ----------

1018. Re: CGA monitor <--> Atari 800? How?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-08 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <x09cvDt.lmcclure@delphi.com>
Source record: 90190

In a message dated 7-5-95, Chris said:

"When I bought the 800, I didn't have enought $$ for a real
monitor, now I've got several IBM PC CGA monitors that I'd
like to be able to use."

The 800 monitor output supports composite, monochrome (luma), and
chroma. This allows it to support both color and monochrome composite
monitors and split video monitors (or sources that accept S-video).

The 800 has no support for RGB monitors. However, the December 1993 issue
of Atari Classics gave the details on how to rig up a RGBI monitor (which
is what a CGA monitor is) to an Atari 8-bit.

However, while this application is fine for text, due to the manner in
which it was interfaced, it likely would not work too well for games,
as you were not only limited to 8 colors, but they were actually
controlled by the luminance (brightness) of the colors on screen (i.e.,
a next to the brightest color might give you yellow, while the color
next to the darkest might give you red, despite the fact the composite
output might be showing those as two different shades of green).

1019. Does anybody use DOS 3?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-08 00:00:00 UTC
From: lucius@astro.ocis.temple.edu
Message-ID: <3tkv7h$t95@cronkite.ocis.temple.edu>
Source record: 90191

I'm just wondering if anybody uses Atari DOS 3? For about 4 years it
was the only DOS I used because I didn't have access to anything else.
Now, I use DOS 2.5 mostly. I still have some games and files stored
on DOS 3. So now I wonder, how many people have had to use DOS 3, and
how long did Atari push DOS 3?

--
--- Lucius Kwok (lucius@astro.ocis.temple.edu) ---

1020. Any sellers of 8 bit hardware?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-08 00:00:00 UTC
From: damien@wopr
Message-ID: <3tl544$gkv@news1.digex.net>
Source record: 90192

Hi,

I'm looking to purchase a 800 system with a black box, and was wondering if there was still a mail order business around that could take care of me, or if I have to buy the equipment from people on the net.

Any help would be appreciated.

--
Damien Weiss * "The number of Unix installations has grown to 10, with
703.516.9032 * more expected in the future." Unix Programmers Manual (1972)
Arlington VA *

1021. Re: Does anybody use DOS 3?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-08 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <141816@cup.portal.com>
Source record: 90193

In a word, nobody. There may be a few that used it for a while because
they had nothing else, but no one ever used it because it was good.
I may have my history a little off, but from conversations and or
articles I've had with Bill Wilkinson what happened was Atari decided
to develop there own DOS vs go to an outside programming house like
OSS who did DOS II. They used clusters of 1k for their file system so
the smallest amount of disk space that could be allocated would be 1k.
If for example you wrote youself a note of 25 words or less, it would
take up 1024 bytes of disk space. Eventually Atari did go to OSS &
DOS 2.5 came out.
Rick

1022. Re: Classic Atari HardWare: Listed Catalog!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-08 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3tmqqm$ejt@nic-nac.CSU.net>
Source record: 90194

Ben, your book prices are pretty good.
Your hardware prices seem outrageous.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1023. Atari 1050 Drive (Dual Density/Dos 3) $45

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-08 00:00:00 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <3tn5f5$3ld@usenet.INS.CWRU.Edu>
Source record: 90195

Mint condition, original box, power supply, cable, packing, etc.

Will split shipping . . .

Thanx!

--
Sanjay Parker sxp17@po.cwru.edu Case Western Reserve University
~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Atari Falcon 4/540e Atari Mega 4/32e Keyboardist Extraordinaire!
~~~~~~~~~~~~ ~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~

1024. Re: Upgrading = Downgrading

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-08 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <DBF1Lu.DEx@itex.jct.ac.il>
Source record: 90196

Mathy Van Nisselroy (mathniss@link.xs4all.nl) wrote:
: r >From: rbmier@winternet.com (Rich Mier)
: r >Subject: Re: WTB 130XE
: r >Date: 11 Jun 1995 13:24:32 GMT

: r >next month I'll be upgrading both to
: r >256K, also a 130XE to 320K.

: Howdy Rich

: Do these 130XE's loose BASIC or split CPU/ANTIC banking?

My 1-megger XE lost only BASIC (that is, it's controlled b a toggle
switch in the back), and I still have CPU/Antic banking abilities!
Unfortunately, it seems that the antic banking bit also switches a bank,
so it isn't that good.

Still, I don't think a 320XE loses any of these.

-itay

Itay Chamiel bruck@brachot.jct.ac.il Pull down the blinds and run for cover

1025. Re: Wanted: Tale of Beta Lyrae

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-09 00:00:00 UTC
From: rzabaga@aol.com
Message-ID: <3to3p7$2qm@newsbf02.news.aol.com>
Source record: 90197

aye aye cap'n.

-z-

1026. Re: lonely!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-09 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DBFtCv.KIu@freenet.carleton.ca>
Source record: 90198

William Kendrick (kendrick@zippy.sonoma.edu) writes:
> Ooh! #class! Thanx Chad! :) I hang in #atari and #amiga lately..
> gets boring.. all that 68K talk :)

Which server is this on? I might check it out :)

--
To the BatPinto! ...*BLAM!!* You idiot, Robin, you put in reverse!!
Chris Brown ba930@freenet.carleton.ca "Stop the normalness!!"-me
= > J E S S I C A T O D D ' S S P A C E ! ! < =
* - * Nothing is true until it's OFFICIALLY DENIED * - *

1027. Re: You guys are killing me

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-09 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DBFtK2.KnD@freenet.carleton.ca>
Source record: 90199

Peter Payne (leto2@gol1.gol.com) writes:
> I am dying of 'natsukashii' (er, being extrememly full of memories, in
> Japanese). I was a dedicated user of a 400, 800, 1200, and 800XL, and
> finally an ST, but then I finally got smart and got my Mac. So how is
> the Atari 8-bit world these days? Who makes software? Someone chat with
> me.

I hate to say it, but Atari dropeed support for all of their computers
recently and are back to beign a game company :P

Anyways.. here in Ottawa, the XE Group is still fairly active, although we
aren't getting as many users as we used to have, and more are dropping off
to other platforms :P

I believe CSS in Rochester still makes some software for the 8-bit.. that's
all I know of.

--
To the BatPinto! ...*BLAM!!* You idiot, Robin, you put in reverse!!
Chris Brown ba930@freenet.carleton.ca "Stop the normalness!!"-me
= > J E S S I C A T O D D ' S S P A C E ! ! < =
* - * Nothing is true until it's OFFICIALLY DENIED * - *

1028. Re: Sweet16?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-09 00:00:00 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <pezcnX1.ftooned@delphi.com>
Source record: 90200

John D Harris <jharris@cup.portal.com> writes:

>As you noted, all Atari's except the early 800 computers don't have
>standard 6502's in them, and so you couldn't replace them anyway.

Even though the 65802's are no longer available, "if" you can
find one "and" happen to have an Atari 800 with the old CPU cards that
used the standard 6502's, they will basically plug and play. I've got
a couple souped-up 800's floating around here to use when I don't need
the extra memory addressing that the 65816 supports.

The MARS 8 SIMM socket will be set up "exclusively" for '816
linear addressing. It will work with 256K, 1MB, 4MB, or even a 16 MB
SIMM (if you can find them... or afford them! <g>)

A Bi-directional port is still in the works... I can't commit
to one until production boards are here in hand though.

Mike

1029. Re: Sparta Disk image for PCXformer?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-09 00:00:00 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <p+79vf2.ftooned@delphi.com>
Source record: 90201

Mark Leair <jpolka@cris.com> writes:

>Was the SpartaDos Disk image ever released for PCXformer???

Mark,

Check the Merit Archives within the next couple weeks.

I'll be uploading a "standard" disk image, as well as an
IBM "zipped" 8MB disk image. It's been difficult to catch up with
all the work arounds needed between SIO2PC and PC-XFORMER to get Sparta
up and running... But it's finally been done....

Mike (FTe)

1030. Re: Watching GIFs

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-09 00:00:00 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <p80cnb8.ftooned@delphi.com>
Source record: 90202

Lonnie McClure <lmcclure@delphi.com> writes:

>Perhaps someone needs to turn Mike at FTe on to the Yamaha 9938 or 9958
>VDP chips. They'll provide both 80-column output and have 256-color
>modes, interface easily with an 8-bit bus, are compatible with NTSC scan
>rates, and use their own RAM.

I've got the data sheets right here on my desk! I was working
with a friend of mine in the UK on another project, and decided to take
a look... 80 Column Video for the Atari has always been one of my pet peeves.

I'm not gonna promise anything... but as soon as the MIO II's and MARS 8's
start shipping, we'll see...

Mike (FTe)

1031. Re: Omnimon?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-09 00:00:00 UTC
From: paradise@netcom.com
Message-ID: <paradiseDBFAt9.JCo@netcom.com>
Source record: 90203

```
In article <9507072321.00c1@dellos.demon.co.uk>,
Paul 'Mclane' Irvine <mclane@dellos.demon.co.uk> wrote:
>Rick_Michael_Cortese@cup.portal.com wrote:
>: Sure, it's my favorite tool for the Atari, but I'd guess 90% of
>: the people who bought them just used them to crack games.
>In a word
>YES... Oh and BTW Savage pond does not like it (fills mem with 0s) And
>the Author of Sidewinder told me it was Omnimon protected But its not??
>
Oh, and Alternate Reality - The City checks for it every 60th of a
second and activates a worm that repoduces itself all over memory.

-Phil
--
Philip Price
paradise@netcom.com
```

1032. Re: Atari & Mydos 4.5

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-09 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DBFpyF.6nz@iglou.com>
Source record: 90204

Actually, I don't think there is any difference (between 4.50 and 4.53) in using Note and Point. The difference between the three- and four-digit numbers is that some programs which read the directory will not work properly if the file length is displayed as four digits (each line in the directory is one byte longer). Also, programs which read the directory often look for a line beginning with a number to indicate the end of the directory.
The Note/Point problem is different from the 3-digit/4-digit problem. The Atari Basic Note and Point instructions only allow a sector number up to 32767, while a hard disk partition can have up to 65535 sectors. So, with a hard disk you may have to use Peek, Poke, and XIO instructions instead of Note and Point.
--
Bill Marcum bmarcum@iglou.com
SEX IS NOT OBSCENE, CENSORSHIP IS!

1033. Re: Collision detection

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-09 00:00:00 UTC
From: rzabaga@aol.com
Message-ID: <3to3hb$2os@newsbf02.news.aol.com>
Source record: 90205

```
It's called version 3.0a

And 4.0 is out in august (planned).

-z-
```

1034. Re: Genesis controllers for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-09 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <JJJgggL.lmcclure@delphi.com>
Source record: 90206

In a message dated 7-7-95, Chris Carman said:

"One thing I thought about would be somehow wiring the
start button into the Atari's start button... then you
could turn the A button into the select button and the C
button into the option button..."

This would, of course, require some modifications to the Atari, as these lines are only present on the keyboard connector, not at the joystick port. Perhaps the most elegant approach would be to add new joystick ports to your A8 that would combine the regular joystick lines, as well as the console lines (routed to the appropriate pins). While these new ports could still be used with standard Atari-type joysticks, would not support paddles other other devices that required the analog lines, thus the reason for retaining the original joystick ports in parallel.

In response to one of my suggestion about adding a circuit to make one of the extra buttons an autofire button, Chris said:

"I don't know how useful this would be, since most games
operating on the one missile on the screen at a time
wouldn't benefit from this."

I have to admit I have not been much of a games player for many, many years. However, I hope this is not true of all games. If the A8 version of Defender does not support multiple "missiles" on screen at one time, it would really take away a big part of the arcade version.

"One thought I had was using the drive I/O ports to network
Ataris with programs specifically designed for it, and maybe
have some sort of two-player WayOut kind of game."

Its been done. I believe the system is known as GameLink, or something similar. In fact, I suspect by the time I post this reply, several folks will have filled you in on the details more completely than I can.

In case they haven't I will say their is a maze game out there that supports it, and the programming info for using it is available freely, as I understand it. If you haven't got responses on this already, and are interested, just post a general inquiry targeted specifically at acquiring info on GameLink.

1035. Re: Genesis controllers for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-09 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <JLBhIYM.lmcclure@delphi.com>
Source record: 90207

In a message dated 7-7-95, Bruce Tomlin said:

"The ColecoVision used diodes to one of the paddle pins for
the keypad and right fire button. Unfortunately, the 2600
can't read the ColecoVision keypad because the paddle outputs
don't provide a good enough ground (I presume) for its RIOT
I/O chip. The TIA chip can read the right fire button this way,
however."

Have you tested one of these out to see if the keypad buttons work with an Atari 8-bit? If not, I've got a Coleco Adam sitting right next to my 1200XL, so it should not take me long to find out. <grin>

"The interesting part was that each keypad key individually
mapped a 4-bit code on the joystick input, using one to three
diodes."

I also have a Atari CX-85 keypad (which plugs into the joystick port), but I cannot remember at the moment if it uses the POT lines or the joystick and fire line for input.

Of course, the problem with Coleco controllers and CX-85 keypads is that they are not readily available to everyone, while you can pick up a Sega joypad seemingly every place that sells anything electronic.

On a totally different note, I have often wondered if the Thrustmaster FCS, which interfaces with a PC keyboard, would work with a Transkey equipped A8. I suspect not, as I believe the programming is downloaded via a program ran on the PC, so even if the Transkey supported the AT keyboard bi-directional interface fully, a totally new program would have to be written to allow the FCS buttons to be programmed. (OTOH, if the setup memory in the FCS is non-volatile, one could program it on an AT compatible, then unplug it and use it on a Transkey equipped A8).

1036. Re: My 'natsukashii' continues

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-09 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <BJJjY4B.lmcclure@delphi.com>
Source record: 90208

In a message dated 7-5-95, Peter Payne said:

"Of course the 8-bit Atari is the only computer worth calling
an Atari. The ST line was a ridiculously conceived joke."

Hey...watch that. Some Atari owners are bi-computerish. (In fact, some, like me, are polycomputerous). <grin>

However, the merits or lack thereof as regards the ST line is more the fodder for comp.sys.atari.advocacy, so that is all I will say on the matter.

"Remember the frustrating 1200XL keyboard (different from
the other keyboards), or its stupid help key?"

Most folks that have used a 1200XL keyboard for any length of time actually rate it quite highly. They will not only admit it had the best layout (the first time you hit "BREAK" on any other A8 keyboard when you meant to hit "DELETE", you'll begin to understand why), but had the best "feel", second only to the original 800. The question of how to adapt a 1200XL keyboard to an 800XL or XE model has come up more than once in this newsgroup.

As to the "help" key, the only thing stupid about it was that software was not written to support it. Basically, it was just an extra key that happened to be labelled "help", but unlike F1-F4, which defaulted to cursor control, Atari assigned no default value to it. (BTW, a lot of folks like the one-touch cursor control on the 1200XL keyboard as well).

1037. Re: Omnimon?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-09 00:00:00 UTC
From: classics@en.com
Message-ID: <3toipv$i38@antares.en.com>
Source record: 90209

Paul 'Mclane' Irvine (mclane@dellos.demon.co.uk) wrote:
: Rick_Michael_Cortese@cup.portal.com wrote:
: : Sure, it's my favorite tool for the Atari, but I'd guess 90% of
: : the people who bought them just used them to crack games.
: In a word
: YES... Oh and BTW Savage pond does not like it (fills mem with 0s) And
: the Author of Sidewinder told me it was Omnimon protected But its not??

: : I'm really a fan, it made my life much easier. Perhaps
: : a small write up should be done for people who buy Omnimon equiped
: : computers without the docs.
: : Rick
: Yep, I still have my Original docs for it incase you dont...

Who is selling the osnxl now, and how much is it?

Steve

1038. Source for parts

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-09 00:00:00 UTC
From: classics@en.com
Message-ID: <3toj6e$i38@antares.en.com>
Source record: 90210

Does anyone know of a source for the following parts, and possibly
the prices?

1) SIO Cables
2) PCB Mount SIO Jacks

Anyone with info please help me out :)

Also, is FTE still using the @delphi.com address? I mailed there about
a bug in spartados and never got any reply!

Steve

1039. Re: You guys are killing me

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-09 00:00:00 UTC
From: cudabert@aol.com
Message-ID: <3tol41$4i5@newsbf02.news.aol.com>
Source record: 90211

When you say Atari dropped support for ALL their computers, do you mean the TT and Falcons and such? I wonder because the ST newsgroup seems quite active.

By the way, I was unaware until I inquired about the Jaguar development package the Atari still made a 68K computer system; they certainly don't advertise it and I have no idea where I would even go to buy such a system. Is it just sold in Europe?

1040. Hey Rick Hunter @Sarasota FL

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-09 00:00:00 UTC
From: cudabert@aol.com
Message-ID: <3tol47$4i6@newsbf02.news.aol.com>
Source record: 90212

Rick Hunter, are you out there?

I just got my 130XE working again! If you can read this, drop me a big old heap of email sometime.

1041. Re: Upgrading = Downgrading

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-09 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3toldj$aef@blackice.winternet.com>
Source record: 90213

> mathniss@link.xs4all.nl (Mathy Van Nisselroy) writes:
> r >From: rbmier@winternet.com (Rich Mier)
> r >Subject: Re: WTB 130XE
> r >Date: 11 Jun 1995 13:24:32 GMT
>
> r >next month I'll be upgrading both to
> r >256K, also a 130XE to 320K.
>
> Howdy Rich
>
> Do these 130XE's loose BASIC or split CPU/ANTIC banking?
>
> CU Mathy Van Nisselroy mathniss@link.xs4all.nl
>
>
>>>>

Sorry, I've been on vacation, all of last week. Been on
Lake of the Woods fishing. (That's on the border of USA and
Canada.)
To answer your question; No, you don't lose BASIC,
But you do lose banking. It's the standard Scott Peterson upgrade.
It does take about 3 to 3 and a half hours to do, mostly de-soldering,
wiring and re-soldering. Newell makes one that does maintain the
CPU/ANTIC banking intact.
I've been running one since - - - ? - - - since the article
was posted on GEnie. 1988 I'll guess. I did make an addition. A
external switch that returns it to true, 130XE compatibility.

Rich Mier

1042. FlickerTerm 80

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-09 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <5S7-HT-.ransom22@delphi.com>
Source record: 90214

Hi all,

I just downloaded FlickerTerm 80 from James King's xmission.com
site (my first use of that site....I like it! I like it! [G]), and now
that I am using it, I must say I am pretty pleased.
For the last several months, I've been using FT80 .32, and loved
that as well. But the new version's macro facilily, as well as it's
improved font, make it even more useful. Great job, Mr. Halliwell!
I highly recommend FlickerTerm 80 to anyone who wants to use
his or her ATari 8-bit to call out with 80-column capability. I use it
on Delphi (which requires VT100 emulation) and on local BBS's (which
do much better with IBM PC/ANSI emulation), and it does the job well.
I am also now using it with SpartaDOS X, which I didn't know how
to do before. Thanks to the troubleshooting documentation included in
flickerterm, I was able to find out what the problem was and solve it.
(I have the key buffer on, which conflicts with FT80--I just made a batch
file to turn KEY OFF, load the RS232 handler, then run flick80 -- works
great.)
Ahhh...macros, fonts, using the CX85 keypad....I love this
software! :)

-Joe
--

_____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1043. Re: Omnimon?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-09 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <141918@cup.portal.com>
Source record: 90215

I believe FTE took over all the Newell products like Omnimon & ram upgrades.
I'd bet there's also some at B & C Computervisions in Santa Clara CA. They
were a little pricey when I got mine. I think I paid $79 for each for
the Newell boards that let you have 3 OS/switch selectable. One had Omniview
& the other Omnimon, then I bought one more Omnimon chip for $39.95 I think.
CSS sells a similar chip/OS replacement that's supposed to be quite good, but
the info I've got so far is that it uses up a lot of the free hardware space
in the $DXXX region. Omniview is really not that good, just 80 column in
OS software, best compatibility, fast FP routines, & ATR8000 terminal in
80 columns. BUT I don't have the CP/M disks for my ATR & even if I did I
don't think there's that much CP/M software I need to run. 10 years ago
running Wordstar for CP/M on my Atari would have been deluxe, but it's
a little academic now with all the WP software I like better then WS.
I ended up buying an 800 for running anything that Omnimon won't & ususally
just have an XL OS & Omnimon chips piggybacked in a 1200xl as my favorite
computer. It a little goofy, but you can still look at anything you want.
I boot the software with the XL OS, hold down the reset key, switch the OS,
hold down the select key & release the reset. Viola! You've got all the
text from AR or hints from the Bars in Ultima!
BTW: I'll try & get that HW to you next week.
Rick

1044. Selling Atari 8 bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-09 00:00:00 UTC
From: donmah@freenet.edmonton.ab.ca
Message-ID: <3tp7ii$tu3@news.sas.ab.ca>
Source record: 90216

I've got a ton of old Atari 8 bit hardware and software to sell only for
a reasonable price.

List :

Atari 800 48K computer
Indus drive
Happy drive
At least 30 Atari cartridges of all the popular games
At least 500 Atari disk games of all types
Atari 1050 Computer
Atari magazines, Antic, Analog, Compute, ref books etc..
A ton of blank 5.25" disks
850 Interface
Panasonic 9 pin printer
Epson MX 80 printer
Box of computer paper pinfeed type
Joysticks by Wico

Also got a C64 and drive and Amiga 500 and external drive

If anyone can give me an offer for a prce I consider fair, then I am
willing to sell all (has to be all or nothing)

If there is anyone in Alberta that is interested, that is my preference
as they can view it in person, else everyone is welcome to submit an offer.

1045. Re: Sweet16?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-09 00:00:00 UTC
From: mstatz@cei.net
Message-ID: <3tpd6c$634@ren.cei.net>
Source record: 90217

In <pezcnX1.ftooned@delphi.com>, F Tooned <ftooned@delphi.com> writes:
>John D Harris <jharris@cup.portal.com> writes:
>
>>As you noted, all Atari's except the early 800 computers don't have
>>standard 6502's in them, and so you couldn't replace them anyway.
>
> Even though the 65802's are no longer available, "if" you can
>find one "and" happen to have an Atari 800 with the old CPU cards that
>used the standard 6502's, they will basically plug and play. I've got
>a couple souped-up 800's floating around here to use when I don't need
>the extra memory addressing that the 65816 supports.
>
> The MARS 8 SIMM socket will be set up "exclusively" for '816
>linear addressing. It will work with 256K, 1MB, 4MB, or even a 16 MB
>SIMM (if you can find them... or afford them! <g>)
>
> A Bi-directional port is still in the works... I can't commit
>to one until production boards are here in hand though.
>
> Mike

Sorry to jump in on this conversation, but can you compare for me
the Sweet16 and the Turbo816?

I have one of these (is he still in business?) and, due to some other
damage, don't use it right now. Are these units *that* dis-similar, and is there
any chance of hardware compatability between them?

Mark Statzer

1046. ATR8000 boot software wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-09 00:00:00 UTC
From: mstatz@cei.net
Message-ID: <3tpdi4$634@ren.cei.net>
Source record: 90218

I have an ATR8000 (no co-processor boards, or HD cntl) that I would like to get ahold of the system disks and a bootable copy of CP/M for. I have manuals, but no disks. Please reply here or mstatz@cei.net. Will be willing to trade working 130XE (bad keyboard mylar) for disks and/or accessories.
Thanks!

Mark Statzer
mstatz@cei.net

1047. Atari 600 (not 600XL, 600) ?!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-09 00:00:00 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <3tpbvi$a42@ucsbuxa.ucsb.edu>
Source record: 90219

I have been reading through a lot of old COMPUTE!
magazines from the very early 80s (1981-83) and there
are numerous references to Atari developing an Atari 600
(not 600XL! this is well before the release of even the
1200XL) to serve as a middle machine (or a replacement
for the 400)...it seems that it was going to be
a 16K machine with a full-stroke keyboard but there are few
details. Does anyone know about the planned Atari 600?
Anyone have one or ever seen a prototype?

(PLEASE don't send me message or post followups which say
"yes, the 600XL came out and it is like the 800XL but with
16K and no monitor jack..." - I know about the 600XL; but
am curious about the Atari 600)

David

--

6500dtpt@ucsbuxa.ucsb.edu David Tipton

1048. nir-PAL: NO SUCH THING!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-09 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199507092122.AA133474938@relay1.geis.com>
Source record: 90220

Man, who started this stupid thread "nir-PAL"? What a classic example of how nonsense gets spread around on networks, like so much fresh manure.

THERE IS NO SUCH PRODUCT GOING BY THE NAME OF "NIR-PAL"!!!!!!!!!

Did I make that clear to everyone?

Okay, FOR THE RECORD:

There's a guy in California by the name of Nir Dary. He's an Israeli citizen studying computer animation/graphics in the USA. He was formerly an electronic technician in the Israeli Army. He's an Atari enthusiast, & he's a member of my usergroup (Ol' Hackers, in New York).

Nir has developed an upgrade which calls the "PAL-NTSC Upgrade". Everyone understand that? Please, henceforth let's call the thing by it's correct name.

The upgrade consists of a PAL ANTIC chip plus a modified OS ROM. If your XL/XE has sockets for those chips, installation is a no-brainer.

As Jeff Potter mentioned, it is indeed true that you can get by 90% of the time running both PAL & NTSC software on an XL that merely has had the NTSC ANTIC replaced with a PAL ANTIC. However, some European software uses PAL-timed key repeats (or something like that, I'm not a programmer). Such software may crash or give jerky movements using the keyboard timing given in the NTSC XLOS. (Don't ask me which software programs they are, this is just what Nir told me.)

The OS modifications Nir did was to change the key repeat timing in the OS to make it compatible with those few European programs that use PAL timing. All the other nonsense that people have been conjecturing about the OS changes are just that: nonsense. He only changed the key repeats, nothing else.

Last week he told me he was working on a disk-based fix that might remove the need for a new OS. Some kind of program that will shadow the ROM into RAM, make the fix, then run the OS from RAM (if I understood him correctly). As far as I know he's still working on that.

Nir is also working on a draft of his docs for the upgrade. He's supposed to be sending that to me any day now, we have an agreement whereby I'll be editing his docs for final production (Nir's English is a little weak).

I've been beating up on the guy to go on-line somewhere & join this newsgroup, but he steadfastly refuses, claiming that answering e-mail will take too much of his time (he works long hours in addition to his

classes). Well, I can't argue with his reasoning.

Anyone wishing info about the PAL-NTSC Upgrade can call Nir Dary
at home, in the evenings only, at: 818-831-2353. Or, write to him at:

Nir Dary
19185 Castlebay Lane
Northridge, CA 91326-1046

Please make creful note of the above info if you are interested in
this upgrade. This is the only time I will post this information.

- Ben Poehland

1049. Re: You guys are killing me

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3tppr0$j4q@nic-nac.CSU.net>
Source record: 90221

Boy Chris! Get with it!

There's still quite a bit of support lately! Also, you mentioned CSS but forgot to mention the new company FTe! You DO know about the Sweet16, MIO2 and Mars8, don't you!?!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1050. Re: You guys are killing me

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3tqsvj$1ss@dump.primenet.com>
Source record: 90222

The mortal CudaBert wrote:
: When you say Atari dropped support for ALL their computers, do you mean
: the TT and Falcons and such? I wonder because the ST newsgroup seems quite
: active.

They've always been in denial. That's nothing new.

: By the way, I was unaware until I inquired about the Jaguar development
: package the Atari still made a 68K computer system; they certainly don't
: advertise it and I have no idea where I would even go to buy such a
: system. Is it just sold in Europe?

It was, briefly.

1051. Re: You guys are killing me

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3tqtaj$1ss@dump.primenet.com>
Source record: 90223

The mortal Chris Brown wrote:
: Atari is going to be up there with Amiga one day.. a company that made
: computers a million times better than IBMs, but didn't make enough money. :P

The ST line were never really much better than MACs outside of price.
And once the MACs got faster and more colorful and got more software,
nobody bothered to stick with the ST and that was it.

The Jaguar gave Atari the necessary hope and collateral for loans and what
not, to survive in its smaller capacity for a while. It bought them time,
but that time is fast running out. With the Tramiels in charge, the
company can only follow a downward spiral with an inevitable conclusion.
It matters not what their product is. It's only a matter of time.

1052. Re: FlickerTerm 80

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3tqtve$1ss@dump.primenet.com>
Source record: 90224

The mortal Joe Walsh wrote:
: Ahhh...macros, fonts, using the CX85 keypad....I love this
: software! :)

And just think, prior to Flick, the fastest you could go with VT100 was 2400 baud (with data loss with more than a screenful of text). That was a big problem with the Atari8 for YEARS. Bobterm came out and supported fast 40 collumn but there was no similar replacement for vt100. This was a big problem because of ANSI boards taking over (essentially ANSI is a superset of VT100) and internet unix shell dialups becoming commonplace.

And you had everyone saying "it can't be done" due to the previous methods using gr.8 screen blitting rather than Clay's clever Gr.0 pageflip trick. This, combined with fast screen and modem routines, have redefinied the Atari8's upper-limits and increased its usability in a key area.

1053. Re: What, more AR talk?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: "J. F. Goodwin" <smrgoodw>
Message-ID: <3tqvms$jdi@susscsc1.rdg.ac.uk>
Source record: 90225

I asked this question a couple of months ago and no-one seemed all
that interested. With all the AR discussion going on now, I'll try again.

Did anyone get into the Chapel Sanctuary in AR: The Dungeon without
cheating? I've been regularly attending sermons, praying, give all my
money to paupers, always letting baddies make the first blow (yes, even
if it is one of those f***ing vampires). No dice. Is there anything my
character Norman is missing?

What does praying do? Time freezes when you pray, so praying for longer
and longer seems pointless. Any ideas? Anyone know?

- Joel G.

1054. QUESTION: Indus GT Drive Power Specs

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: towens@lamar.ColoState.EDU
Message-ID: <3tpv7t$2u80@yuma.ACNS.ColoState.EDU>
Source record: 90226

I recently purchased an Indus GT Disk Drive without a power supply.
If there is anyone out there that can tell me the specs on what this thing
needs to operate I would greatly appreciate it.

Thank You.

Sam Patton

(using my girlfriend's account to read news...)

1055. for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: wildcat@geology.wisc.edu
Message-ID: <3tpvss$bga@news.doit.wisc.edu>
Source record: 90227

FOR SALE:

8-bit equipment as follows:

2 - 48K 800s, both 100% functional

3 - 810 disk drives. Two are 'archiver' modified, 100% functional, third needs alignment, but otherwise good.

2- 850 interfaces, both 100% functional

1 - 16K 400 w/membrane keyboard

many spare parts, including some original Atari factory diagnostics (both firmware and hardware)

1 - 48K RAM upgrade for 400, in box, but never installed

1 - spare MPI 810 mechanism, needs alignment

I prefer to sell this as a package, but will consider selling larger chunks instead. Best reasonable offer. Buyer pays shipping and insurance.

Please respond via e-mail to:
Bill Bierman
soana@vms2.macc.wisc.edu
(do NOT respond to the address shown in this message header, as this account will be no longer in service as of 7/15/95)

1056. Re: nir-PAL: NO SUCH THING!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3tq4cv$q1i@nic-nac.CSU.net>
Source record: 90228

<gulp> Ben, I think I started the thread! <cringe>

Thing is, I had only ever HEARD it called "nir-PAL". I don't remember by whom, but ever since I thought that was what the name (or at least the slang term) was! Sorry for using it! (although this apology, IMO, isn't really all that needed.. but hell, I say sorry every other sentence.. ask my girlfriend)

Anyway, re: key repeat speed. I assume this is the XL address 730 ($2DA), right? It doesn't say in Mapping that it's a shadow register, so I'd guess all one would NEED to get the thing set up would be a simple exec-utable which changes the repeat speed.

Binary load file would be:

255 $FF
255 $FF
2 $02 dammit- I still can't remember if it's MSB/LSB or LSB/MBS
218 $DB for binary load files!!
xxx $xx whatever the speed is set as on PAL OS

I'd think you could simply run that before you run PAL stuff.. or set it via an AUTORUN.SYS or *.ARx (MyDOS) file or put it in your AUTOEXEC.BAT (SpartaDOS).

Of course, I could be wrong- but it's CERTAINLY a MUCH simpler hack than replacing the OS chips, and MUCH more reliable than using the RAM UNDER the OS AS the OS, seeing as many programs USE that RAM for themselves!

I can't wait to see some good Euro. stuff for the Sweet16! :)

Oh, and BTW- Ben, you scared the daylights out of me! I thought that the upgrade was either a hoax (I get confused quickly and easily, ok? sorry! :)) or it was a vaporwared product..!

WHEW!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1057. Re: Atari 600 (not 600XL, 600) ?!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DBHn69.BuH@freenet.carleton.ca>
Source record: 90229

David Tipton (6500dtpt@ucsbuxa.ucsb.edu) writes:
> I have been reading through a lot of old COMPUTE!
> magazines from the very early 80s (1981-83) and there
> are numerous references to Atari developing an Atari 600
> (not 600XL! this is well before the release of even the
> 1200XL) to serve as a middle machine (or a replacement
> for the 400)...it seems that it was going to be
> a 16K machine with a full-stroke keyboard but there are few
> details. Does anyone know about the planned Atari 600?
> Anyone have one or ever seen a prototype?

As far as I know, it, along with the 1400XL and 1400XLD were vaporware.
I've never even heard of the Atari 600 up until now, and I own nearly
every model of 8-bit computer except the 1200XL :P

--
To the BatPinto! ...*BLAM!!* You idiot, Robin, you put in reverse!!
Chris Brown ba930@freenet.carleton.ca "Stop the normalness!!"-me
= > J E S S I C A T O D D ' S S P A C E ! ! < =
* - * Nothing is true until it's OFFICIALLY DENIED * - *

1058. Re: You guys are killing me

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DBHnJz.C4r@freenet.carleton.ca>
Source record: 90230

William Kendrick (kendrick@zippy.sonoma.edu) writes:
> Boy Chris! Get with it!
>
> There's still quite a bit of support lately! Also, you mentioned CSS but
> forgot to mention the new company FTe! You DO know about the Sweet16,
> MIO2 and Mars8, don't you!?!

Yes, I know about FTe as well. I completely forgot that Fte also release about 3 or 4 new version of SpartaDOS, though.

But it is fact.. Atari has dropped *ALL* support on their computers, and are back to being a game company, which I personally think has to be the dumbest move they've made as of yet.. with a machine like the Falcon in their hands, they could have been up there with Bill Gates right now. Of course, the idiots didn't advertise teh Falcon and wonder why they didn't make much money off of it :P

What a waste...

On the other hand, if they get their butts moving on the Jaguar, they could make some real money. So far, I haven't seen the Jaguar put out its very best, though.. it's really too bad. :P

Atari is going to be up there with Amiga one day.. a company that made computers a million times better than IBMs, but didn't make enough money. :P

-=CB=-

--
To the BatPinto! ...*BLAM!!* You idiot, Robin, you put in reverse!!
Chris Brown ba930@freenet.carleton.ca "Stop the normalness!!"-me
= > J E S S I C A T O D D ' S S P A C E ! ! < =
* - * Nothing is true until it's OFFICIALLY DENIED * - *

1059. Re: Atari800XL Disk Drive trouble

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: winston@merk.com
Message-ID: <DBHAB1.I61@merk.com>
Source record: 90231

On Thursday, July 6, 1995 at 13:15:23 GMT (7:15pm EDT ?),
sharris@bobcat.ent.ohiou.edu (Steven Harris) wrote:

SH> I'm the guy who got back into Atari by buying a whole system
SH> at an auction for really cheap. I got four disk drives with the deal,
SH> but it appears that only one works, and I was trying it last night,
SH> and I'm not so sure it works. One drive is totaly fried
SH> and won't even spin a disk when it is put in.

If your drive is an ATARI 1050, have you considered the possibility
that the drive belt may have worn through with age ? Without the rubberband
for the motor, the drive spindle won't turn. If I remember aright, you
can order replacements from BEST ELECTRONICS or AMERICAN TECHNAVISION or
specialty electronics stores.

On Thursday, July 6, 1995 at 21:00:12 -0400,
bwillard@mindspring.com (Bruce Willard) wrote:

BW> As a matter of fact I bought a 1050 from a thrift store today
BW> for $7. It acts about as strange as anything I've seen. It
BW> will read disks if DOS is loaded, but it will not boot a DOS disk.
BW> Except for WARP DOS. That it loads. It also will format a disk in
BW> WARP DOS, but it won't format a disk if any other DOS is loaded,
BW> even DOS 2.0.
BW>
BW> It won't write DOS to the disk. The error I get back is that the
BW> floppy is write protected, but it's not. It also writes for quite
BW> a while, making the usual write sounds, before it gives me the error.
BW> I tried the drive mechanism in another drive and it works fine,
BW> so it's in the electronics. I have DIAG1050, which the drive passes
BW> all the controller tests, but fails the pattern test. I'll send you
BW> DIAG1050 if you are interested. I also have DIAG810 if you have any
BW> of those.

Could you have an ATARI 1050 with a Happy Electronics "Happy"
controller board in it (designed for duplicating disks) ? I believe
that the Happy Computing special DOS was known as "WARP" DOS.

1060. Re: You guys are killing me

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <3tr51s$ojq@vishnu.jussieu.fr>
Source record: 90232

In article <3tqsvj$1ss@dump.primenet.com>,
krishna@primenet.com (Glenn Saunders) wrote:
>: By the way, I was unaware until I inquired about the Jaguar development
>: package the Atari still made a 68K computer system; they certainly don't
>: advertise it and I have no idea where I would even go to buy such a
>: system. Is it just sold in Europe?
>It was, briefly.
No no no. Falcons are still sold everyday in Europe. Mostly because it's
considered to be the best computer for professional musicians, and also
because it's quite popular in Germany.

+---+
Bertrand Le Roy	A Darwinian theory of Gravitation:
bleroy@ccr.jussieu.fr	In the beginning, mature apples fell
tel. 44.27.72.95	in all directions. But only the trees
fax. 44.27.72.87	whose apples fell down have survived.
+---+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+---+

1061. Wanted (Trade) 512k+ 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3tr4i0$qh5@news.xmission.com>
Source record: 90233

Looking to acquire a 512k+ upgraded (130xe compatible) 800xl. Have a
576k 130xe (with supervideo/audio, socketed, Ramdisk LED, etc.) that I
will consider trading. (oh, has XETouch keyboard too)

Or we can trade virtually any other hardware (I have a little of everything!)

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1062. Re: Atari 600 (not 600XL, 600) ?!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: slcsj@cc.usu.edu
Message-ID: <1995Jul10.073352.55700@cc.usu.edu>
Source record: 90234

On Mon, 10 Jul 1995 06:54:08 GMT, ba930@FreeNet.Carleton.CA (Chris Brown) wrote:

>As far as I know, it, along with the 1400XL and 1400XLD were vaporware.
>I've never even heard of the Atari 600 up until now, and I own nearly
>every model of 8-bit computer except the 1200XL :P

Well, I own a 1200XL. :) Anyway, I heard that the guy who recently left Atari to work at home (Bob someone, I think) got to take a 1450XLD with him. I don't think the 1450XLDs ever went into mass production. (Wow! My computer has a built-in 5.25" drive and a 300-baud modem, mommy!)

Jesse, always YOUR friend! | 486DX2-66
slcsj@cc.usu.edu and declab too | Atari Jaguar
jessecon@writectr.usu.edu | Atari 1200XL 256K ;)

When I remember what I was going to put here I will.

1063. Re: You guys are killing me

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3trirl$rmo@news2.delphi.com>
Source record: 90235

cudabert@aol.com (CudaBert) writes:

>When you say Atari dropped support for ALL their computers, do you mean
>the TT and Falcons and such? I wonder because the ST newsgroup seems quite
>active.

Yes, Atari no longer makes ANY computers. The Jaguar is the only product.

>By the way, I was unaware until I inquired about the Jaguar development
>package the Atari still made a 68K computer system; they certainly don't
>advertise it and I have no idea where I would even go to buy such a
>system. Is it just sold in Europe?

There are a few dealers left who can still get Falcon 030's (Atari has a
warehouse full of 'em), and some old stock of other machines. The ST
group is active for the reason this group is - people using discontinued
platforms. Only difference is, many ST'ers have strange disillusions
about the ST making some form of comeback, whereas 8-bitters never have
to worry about how the 8-bit is selling. :)

-Bry

1064. Re: Wanted: Tale of Beta Lyrae

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <3tq8p8$juv@news1.halcyon.com>
Source record: 90236

Paul 'Mclane' Irvine <mclane@dellos.demon.co.uk> wrote:
>
>Hmmm I think the problem is that some of the people who see the games on
>the IBM emulator think 'urrgh' look at the graphics etc.

Not to mention that most fancy ML games run rather poorly under the
emulator, so they don't look as dynamic as they should. I'm still
impressed at the great amount of fluid motion in some of those old games.

James Hague
junkster@halcyon.com

1065. Re: nir-PAL and Sweet16

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <3tq962$k7g@news1.halcyon.com>
Source record: 90237

Jeff Potter <potter@sunny3.DAB.GE.COM> wrote:
>
>I've run a bunch of stuff through the Nir-PAL upgrade, and haven't noticed
>much of a problem. The repeat key speed is slower, and the CTRL-3 bell
>sound is a little lower in frequency, but none of the games or music I've
>tried are noticeably slower. Do you have something in mind that relies
>on VBI timing? I'll try it if I have it.

I didn't have anything in mind. I just assumed that some games would
feel a bit "off" and maybe some music would sound slightly slow.

James Hague
junkster@halcyon.com

1066. Re: Genesis controllers for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <141956@cup.portal.com>
Source record: 90238

ARRGHH! Autofire! Brings back fond memories when I was still a joystick jockey! I got so fed up with blisters & carpel tunnel syndrome playing Gyruss I made an autofire attachment out of a 555 timer. With judicious use of the space bar to pause the game every 1/10th second while I figured out my next move, the autofire helped get me all the way to Earth.
What happens you you get to Earth? Nothing! You are kicked straight back out to Neptune or whatever. No congrats or anything.
Rick

1067. Re: Atari 600 (not 600XL, 600) ?!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <141957@cup.portal.com>
Source record: 90239

Jesse; that guy Bob was Bob Brodie himself. You guys are both about
1/2 right, the 1450XLD existed, but only as prototypes. I saw
three for sale at an Atari wharehouse sale. They had hacked up 1400XL
cases so stuff would fit. For a while B & C was selling 1400XLs
for something like $150 if memory serves me. But once again, it was
never really a product Atari marketed. What they seemed to do was
make a small production run of less then 1k computers, send these out
to developers, then decide not to market/mass produce the computers.
Ocasionally somebody like B & C or Best get's a line on these computers
& makes them available. A huge amount of stuff existed at Atari, but
that doesn't mean you ever got a shot at buying it, so from a consumer
stand point you could say it never existed.

1068. Re: What, more AR talk?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <141958@cup.portal.com>
Source record: 90240

I got a character into Santuary, but I started him out in City. Being good is tough, but not impossible. Problem is once you start duking it out with good characters you get a bad rep & then all good characters strike the first blow. Remember even thieves are good! You also can't go into Santuary until you are up there in levels, 5 or 6 if memory serves me. You should be able to ask to be evaluated by a priest, if he says;
Your soul is black as pitch!
Give it up, you're screwed. If he says
"You're on the right path"
Then your almost there. My character only commited one evil act, charmed someone who attacked him when he first arrived at the floating gate, but this gave him enough coin to buy a dagger. That was the only time he killed *ANYTHING* while the sun was up for the rest of his career!
If anybody did pick a fight with him during the daylight hours, he ran. None of that 1st blow stuff, just leave. I made the mistake of killing thieves who tried to waylay me in the Dungeon & the Thieves Guild sent an assasian after me, & I was a member!
Best way to get into Santuary IMO is to never fight with anybody from about 6 am to 10 pm, lurk around an inn in the bad parts of town from 10 pm to midnight & evil creatures will attack you, these you can kill & they have the best stuff. Always be in bed by midnight as you gain the most hit points sleeping from 11 pm to 7 am. Be well fed & watered also before you go to bed. Save the game everytime you do something right & back it up.

1069. Re: FlickerTerm 80

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3trsqp$445@nic-nac.CSU.net>
Source record: 90241

And, if anyone remembers WAY back WHEN, >I< actually came up with the idea for a fast-scrolling (via GR.0 and VBI/font tricks) 80 columns either before or around the same time that Clay got the idea.

He says he didn't steal the idea from me.. but still... it sure was quiet when I was making my posts. >:^/ hehe :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1070. Donkey Kong whatever for LameBoy

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3trt2f$4co@nic-nac.CSU.net>
Source record: 90242

Ok, if THEY can sell a product with raytraced graphics that's only in FOUR shades, >WE< can do the same! :)

Anyone thought of trying to port Nintendo LameBoy games to the XLs????? :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1071. Re: FlickerTerm 80

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <3ts6dm$psu@news.umbc.edu>
Source record: 90243

Glenn Saunders (krishna@primenet.com) wrote:
: The mortal Joe Walsh wrote:
: : Ahhh...macros, fonts, using the CX85 keypad....I love this
: : software! :)

: And just think, prior to Flick, the fastest you could go with VT100 was
: 2400 baud (with data loss with more than a screenful of text). That was
: a big problem with the Atari8 for YEARS. Bobterm came out and supported
: fast 40 collumn but there was no similar replacement for vt100. This was
: a big problem because of ANSI boards taking over (essentially ANSI is a
: superset of VT100) and internet unix shell dialups becoming commonplace.

Wait...

I thought the VT100 Ice-T would go at least 4800 reliably and to 7200 or
so baud before it begins to break up a bit?!

It does work at 9600 baud and even 19.2 but slows down the screen updates.
I have clocked it locally at at least 14.4 (right at 1500 or so + cps)!!!
About 7200 or so baud on-line. (Running with Ice-T 2.0). Thanks Itay!

Speaking of the "new" version 0.51 FlickerTerm 80, especially with the new
font - it looks very good! The new font is much sharper than the old,
default one. It is great to see two decent VT100 emulation
telecommunications program for the 8-bit! Thanks Earl!

Support your Atari 8-bit developers!

Tom

-=-
Thomas Drake | From an Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

1072. Atari GameLynk; WAS Re: Genesis controllers for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: bmcbrine@hakatac.port.island.net
Message-ID: <3tsh0p$310@hakatac.port.island.net>
Source record: 90244

In article <1995Jul7.015723@miavx1>, <cecarman@miavx1.acs.muohio.edu> wrote:
>> Hmmm...here's an idea for a nice hardware hack...an outboard "box" that
>> plugs a gamepad plugs into, and then plugs into the Atari 8-bit (or
>> Commodore) joystick ports, and allows for all types of configurations
>> of what responses the extra buttons provide.
>
>One thought I had was using the drive I/O ports to network Ataris with programs
>specifically designed for it, and maybe have some sort of two-player WayOut
>kind of game. You know, plug each players joystick into their port one, and
>then connect the two computers with the I/O ports... could be fun

Yep! Multiplayer games were and are the most fun when playing with a friend.
Why not create a two (or four) player game, using two Atari's connected
together that is purely FUN to play. Of course a DOOM clone is out of the
question :). Say, either an adventure game where two players can be enemies
or allies, or an action game where the two players would more likely be
enemies. Keep it fairly simple in nature, and make it more playable over a
period of time. Loadable modules or data for some dynamic situations.

Of course one would have to have two Atari's for this, and would not be for
emulators... ohwell. I still think it's a potentially cool idea.

l8r...
--
--beautiful bc.--west canada---# Hey I've got HP 3000/70 Classic parts 4 SALE!
l8r... !{] Bill T. McBrine | "My views are not necessarily that of any
bmcbrine@hakatac.almanac.bc.ca_|_organisation or any person living or dead."
-"What is genius? It is the power to be a boy again at will." J.M.Barrie-1897

1073. SDX 4.22

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: REASERRL@m120x1.laafb.af.mil
Message-ID: <30014787@M130X2.LAAFB.AF.MIL>
Source record: 90245

Mike Hohman announced the availability of SDX 4.22 on GEnie the other day. This version has selectable SIO enhancements that allows standard SIO call. Things like SIO2PC, MUX and Corvus HDs (w/Integrator Boards) are supposed to work properly now.

The new PROM(s) is $12.95 for current SDX owners along with $3.00 S/H. Mike didn't say whether you needed to mail him the old cart or not. I'm checking on that.

Fine Tooned Engineering
P.O. Box 31270
Mesa, AZ 85275

Rick Reaser

1074. WTB AtariWriter docs

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: davi2931@varney.idbsu.edu
Message-ID: <162F162FA4@varney.idbsu.edu>
Source record: 90246

Hi... the subject line says it all. If you have the docs for the AtariWriter cartridge, I'd like to purchase a photocopy of them. I was thinking a buck or two would be about right to cover your expenses and time, but e-mail me with whatever offer you have.

Thanks!
Andy
Boise State University

1075. Re: What, more AR talk?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: slcsj@cc.usu.edu
Message-ID: <1995Jul10.170411.55750@cc.usu.edu>
Source record: 90247

In article <141958@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com writes:
> I got a character into Santuary, but I started him out in City. Being good
> is tough, but not impossible. Problem is once you start duking it out

Has anyone ever become a member of the Guild of the Light Wizards? That seems very hard to do! (I've never done it, despite playing about 25 different characters and playing The Dungeon from beginning to end twice)

Jesse

> with good characters you get a bad rep & then all good characters strike
> the first blow. Remember even thieves are good! You also can't go into
> Santuary until you are up there in levels, 5 or 6 if memory serves me.
> You should be able to ask to be evaluated by a priest, if he says;
> Your soul is black as pitch!
> Give it up, you're screwed. If he says
> "You're on the right path"
> Then your almost there. My character only commited one evil act, charmed
> someone who attacked him when he first arrived at the floating gate, but
> this gave him enough coin to buy a dagger. That was the only time he
> killed *ANYTHING* while the sun was up for the rest of his career!
> If anybody did pick a fight with him during the daylight hours, he ran.
> None of that 1st blow stuff, just leave. I made the mistake of killing
> thieves who tried to waylay me in the Dungeon & the Thieves Guild sent
> an assasian after me, & I was a member!
> Best way to get into Santuary IMO is to never fight with anybody from
> about 6 am to 10 pm, lurk around an inn in the bad parts of town from
> 10 pm to midnight & evil creatures will attack you, these you can kill
> & they have the best stuff. Always be in bed by midnight as you gain
> the most hit points sleeping from 11 pm to 7 am. Be well fed & watered
> also before you go to bed. Save the game everytime you do something
> right & back it up.

1076. Re: 800XL D.J.

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <a15_9507110106@flight.org>
Source record: 90248

In message #703, RICHARD MORRIS writes:

> It can import and export files quite hapily from disk images. I haven't
> used deejay for a couple of months, but if you want to know how, I'll hav
> another look (I'll be using it this weekend again anyway) and would be ha
> to say how to use it - I was supposed to be doing English docs for it any
> so I guess you can all blame me... Sorry Kolja!

Tell me! Tell me!
--- -//- ---
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--- -//- ---

1077. My 'natsukashii' continue

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <a16_9507110106@flight.org>
Source record: 90249

In message #706, PETER PAYNE writes:

> Just read the faq. Wow, it's cool people are still using Ataris. Of
> course the 8-bit Atari is the only computer worth calling an Atari. The
> ST line was a ridiculously conceived joke.

Hey! Watch it! ;)

--- -//- ---
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--- -//- ---

1078. TOS & 800XL DJ??

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <0c9_9507110049@tor250.org>
Source record: 90250

> I have also gotten the program '800XLDJ' but I can't get it
> working on my STe. Does anyone else also has this kind of
> problems?? Maybe it's the TOS-version or something?
> When I start the program, it seems to create the folder 'CLIPBRD'
> and then the 800XLDJ-window comes up, with 8 disk-icons in it and
> the computer 'hangs', I can't move the mouse, nothing....
> My STe is, I believe, one of the newer ST-machines Atari made.
> It has a memory test when you cold-boot the computer, for
> me that's the only noticeable difference. I just bought
> the computer, therefore I do not know much about it...

Could be the amount of RAM you have available. Either that or maybe the
program has a problem with some TSR or ACC that your running?

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org

1079. Re: Atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: Eugene Wong <74043.167@CompuServe.COM>
Message-ID: <3trh6j$d56$1@mhafc.production.compuserve.com>
Source record: 90251

Can you, please, tell about what stores there are in Vancouver, BC? What games you have for trade? I would be willing to trade Preppie II (cassette version, complete with instructions and cover), Monster Maze (cartridge version). I would be willing to give you more information and details about the games. If you have any freeware, that would be good too.

Sincerely,
Eugene Wong

--

Eugene Wong

-Don't say anything, if you don't know what you're talking about.

1080. Re: Atari 8 bit error codes .

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-10 00:00:00 UTC
From: Eugene Wong <74043.167@CompuServe.COM>
Message-ID: <3trhf3$d56$2@mhafc.production.compuserve.com>
Source record: 90252

Can you send me a listing of the BASIC error codes?

Sincerely,
Eugene Wong

--

Eugene Wong

-Don't say anything, if you don't know what you're talking about.

1081. LOTS of Atari 8-Bit Software For Sale!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: muckn@uxa.ecn.bgu.edu
Message-ID: <3tteak$4ld@ecom1.ecn.bgu.edu>
Source record: 90106

Hello classic game and software buffs.
I am clearing out a great deal of old software and accessories for the
Atari 800 home computer.

All software was tested and worked for me in the last week. Due to the
age of the software and I cannot give any guarantees.

-Buyer Pays All Shipping Costs

-If you think a price is too high, feel free to make an offer

-All trades for other 8 Bit computers and Colecovision accesories will
be welcome

-Feel free to make offers on the whole lot as I will give a much better
deal

Cassette Software price e

Space Trap + Docs $3
Space Tilt + Docs $3
Starship Duel + Docs $3
Crystals Graphic Program $2
States & Capitals + Box + Docs $3
Hangman + Box + Docs $3
Touch Typing + Box + Docs $3
Mortgage & Loan Analysis + Box + Docs $3
An Invitation to Programing #2 + Box + Docs $3
An Invitation to Programming #3 + Box + Docs $3

Diskeete Software Price

Silent Butller + Box + Docs $3
Electronic Arts Music Construction + Docs $4
Print Shop Program Disk + Box + Docs $6
Print Shop Data Disks #1,2,3 $2 Each or all for $5
Disk Protection Utility Software + Docs $3
Magniprint II+ Graphics Printing Software $3 ZU
Cartridge Software Price

Music Composer Cart + Box + Docs $5
Assembler Editor Cart + Box + Docs $5
TroubleShooting Diagnostic Test Cart + Docs $4

Hardware r
Hardware

Set of 4 untested circuit boards for Atari 800 computer. Includes the Main board, Power Board, CPU Module, and Time Board. Perfect for Non Working Atari 800's

Price $8 for all 4 boards

Pr Connection Printer/Modem Multiple Serial Parallel Port Interface: Allows compatibility between Ataie computers and virtually any printer or modem. Great for surfing the net.

Price $10

I would love to sell all of this as a package so make your best offer if you would like to buy it as a lot.

Thanks

Chris

Atari 8-Bit and Classic Video Collector-----------
--------- muckn@uxa.ecn.bgu.edu-------------------

1082. Re: Source for parts

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9507110029591.DLITE.bjcorr@delphi.com>
Source record: 90107

>Does anyone know of a source for the following parts, and possibly
> the prices?
>
>1) SIO Cables
>2) PCB Mount SIO Jacks
>
>Anyone with info please help me out :)
>
>Also, is FTE still using the @delphi.com address? I mailed there about
> a bug in spartados and never got any reply!
>
>Steve
>
Steve,
I got 10 sio cables for $10 from American Technavision (510-352-3787,
FAX = 510-352-9227). Don't know if the sale is still on.

the Best catalog still shows the sio 13 pin right angle connector for
$2.50 each (408-243-6950)

I still send mail to Mike at the Delphi,com address, he just gets
swamped at times and takes awhile to get a reply out.
bjcorr@delphi.com

1083. Re: Omnimon?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9507110029592.DLITE.bjcorr@delphi.com>
Source record: 90108

>NNTP-Posting-Host: news1.unix.portal.com
>
>I believe FTE took over all the Newell products like Omnimon & ram
upgrades.
>I'd bet there's also some at B & C Computervisions in Santa Clara CA. They
>were a little pricey when I got mine. I think I paid $79 for each for
>the Newell boards that let you have 3 OS/switch selectable. One had
Omniview
>& the other Omnimon, then I bought one more Omnimon chip for $39.95 I
think.
>CSS sells a similar chip/OS replacement that's supposed to be quite good,
but
>the info I've got so far is that it uses up a lot of the free hardware
space
>in the $DXXX region. Omniview is really not that good, just 80 column in
>OS software, best compatibility, fast FP routines, & ATR8000 terminal in
>80 columns. BUT I don't have the CP/M disks for my ATR & even if I did I
>don't think there's that much CP/M software I need to run. 10 years ago
>running Wordstar for CP/M on my Atari would have been deluxe, but it's
>a little academic now with all the WP software I like better then WS.
>I ended up buying an 800 for running anything that Omnimon won't & ususally
>just have an XL OS & Omnimon chips piggybacked in a 1200xl as my favorite
>computer. It a little goofy, but you can still look at anything you want.
>I boot the software with the XL OS, hold down the reset key, switch the OS,
>hold down the select key & release the reset. Viola! You've got all the
>text from AR or hints from the Bars in Ultima!
>BTW: I'll try & get that HW to you next week.
>Rick
>
On that note, does anyone know if my old Omnimon chip from my 800 will work
in my 1200XL (has an 800XL OS.) Obviously my Newell Ramrod won't work, but
can I piggy back the Omnimon chip on the 800XL OS and have it work? (In
other words, are Omnimon for the 800 and the XL's the same?)
bjcorr@delphi.com

1084. Re: Xmission ftp site

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3tt7j1$52k@nic-nac.CSU.net>
Source record: 90109

Ahh! <:^[You closed your BBS!? THAT SUCKS! (I've never called, WAY LD,
but I was always very happy to see such a HUGE supporting board). Why did
you close it?

Also, DON'T CLOSE your XMission site! I've filled my hard drive a few times
over today because of it! (Seriously! Of course, it's only a 20Megger.. :))
The reason many people have ended up using your site is because they all whine
that Atari.archive is too hard to get into or too slow. (I ALWAYS say
"just try amiga.archive" and warn them of the messed up "cd" command..
I get in 99% of the time I go there. And to download, I simply gopher to
gopher.archive)

How much do you pay to keep the site up? How much would it cost to get
a few more megs?

-bill! (in distress)
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

And don't complain about me not uploading.. I have very little TO upload

1085. GameLink boot question

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ttc51$772@nic-nac.CSU.net>
Source record: 90110

That's it.. I'm extremely interested in making some GameLine software.
Now, the way Agdagon does it is:

Computer 1 boots off floppy
Computer 2-whatever boot off Computer 1, one at a time

MUST this be the case? Can you just do:

Computer 1-whatever boot off floppy

????

Please say yes! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1086. Re: QUESTION: Indus GT Drive Power Specs

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3tu78j$hmu@news2.delphi.com>
Source record: 90111

towens@lamar.ColoState.EDU (Tracey Owens) writes:

>I recently purchased an Indus GT Disk Drive without a power supply.
>If there is anyone out there that can tell me the specs on what this thing
>needs to operate I would greatly appreciate it.

>Thank You.

>Sam Patton

My Indus GT uses a 12V (11.5, actually, but you can easily find & use a
12) power supply and is tip positive. The supply delivers 1 amp.

-Bry

1087. "util" transfer program

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: rotney@cris.com
Message-ID: <3tsiu0$3jc@warp.cris.com>
Source record: 90112

Has anyone used the "util" program to transfer 8bit atari disks to PC disks? I tried it this weekend and was only able to transfer about 60-70% of the stuff. I got a lot of errors. Some files copied over fine while others on the same disk wouldn't.

Would I get better results if I used an old 360K drive rather than the 1.2M one I tried it on? Doesn't the 360K have more "tolerance" than the 1.2M? Any help appreciated. Seems all the crummy stuff transferred fine but the ones I want most didn't.

Scott (rotney@cris.com)

1088. Re: nir-PAL: NO SUCH THING!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3tsjlb$8nq@blackice.winternet.com>
Source record: 90113

> kendrick@zippy.sonoma.edu (William Kendrick) writes:
> <gulp> Ben, I think I started the thread! <cringe>
>>
(SNIP)
>
>>>>

Am I the only one in this News Group that gets
"Atari Classics"??? On page 15, Nir Dary explains it in an
article. Also, just beneath it on the same page someone
(Editor?) has added to the article calling it "Nir-PAL Explained".
The OS tweak is to set the PAL flag at $C386 to
$01 to say that it is a PAL system. This has to be done
because it (PAL flag) is normally read from $D014, the GTIA
chip. The GTIA is NTSC, so OS has to be tricked.
Remember, you changed only the ANITC chip to a PAL
version.
I hate long posts.
Rich Mier

1089. Re: SDX 4.22

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3ttm3r$7n2@news.xmission.com>
Source record: 90114

Reaser, Richard L., LtCol CFR (REASERRL@m120x1.laafb.af.mil) wrote:
: Mike didn't say whether you needed to mail him the old cart or not. I'm
: checking on that.

No. The replacement ROM is a simple plug in and go unit. Just mail off
a check/MO and he'll mail the ROM.

You can simply open the cart and pop the old rom with a flat tip
screwdriver and install the new one.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1090. Re: My 'natsukashii' continues

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: landon@netcom.com
Message-ID: <landonDBJzMu.1ME@netcom.com>
Source record: 90115

Lonnie McClure (lmcclure@delphi.com) wrote:
:
: As to the "help" key, the only thing stupid about it was that software
: was not written to support it. Basically, it was just an extra key that
: happened to be labelled "help", but unlike F1-F4, which defaulted to
: cursor control, Atari assigned no default value to it. (BTW, a lot of
: folks like the one-touch cursor control on the 1200XL keyboard as well).

I was working in the Atari home computer games division when the
1200xl was announced. A month or so before it shipped, some marketing
geeks came over and gave us a presentation.

"... and it even has a Help key!" they crowed.

Huh?

Thanks for telling us about it... [And we were even in the same
building as the h/w guys who designed it!]

-landon
--

landon@netcom.com it's built for the future
it doesn't mean much now.
-- the fixx

1091. Re: Xmission ftp site

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.3.001E4112@mindspring.com>
Source record: 90116

In article <199507110824.BAA11349@zippy.sonoma.edu> kendrick@zippy.sonoma.edu (William Kendrick) writes:
>From: kendrick@zippy.sonoma.edu (William Kendrick)
>Subject: Re: Xmission ftp site
>Date: 11 Jul 1995 03:29:00 -0500

>Ahh! <:^[You closed your BBS!? THAT SUCKS! (I've never called, WAY LD,
>but I was always very happy to see such a HUGE supporting board). Why did
>you close it?

>Also, DON'T CLOSE your XMission site! I've filled my hard drive a few times
>over today because of it!

I have tried calling his BBS, but was never able to get past the busy signal.
I sure do love the Xmission FTP site though. If money is a problem for
maintaining it, maybe we could all pitch in to keep it going?

Bruce Willard
bwillard@mindspring.com

1092. Re: Atari 600 (not 600XL, 600) ?!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: slcsj@cc.usu.edu
Message-ID: <1995Jul11.082423.55797@cc.usu.edu>
Source record: 90117

On 10 Jul 1995 10:20:18 -0700, Rick_Michael_Cortese@cup.portal.com
wrote:

>Jesse; that guy Bob was Bob Brodie himself. You guys are both about

Ahh yes! Brodie! That's it! (Sorry--I couldn't remember the last
name) I always enjoyed reading his monthly GEnie IRC...

>1/2 right, the 1450XLD existed, but only as prototypes. I saw
>three for sale at an Atari wharehouse sale. They had hacked up 1400XL
>cases so stuff would fit. For a while B & C was selling 1400XLs
>for something like $150 if memory serves me. But once again, it was

What's the difference between the 1400XL and the 1450XLD? (I need to
read again the product catalog that came with my 1200XL, it seems.)

Jesse, always YOUR friend! | 486DX2-66
slcsj@cc.usu.edu and declab too | Atari Jaguar
jessecon@writectr.usu.edu | Atari 1200XL 256K ;)

When I remember what I was going to put here I will.

1093. Re: What, more AR talk?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: slcsj@cc.usu.edu
Message-ID: <1995Jul11.082723.55799@cc.usu.edu>
Source record: 90118

On 11 Jul 1995 00:20:06 -0700, Rick_Michael_Cortese@cup.portal.com
wrote:

>not impossible to finish with either type. It just seems to take longer
>with evil characters because you get in a fight every few steps.
>Rick

Yeah, sometimes that would make a trip around the sewers very
aggravating. (getting into a fight every few steps)

Jesse, always YOUR friend! | 486DX2-66
slcsj@cc.usu.edu and declab too | Atari Jaguar
jessecon@writectr.usu.edu | Atari 1200XL 256K ;)

When I remember what I was going to put here I will.

1094. Re: Xmission ftp site

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: slcsj@cc.usu.edu
Message-ID: <1995Jul11.084353.55805@cc.usu.edu>
Source record: 90119

On 11 Jul 1995 07:00:49 GMT, kendrick@zippy.sonoma.edu (William
Kendrick) wrote:

>Ahh! <:^[You closed your BBS!? THAT SUCKS! (I've never called, WAY LD,
>but I was always very happy to see such a HUGE supporting board). Why did
>you close it? ^^^^^^^^^^^^^^^^^^^^^^^^^^^^
Yes, and it was up for what, James, 7-8 years?

No, it has to be longer than that.

Semi-regularly, when I was a little kid and The Source (what the BBS
was called at that time) was LD for me, I'd call it because it was the
best BBS around.

>Also, DON'T CLOSE your XMission site! I've filled my hard drive a few times
>over today because of it! (Seriously! Of course, it's only a 20Megger.. :))

I agree with that sentiment. It's too bad that people don't realize
that (c) means nothing when it comes to 10 or 15-year-old unsupported
8-bit software.

Jesse, always YOUR friend! | 486DX2-66
slcsj@cc.usu.edu and declab too | Atari Jaguar
jessecon@writectr.usu.edu | Atari 1200XL 256K ;)

When I remember what I was going to put here I will.

1095. Re: Atari GameLink; WAS Re: Genesis controllers for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3tsr6h$pmq@nic-nac.CSU.net>
Source record: 90120

Bill - why not a simple Doom clone? Look at:
The Eidolon
Capture the Flag
WayOut
Alternate Reality: City
Alternate Reality: Dungeon
Amazing Maze
and Maze of Agdagon (Gamelink itself!)

The first three have very well done 3D animation - no 90 degree turns like the bottom four.

Capture the Flag even has two screens being drawn at once, as well as a map! This type of engine might be ideal for a Gamelink game.

The Eidolon has very nice graphics, albeit a little lacking in detail for how detailed it is :) If that makes ANY sense. :)

I've not seen WayOut for the Atari 8-bit, only for the C=64, and that was YEARS and YEARS ago.

We could easily clone Spectre, NetTrek, very simple versions of Doom/Marathon.

Heck, ANY game that can be two players can be done even BETTER via Gamelink- think about it: two players on the same computer is not only cramped, difficult to use with the keyboard (for games that would want more than just up/down/left/right/Fire) BUT has to generate enough screen stuff for TWO players, not just one! With Gamelink you're not only network-gaming, you're more or less multitasking when it comes to the userinterface! :)

Anyone got a spare 800XL and some Action! GameLink II code handy!? :) :) :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1096. games

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: Stan Woynarski <swoynars@eagle.wbm.ca>
Message-ID: <3tt07r$se9@Owl.nstn.ca>
Source record: 90121

which 8-bit Atari computer system was the best in terms of game graphics/sound, etc.?
I've bought a few game cartridges but am not sure which machines I can run them on.
I know I used game carts with the 600XL, but I'm not sure about the 130XE.
I have Defender, Asteroids, Centipede and Millipede.

Is there anywhere I could find a list of cartridge games that were released for these
8-bit Atari systems? There's a list for the 2600,5200 and 7800, but
not much was released for the 5200 or 7800.

I know there were prototypes of arcade game ports done on the 5200 and 7800, like Tempest
and stuff, but were any of these cool arcade ports actually released on cart for the 8-bit
computers?

Any chance of getting these cart games put on disk so I can use them
with PC XFormer? (or would this be illegal? Seeing as the games or the systems aren't
even manufactured anymore, and aren't too easy to find, I don't see a
problem in doing this. Has anyone tried?)

1097. Re: Atari GameLink; WAS Re: Genesis controllers for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: gholder@emory.edu
Message-ID: <3tt2cq$nta@moe.cc.emory.edu>
Source record: 90122

kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>Bill - why not a simple Doom clone? Look at:
> The Eidolon
> Capture the Flag
> WayOut
....
Now that all of us who stalk yard sales have 8-bits piling up in our
basements, how about using the same Gamelink technology to do
a one-player, multiple screen game? Like Way Out or a flight game
using 3 screens to show side views?

Gary Holder

1098. Re: games

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: gholder@emory.edu
Message-ID: <3tt3vs$nta@moe.cc.emory.edu>
Source record: 90123

Stan Woynarski <swoynars@eagle.wbm.ca> wrote:

>which 8-bit Atari computer system was the best in terms of game graphics/sound, etc.?

There are arguements on this, but with a good video cable and TV all 8-Bits are essentially equally good, especially for games. If you're pushing the limits, as in an 80-column emulator
then fine distictions can be made between models and setups. A composite monitor helps a bit. A monitor with separate chroma/luminance inputs helps more (then you have to worry about getting a model that has that kind of output--800s, 800xls, 130xes).

>I've bought a few game cartridges but am not sure which machines I can run them on.

Almost all cartridges run on almost all machines. A very few 400/800 carts will not work on xl/xes, but you might never run into one. Likewise, I believe a very few of the later banked
memory supercarts may not work with 400/800s.
>
>I know there were prototypes of arcade game ports done on the 5200 and 7800, like Tempest
>and stuff, but were any of these cool arcade ports actually released on cart for the 8-bit
>computers?

The 5200 was essentially a lightly modified 8-Bit, and I think most everything available for the
5200 was also available for 8-Bit (with mods needed for having only one trigger button on the
8-bit). I think almost every early "golden era" coin-op game from Nintendo or Atari is available.

>
>Any chance of getting these cart games put on disk so I can use them
>with PC XFormer? (or would this be illegal? Seeing as the games or the systems aren't
>even manufactured anymore, and aren't too easy to find, I don't see a
>problem in doing this. Has anyone tried?)
>
I think the legal issue would only come into play if you made copies available to others. However,
the process of copying is usually difficult. There are a few old utilities around to do this (I haven't
tried it in over 10 years, so there may be something new I don't know about), but they usually
didn't work on any but the oldest and simplest games. Later stuff also required a software hack,
as most carts had some kind of protection scheme (like part of its code would be constantly trying to overwrite itself in memory--impossible if running from a cart ROM, but instantly wiping

something critical out if it had been loaded into RAM).

Gary Holder

1099. Re: games

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3tt5m8$3tp@nic-nac.CSU.net>
Source record: 90124

If you mean capabilities, no Atari 8-bit is better than any other when it comes to graphics and sound, except:

older 400s and 800s lacked the GTIA graphics chip which added 3 new (very) low resolution modes

the 130XE (and many other RAM upgraded 8-bits) can do ANTIC banking, which makes the graphics capabilities a LITTLE bit more advanced

If you mean actual output, well, others know better than I, but many seem to think the 800 was pretty good when it came to video and sound. People think the 1200XL sucked when it came to video out, but when I got my replacement motherboard from Bob Woolley (adding 256K RAM (total) and 800XL/800 OS) he said it also had better video out, but liked my old, stock 1200XL's better!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1100. Xmission ftp site

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3tsose$n9r@news.xmission.com>
Source record: 90125

Well, I'm all out of space on my Xmission FTP site.

In addition, somebody has emailed my provider whining about a couple of (c) files available there.

I guess I'll just start removing files until 1) I clear out enough free space to accomodate NEW uploads or 2) I decide to just bag the entire FTP support site (like I did with my BBS -- yep, it's history).

If folks are going to complain about the content, while ignoring the lack of support and availability of no longer sold programs, then screw it -- why should I bother to take this hassle and PAY for it to boot!?!

I'm probably one of the BIGGEST supporters of the 8bit Atari. I've bought virtually every (c) package in existance, and still continue to gobble up all of B&C, American TechnaVision, Toad, CSS and San Jose Computers products -- and have supported shareware/private programmers by purchasing their materials.

How many of you have DD3, SBS, Maze of Agdagon, Colorview, Textpro, Bobterm, PabQwk, BBS Express Pro!, Textpro Manual, etc.. and have PAID your shareware fees? I HAVE!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IS Professional by accident!

1101. WTB Atari 7800 Carts.

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: cfipaul@ix.netcom.com
Message-ID: <3tt7il$q8g@ixnews3.ix.netcom.com>
Source record: 90126

If you have any atari 7800 carts for sale, please E-mail me with what
you have and how much you want for them.

Thanks,
Paul

1102. Re: What, more AR talk?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142005@cup.portal.com>
Source record: 90127

Yeap, I believe I made it into the Light Wizards, but only with the good character. *BUT* as I recall, he couldn't join the Chaos Guild<???> & maybe one or two other ones you needed two be evil to get in. I remember thinking the spell list was slightly better for good Guilds vs Evil ones.
The first guy I brougth down was an evil character, but I gave up on finishing the game with him & switched to a good guy. After I finished the game I went back & completed it with the evil character so IMO it's not impossible to finish with either type. It just seems to take longer with evil characters because you get in a fight every few steps.
Rick

1103. Re: Omnimon?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: bodysurf@netcom.com
Message-ID: <bodysurfDBJI9B.42t@netcom.com>
Source record: 90128

paradise@netcom.com wrote:

>>YES... Oh and BTW Savage pond does not like it (fills mem with 0s) And
>>the Author of Sidewinder told me it was Omnimon protected But its not??
>>
> Oh, and Alternate Reality - The City checks for it every 60th of a
>second and activates a worm that repoduces itself all over memory.

> -Phil
>--
> Philip Price
> paradise@netcom.com

Oh Philip -- you always were a nasty one. Your programs (e.g., Tail
of BL, Snookie, Alt. Reality) always required a new version of HBP and
your VBI worm in Alt Reality was pretty tricky. I remember people
copying the cassette version of Snookie because they couldn't copy the
disk version! Not ME however!

The Bit Cruncher

Lates!

Tim <bodysurf@netcom.com>
"Finger" for PGP v2.6.2 Public Key

1104. Re: You guys are killing me

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DBJHoA.7D8@freenet.carleton.ca>
Source record: 90129

Glenn Saunders (krishna@primenet.com) writes:
> The mortal Chris Brown wrote:
> : Atari is going to be up there with Amiga one day.. a company that made
> : computers a million times better than IBMs, but didn't make enough money. :P
>
> The ST line were never really much better than MACs outside of price.
> And once the MACs got faster and more colorful and got more software,
> nobody bothered to stick with the ST and that was it.
>
> The Jaguar gave Atari the necessary hope and collateral for loans and what
> not, to survive in its smaller capacity for a while. It bought them time,
> but that time is fast running out. With the Tramiels in charge, the
> company can only follow a downward spiral with an inevitable conclusion.
> It matters not what their product is. It's only a matter of time.

I was talking about the Falcon.. it had the power to sell really well with
what it could do... and they took the usual path and shot themselves in the
foot.

BTW: I'm immortal.. If I was mortal, I wouldn't be up at 2:50am EST typing
this message. :)

--
To the BatPinto! ...*BLAM!!* You idiot, Robin, you put in reverse!!
Chris Brown ba930@freenet.carleton.ca "Stop the normalness!!"-me
= > J E S S I C A T O D D ' S S P A C E ! ! < =
* - * Nothing is true until it's OFFICIALLY DENIED * - *

1105. Trade Pro x324 BBS package for Carina 3.x

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3tspeq$n9r@news.xmission.com>
Source record: 90130

Will trade my entire BBS Express Pro! x324 package (includes all original disks, manuals, etc..) straight across for the latest revision of Carina -- or the Forem XE package with the BasicXE cart.

any takers?

I'm sick of the infighting constantly going on the Pro! networks. The owners themselves could careless if all Sysops dropped their product. You'd never guess there was a customer:company relationship there considering the threats that are levelled!

My BBS will remain down until I can acquire a more "suitable" BBS software package.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1106. Re: Atari 600 (not 600XL, 600) ?!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3tu7gv$hob@news2.delphi.com>
Source record: 90131

ba930@FreeNet.Carleton.CA (Chris Brown) writes:

>David Tipton (6500dtpt@ucsbuxa.ucsb.edu) writes:
>> I have been reading through a lot of old COMPUTE!
>> magazines from the very early 80s (1981-83) and there
>> are numerous references to Atari developing an Atari 600
>> (not 600XL! this is well before the release of even the
>> 1200XL) to serve as a middle machine (or a replacement
>> for the 400)...it seems that it was going to be
>> a 16K machine with a full-stroke keyboard but there are few
>> details. Does anyone know about the planned Atari 600?
>> Anyone have one or ever seen a prototype?

>As far as I know, it, along with the 1400XL and 1400XLD were vaporware.
>I've never even heard of the Atari 600 up until now, and I own nearly
>every model of 8-bit computer except the 1200XL :P

I had heard of the 600, but never seen any evidence of it. Someone (I
forget who) told me it looked like a cross between the 800 and a C64 -
i.e. an 800 that wasn't very deep and more flat than either the 400 or
800. If there are any prototypes, however, they've remained a secret.

-Bry

1107. Re: Atari 8-bit FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: we47091@vub.ac.be
Message-ID: <3tuf48$stg@rc1.vub.ac.be>
Source record: 90132

CALLUM LERWICK (CALLUM.LERWICK@f47.n282.z1.fidonet.org) wrote:
: Is there an Atari 8-bit FAQ stored somewhere? I'd like to see it...
Werner Van Belle (we47092@is2.vub.ac.be) adds...
: Good question, is there a faq ? I'me also desperatly hunting behind an
: atari 8bit faq.
: Please someone respond.

Thank u very much.

1108. Need to unload CSS Mux

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: JAMESK@mo.hba.com
Message-ID: <s0026418.029@wise.net>
Source record: 90133

Still have a three slave CSS MUX (complete with manuals, cabling, roms, etc..) that I'd like to unload.

Its a shame that I cant use it anymore, but space and time just dont permit it.

Cash offers above $125 or serious trades only.

Please respond to jamesk@mo.hba.com or jeking@xmission.com

1109. Re: Atari 8-bit --> IBM?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DBK7n2.K3C@jackson.napervilleil.attgis.com>
Source record: 90134

```
#==========James Hague, 7/7/95==========
#
#I tried out the free version (2.5) and had poor results, even with the
#demos that came with it. The ones in BASIC ran fine. The
#Robot/Spaceship was mildly goofed up: there was a group of messed-up
#pixels on the robot and all the stars behind the spaceship were clumped
#together. The Boink demo ran at about 1 frame a second, even on
#a DX4-100.

I tried the latest (2.53 I think) that I got right from Darek's ftp site
and all the demos ran fine. I didn't count the frames/sec of the Boink
demo but it seemed to run as fast as it does on my real Atari. I am
running a 486DX-33 so your's should be even faster.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM
```

1110. Re: Xmission ftp site

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3tv2s4$q5@news.xmission.com>
Source record: 90135

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Ahh! <:^[You closed your BBS!? THAT SUCKS! (I've never called, WAY LD,
: but I was always very happy to see such a HUGE supporting board). Why did
: you close it?

I closed my BBS for two reasons:

1) I barely got any callers -- and to keep my two tower cases (800megs
takes a ton of drives/power) running 24 hours for 1 caller a week to
access it simply wasnt worth the cost:benefit.

2) I got sick of the threats levelled by the owner(s?) of Pro! They
have absolutely no clue when it comes to customer relations. Their idea
of customer relations is to level threats and smash those that DARE to
ask questions or critisize(sp).

If I can pick up a decent copy of Carina 2-3x or Forem XE, then I'll
consider putting all those files back online.

: Also, DON'T CLOSE your XMission site! I've filled my hard drive a few times
: over today because of it! (Seriously! Of course, it's only a 20Megger.. :))
: The reason many people have ended up using your site is because they all whine
: that Atari.archive is too hard to get into or too slow. (I ALWAYS say
: "just try amiga.archive" and warn them of the messed up "cd" command..
: I get in 99% of the time I go there. And to download, I simply gopher to
: gopher.archive)

I havent made any decisions yet - but space is at a serious premium right
now. I'm currently struggling to free up 200k <grin>

: How much do you pay to keep the site up? How much would it cost to get
: a few more megs?

I'm paying $25.50/month right now to keep my Xmission account active -
about $10 of that goes toward the FTP site. Another $5.00/month would
give me additional space.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1111. Re: Atari GameLynk; WAS Re: Genesis controllers for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <3tutvu$ah6@theopolis.orl.mmc.com>
Source record: 90136

In article <3tsh0p$310@hakatac.port.island.net>, bmcbrine@hakatac.port.island.net (Bill McBrine) writes:
|> Yep! Multiplayer games were and are the most fun when playing with a friend.
|> Why not create a two (or four) player game, using two Atari's connected
|> together that is purely FUN to play. Of course a DOOM clone is out of the
|> question :). Say, either an adventure game where two players can be enemies
|> or allies, or an action game where the two players would more likely be
|> enemies. Keep it fairly simple in nature, and make it more playable over a
|> period of time. Loadable modules or data for some dynamic situations.

<Sigh>... apparently Bill hasn't heard of our GameLink II, which uses the Atari SIO ports, and "Maze of Agdagon". MOA supports from 2 to 8 Atari 8-bits playing interactively. DOOM it ain't, but it is a first-person, interactive, 3D shoot-em-up game for your 8-bit. Check out a demo in the Umich archive (atari/8bit/Games/agdademo.arc), and the real game with instructions on how to make it work (atari/8bit/Games/agdav1c.arc).

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

1112. Re: Gamelink boot question

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <3tuum9$ah6@theopolis.orl.mmc.com>
Source record: 90137

In article <199507110823.BAA11339@zippy.sonoma.edu>, kendrick@zippy.sonoma.edu (William Kendrick) writes:
|> That's it.. I'm extremely interested in making some GameLink software.
|> Now, the way Agdagon does it is:
|>
|> Computer 1 boots off floppy
|> Computer 2-whatever boot off Computer 1, one at a time
|>
|> MUST this be the case? Can you just do:
|>
|> Computer 1-whatever boot off floppy

Maze of Agdagon won't work if you try it this way. Computer 1, having booted off the floppy, knows it's the "Host". The versions of the game program that all others "boot" from Computer 1, tells them they're not the Host.

The Host has the responsibility of polling all others to ask them "where are you and what is your status?" All computers listen to the response.

If you wrote two versions of the software (one for Host, one for others), or wrote a "toggle Host on/off" feature into the software, it could work.

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

1113. Re: Genesis controllers for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <ZdEDwSf.lmcclure@delphi.com>
Source record: 90138

In a message dated 7-7-95, Ryan 'Gozar' Collins said :

"This is an idea I had a while back, when I first got a
Genesis controller and wanted to use the extra buttons
without modifying the controller itself (You never know,
I might get to use it on a Genesis some day!!) Anyway,
it would be nice to have some sort of standard on using
the extra buttons, so that a lot of people don't come up
with different ways of doing it."

There are basically two approaches.

The first would be a conversion box with fixed assignments for the extra buttons. The problem with this is that if they do not fit your needs, you're stuck.

The second approach would be to create a re-programmable box. In the least expensive form, this could take the form of a box you could open up and switch jumpers around to change button "programming". In the luxury version, an actual electronic switching circuit, perhaps controlled by a microprocessor could be used. The jumper-box version would be good for folks who stick with the same assignments (i.e., have one favorite game or application), while the luxury version would be good for those who wanted a different setup for the many games they have.

For any fast and furious games that require rather critically timed "fire button + direction" inputs to execute a certain move, those extra programmable buttons could be a godsend.

One item to keep in mind is that if anyone creates a device, it could also be marketed to Commodore 8-bit and Amiga owners. In fact, if it made no use of the POT lines, you could add in Atari ST owners and various other systems, as well.

BTW, I saw one Sega gamepad in WalMart for about $30 that appears to be reprogammable and has a small LCD screen. If this item were flexible enough in it's reprogammability, it might be able to accomplish most of everything I have mentioned by itself. It would, however, lack the ability to access the joystick lines of a second port, an option you mentioned you would like such a device to offer.

Frankly, if I had any decent amount of money for prototyping such a gadget, I would market it myself. After all, at least for the "jumper box" version, we aren't talking rocket sciences. Alas, my current and near-term financial outlook dictates this shall not be so.

1114. WANTED: Amdek Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: mbates@stocko.com
Message-ID: <mbates-1107952316510001@ppp12.stocko.com>
Source record: 90139

Yes, I would like to get an AMDEK 3" disk drive. You know the ones advertised on the back of Antic and ANALOGS oh so many years ago.

I can't promise you riches but I can promise it will get used and a very good home!

-Marlin

1115. Help me add Seagate drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: king24@aol.com
Message-ID: <3tv964$smf@newsbf02.news.aol.com>
Source record: 90253
Cross-posted to:
comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

I want to add my old Segrate Model st3144a IDE drive to my new system. My new system is a new Dell with EIDE interface for multible harddrives.

THe Dell Manual says I need to set the jumpers on the second drive so i knows the master/slave relatiopnship of the drives.

Does any one know where I might find this info on how to set the jumpers correctly?

Please email
king24@aol.com
----BOB ESTES aka king24@aol.com OR rwestes@attmail.com----

1116. Re: Omnimon?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3tuisg$3ag@nic-nac.CSU.net>
Source record: 90254

WHOA! I didn't know Philip made Snookie!

Man, I hated that game! :) Too difficult half of the time, and yet ANOTHER game with NO ending! <sigh>

Games that look like they have plots (you know, versus Asteroids and Space Invaders where it all just keeps coming and coming endlessly til you die) should have nice endings! <:^[

Oh well.. :) I still wanna see Tale BL .. I've heard all this stuff about it but have never EVER seen it!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1117. Re: Atari 600 (not 600XL, 600) ?!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-11 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142026@cup.portal.com>
Source record: 90255

I will probably get this wrong, but the 1400XL or 1450XL<?> didn't have disk drives. The 1450XLD was modified so you could have two IBM style drives mounted side by side in the case facing foward just above the keyboard. I forgot the various other options that meant different model numbers, stuff like built in modem or speech chip.
Rick

1118. Re: Omnimon?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-12 00:00:00 UTC
From: bodysurf@netcom.com
Message-ID: <bodysurfDBLD80.up@netcom.com>
Source record: 90056

bodysurf@netcom.com (Tim) wrote:

[snip]

>Your programs (e.g., Tail
>of BL, Snookie

[snip]

Sorry, I coulda swore "Snookie" was made by the same company/you.

Lates!

Tim <bodysurf@netcom.com>
"Finger" for PGP v2.6.2 Public Key

1119. Re: Watching GIFs

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-12 00:00:00 UTC
From: bmcbrine@hakatac.port.island.net
Message-ID: <3u1q5m$9cv@hakatac.port.island.net>
Source record: 90057

In article <JUx8-5q.lmcclure@delphi.com>,
Lonnie McClure <lmcclure@delphi.com> wrote:
>In a message dated 7-3-95, Mathy Van Nisselroy said:
>
> "Man, I wished there was an 80 columns 256 (or more) color
> upgrade for the classic Atari."
>
>Perhaps someone needs to turn Mike at FTe on to the Yamaha 9938 or 9958
>VDP chips. They'll provide both 80-column output and have 256-color
>modes, interface easily with an 8-bit bus, are compatible with NTSC scan
>rates, and use their own RAM.

*#@$%^!!? Wow! How much do you know about these chips? Are they expensive
and where are they available? Are they old chips, and ...

>Both provide RGB analog output, while the 9938 also does composite.
>hardware scrolling and YJK mode, which is a HAM-like mode that allows
>over 32,000 colors on screen at once.
>
>Oh, and they both have hardware sprite support, also.

Tell me more tell me more! Sorry about the blathering :) but it sounds
like a good video chip! Where can I get more info???

E-mail me! Thanks!
l8r...
--
--beautiful bc.--west canada---# Hey I've got HP 3000/70 Classic parts 4 SALE!
l8r... !{] Bill T. McBrine | "My views are not necessarily that of any
bmcbrine@hakatac.almanac.bc.ca_|_organisation or any person living or dead."
-"What is genius? It is the power to be a boy again at will." J.M.Barrie-1897

1120. Re: You guys are killing me

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-12 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.805551625@gmi.edu>
Source record: 90058

leto2@gol1.gol.com (Peter Payne) writes:

>Ah, those were the days. Mule after school, or Miner 49er. God, I wish I
>could go back.

Heh, me too. I owe a lot to my old Atari 8bit. The first computer
I ever used, and it was a big factor in bringing me to a career in
the computer industry.

My 8bit is used primarily as a hobby now. I've taken it out of
storage earlier this spring, replaced my dying 1050, and got
it up and running.

Now I'm trying to complete games I had started several years ago but
never finished; I'm working my way through Ultima III and hope to
get a chance to try to complete Ultima IV (all I need to do is go to
the Abyss and get the Codex, if I remember correctly). Amazingly,
I've started putting more money into the 8bit here and there,
buying a few new software packages for it.

There is one store in my area that still specializes in old computers,
especially the Atari 800 series and C=64. Unfortunately, their
prices are quite high, but they have some stuff you can't find
anywhere else. They still have a stack of brand new never opened
XF 551 disk drives and 1010 program recorders (!) as well as quite
a few games and some controllers. Ah, the memories! ;-)

I'm currently diddling with a few games I had worked on several years
ago when I was in high school, but they had never been completed. One
is a role playing game that is actually quite close to completion.
If there is sufficient interest in new software for the 8bit, I'll
try to clean it up and release it. I've been playing with the idea of
writing another game, but I simply don't have time to invest in
stuff like this. Maybe this will change sometime.

/Kevin

1121. Professionally produced SIO2PC Devices?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-12 00:00:00 UTC
From: classics@en.com
Message-ID: <3u0sjp$91f@antares.en.com>
Source record: 90059

With writing my new sio2pc software, and making cables for a number of people, I have been looking into the cost of having pcb's and enclosures made for a professional run of sio2pc devices.

The cost is much more than I originally expected, and I would need around 30 pre-production order @ $30 (+ $3 shipping) each to make the project a reality, far more than I originally expected. This cost includes all parts, first batch PCB prototyping, shipping of parts, misc materials, etc.

The devices would be made as follows:

--

2 sided, plated-through professionally produced custom PCB produced by AP Circuits.

Harris ICL232 Device
74LS368 Chip
Both IC's socketed

DB-9 jack mounted on the PCB. A serial cable or gender changer would be used to hook it to your pc, allowing for any kind of serial port.

A 'last-on-the-chain' style 1/2 SIO cable extending from the other side of the enclosure. I asked around (thanks to everyone who helped out!) and the cost of using SIO jacks would increase the per-unit cost approx $8. ($4 for connectors, and $4 for pusing the board size up to the next proto level, also many more via's)

--

Of course everyone gets registered copy of my sio2pc software free ;)

If there is enough interested I will start a list of people willing to pre-order the devices, and once enough people are together I will collect the checks and produce the units.

So if your interested, please e-mail me! :)

Thanks

Steve

1122. Re: FlickerTerm 80

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-12 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <BxEj4Ot.ransom22@delphi.com>
Source record: 90060

drake thomas (phd posi) <tdrake1@umbc.edu> writes:

>Support your Atari 8-bit developers!

I'd love to. I keep offering Earl money for his efforts, but he
won't take it! yeesh! :)

-Joe
--

_____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1123. Re: Gamelink boot question

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-12 00:00:00 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <3u1f8j$ndh@theopolis.orl.mmc.com>
Source record: 90061

In article <3tvj4d$qtl@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes:
|> Is there really a need for two VERSIONS of a program? I mean, is the
|> difference between host and "slave" THAT much!? Hmm...

As I remember, the Host version is only about 400 bytes more than the slave version. So the slave just never gets that extra code. The remaining ~14K bytes is common between the two.

|> Again - anyone have any Action! GL code!? :)
|> I've got a new 800XL coming, so I can finally PLAY! :)

No such code exists. Chuck Steinman or I would have to write it for you, as we're the only two who understand it. How much do you pay programmers? :^)

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

1124. Re: Beta test v8 sio2pc software

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-12 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.7.000A5C7E@mindspring.com>
Source record: 90062

In article <3u25sv$t48@antares.en.com> classics@en.com (Steven J Tucker) writes:
>From: classics@en.com (Steven J Tucker)
>Subject: Beta test v8 sio2pc software
>Date: 13 Jul 1995 04:02:39 GMT

>Beta test version 8 of my sio2pc software will soon be available. I will
> be uploading it to ftp.xmission.com later on.

>Newest features include: pc-mirror (copy files and naviagate pc directories
> using only mydos/spartados, no special
> software required)
>
> improved user interface
> improved handling of syncronization errors
> improved handling of poorly created disk images
> improved disk image creation speed

>and many new features, including direct file copies TO the pc drive
> coming soon! If you download the software please talk a moment and
> let me know what you think of it, ive invested alot of time into it and
> feedback makes the effort seem justified :)

>Thanks

>Steve

I know I sure appreciate what you've already done. Although there are
occasionally problems with sync, it really makes the Atari come alive when
connected to my PC.

Bruce Willard
bwillard@mindspring.com

1125. Re: Omnimon?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-12 00:00:00 UTC
From: paradise@netcom.com
Message-ID: <paradiseDBKxD0.3K5@netcom.com>
Source record: 90140

```
In article <3tuisg$3ag@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>WHOA! I didn't know Philip made Snookie!
>
I didn't, so your lack of memory on that account is correct.

--
Philip Price
paradise@netcom.com
```

1126. Re: Trade Pro x324 BBS package for Carina 3.x

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-12 00:00:00 UTC
From: bosco@yab.com
Message-ID: <3tvecb$3ro@news.yab.com>
Source record: 90141

James King (jeking@xmission.xmission.com) wrote:
: Will trade my entire BBS Express Pro! x324 package (includes all original
: disks, manuals, etc..) straight across for the latest revision of Carina
: -- or the Forem XE package with the BasicXE cart.

: I'm sick of the infighting constantly going on the Pro! networks. The
: owners themselves could careless if all Sysops dropped their product.
: You'd never guess there was a customer:company relationship there
: considering the threats that are levelled!

Sorry to hear your BBS is down. But then again, I don't blame you.
Actually the Pro! Networks are a great place for messages, until "Buy Our
Bullshit" raises his ugly head. I've never seen such garbage from a
software developer, then he expects you to buy his products. He keeps
threatening to leave the Atari arena, and I WISH HE WOULD!

His newest BS is about how he is in control of the nets and says he can
do anything he wants to with them. What a megalomaniac!

What say we ask some euro-developer, like Jiri Benesek (sp?) to write a
clone of Express Pro!? and offer it as shareware. That would quell any
forthcoming BS from "Buy Our Bullshit".

1127. Re: Gamelink boot question

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-12 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3tvj4d$qtl@nic-nac.CSU.net>
Source record: 90142

Jeff, yes that's what I thought (tell the PROGRAM "you are host", or
"call" and other machines "answer" a la many other network games).

Is there really a need for two VERSIONS of a program? I mean, is the
difference between host and "slave" THAT much!? Hmm...

Again - anyone have any Action! GL code!? :)
I've got a new 800XL coming, so I can finally PLAY! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1128. Re: Does anybody use DOS 3?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-12 00:00:00 UTC
From: Kevin M Kerfoot <kevink@christa.unh.edu>
Message-ID: <Pine.OSF.3.91a.950712003908.30594B-100000@christa.unh.edu>
Source record: 90143

I got my Atati 800XL w/1050 Disk Drive back in Christmas of '84 and the
drive was packaged with DOS 3.0. I found that it was quite incompatible
with DOS 2.0 (the standard DOS that all software was written with at the
time) and in 1985, I had heard of an offer from Atari to trade DOS 3.0
for the new 2.5 they had just made. All you had to do was send the
master disk of DOS 3.0 and they would send a DOS 2.5 disk with a skinny
manual. All told, I was stuck with DOS 3.0 for 6 months or so. Sorry
for being so long winded, but I hope this helps.

Analytic Dragon
-==[UDIC]==-

Kevin M. Kerfoot The University of New Hampshire
kevink@christa.unh.edu Ph.D. Mathematics
kevink@spicerack.unh.edu
http://spicerack.unh.edu/~kevink/

"All that remains is the bitterness of delusion." - Celtic Frost
"Oh you, you fell away from me my love, like all earthly things." - Cathedral
"Psychopathic...the walls scream out my name. Hereditary...my blood
brings out the pain..." - Saber
"Blood drunk like water, now no more rain. No more victims for the
altar, in the temple of decay" - Fear of God

On 8 Jul 1995, Lucius Kwok wrote:

> I'm just wondering if anybody uses Atari DOS 3? For about 4 years it
> was the only DOS I used because I didn't have access to anything else.
> Now, I use DOS 2.5 mostly. I still have some games and files stored
> on DOS 3. So now I wonder, how many people have had to use DOS 3, and
> how long did Atari push DOS 3?
>
>
>
> --
> --- Lucius Kwok (lucius@astro.ocis.temple.edu) ---
>
>
>

1129. Re: Source for SIO PCB-mount connectors

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-12 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3tvhdi$1223@seminole.gate.net>
Source record: 90144

In article <3tjn6n$7gi@antares.en.com>,
Steven J Tucker <classics@en.com> wrote:
>I will soon need 50-100 of the PCB mount SIO conectors. Since hacking apart
> tons of dead devices for these does not appeal to me, does anyone know of
> a source for these connectors?

American TechnaVision was/is selling these. I would contact them.
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

1130. Re: Any sellers of 8 bit hardware?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-12 00:00:00 UTC
From: Mark Solomon <72613.1076@CompuServe.COM>
Message-ID: <3tvhp9$6lg$1@mhadf.production.compuserve.com>
Source record: 90145

I also want to direct you to Toad. I see you live in Arlington, so I suggest you go and visit these people (in Severna Park, MD). Don't have address or phone number handy, but the have a web page at http://www.charm.net/.

1131. WTB: C&T PD disks

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-12 00:00:00 UTC
From: atariman@aol.com
Message-ID: <3tvq96$5t6@newsbf02.news.aol.com>
Source record: 90146

I need either the address of C&T or would like to purchase
these following titles:

Paradox - I never found this game except from C&T. It is a text
and graphix adventure like the first of the Ultima series,
back when the 8-bits still got respect. It plays well even as
primative as it is by today's standards. It was C&T disk #344.

8-Bit Graphix Maker - Was a program in the mold of Envision, but
PD. It was C&T disk #469.

Geneology - Just the thing to shake your family tree. It was one
of the disks that the Mormon Church distributed for a variety of
systems to trace one's roots. It was C&T disk #500.

Adventurer's Companion - A cheat sheet PD program for various popular
text adventures. I may never get the babble fish in my ear again
without it. It was C&T disk #681.

Aftermath - A rich and gothic look at a world following a
nuclear war. It may not be as likely today with no more Soviet
Union. It is C&T disk #371.

The programs I need cracking data are: Atari Planetarium, Movie
Maker from EA, and NATO Commander from Datasoft. Yes, I own the
original disks!

Write to Charles Kelly, 12 North Lake Ave #104, Duluth, MN 55802.
- or -
leave Email c/o AtariMan@aol.com

1132. Re: Help me add Seagate drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-12 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3tvpea$2c6@nic-nac.CSU.net>
Source record: 90147
Cross-posted to:
comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

```
Why on earth is this post in so many newsgroups? What type of computer do
you HAVE?! A PC, an Atari ST, an Atari 8bit or an Amiga!?!?!

-bill! (from c.s.atari.8bit)
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
```

1133. Re: Help me add Seagate drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-12 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DBLKu5.A6x@crash.cts.com>
Source record: 90148
Cross-posted to:
comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

King 24 (king24@aol.com) wrote:
: I want to add my old Segrate Model st3144a IDE drive to my new system. My
: new system is a new Dell with EIDE interface for multible harddrives.

: THe Dell Manual says I need to set the jumpers on the second drive so i
: knows the master/slave relatiopnship of the drives.

: Does any one know where I might find this info on how to set the jumpers
: correctly?

: Please email
: king24@aol.com
: ----BOB ESTES aka king24@aol.com OR rwestes@attmail.com----

While this newsgroup is only for Atari systems....

I still can help. Call Seagate's toll free support line to ask. Give
them your drive info and all will be well. The number is not in my head,
but calling 1-800-555-1212 for information on Seagate's toll-free number
should help. I think the number is 1-800-SEAGATE but I'm not sure.

Rich

P.S. Asking PC computer questions in an Atari newsgroup can be dangerous!!

1134. Mail Order Monsters

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-12 00:00:00 UTC
From: fom@iller.zfe.siemens.de
Message-ID: <3u0mnq$74m@outlaw.zfe.siemens.de>
Source record: 90149

Hello,

I was just wondering if this classic C64 game was ever released
for the Atari 8-bit machines. Is it any good ? Does it work with
the Xformer ?

Frank-Oliver

--

1135. Re: Does anybody use DOS 3?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-12 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.5.001D7DF6@mindspring.com>
Source record: 90150

In article <Pine.OSF.3.91a.950712003908.30594B-100000@christa.unh.edu> Kevin M Kerfoot <kevink@christa.unh.edu> writes:
>From: Kevin M Kerfoot <kevink@christa.unh.edu>
>Subject: Re: Does anybody use DOS 3?
>Date: Wed, 12 Jul 1995 00:42:45 -0400

>I got my Atati 800XL w/1050 Disk Drive back in Christmas of '84 and the
>drive was packaged with DOS 3.0. I found that it was quite incompatible
>with DOS 2.0 (the standard DOS that all software was written with at the
>time) and in 1985, I had heard of an offer from Atari to trade DOS 3.0
>for the new 2.5 they had just made. All you had to do was send the
>master disk of DOS 3.0 and they would send a DOS 2.5 disk with a skinny
>manual. All told, I was stuck with DOS 3.0 for 6 months or so. Sorry
>for being so long winded, but I hope this helps.

I remember when DOS 3 came out with the 1050's, but everyone in my area hated it, so we made mods to DOS 2.0 to allow enhanced density with it. There was a proliferation of DOS 2.x's that were available on boards because people all over the country had the same idea.

Bruce Willard
bwillard@mindspring.com

1136. Re: Professionally produced SIO2PC Devices?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-12 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142064@cup.portal.com>
Source record: 90151

Steve, I think you have the older 2 chip version of SIO2PC. You should look into the one chip version, I doubt if that would reduce your initial cost that much since from what I've heard initial set-up can run $500 for even a single board <with no parts grin>, but every penny counts.
BTW: I've also been looking into how much current an IBM serial port can supply. It may be possible to do the SIO2PC design a little bass ackwards. Something like a single chip 1488 or 1489 on the IBM side. These are a little cheaper & don't require all the caps. I won't have the time to look at that particular scheme for awhile, but it's something you may want to think about. It would get your parts count down to a single inexpensive chip with maybe a zener/cap/resistor for the power supply. Heck, you could buy a $10 serial card for a clone & just pick off the 8250's signal before they go through the voltage inversion.
Rick

1137. Re: Does anybody use DOS 3?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-12 00:00:00 UTC
From: junkster@chinook.halcyon.com
Message-ID: <3u1a3o$ou3@news1.halcyon.com>
Source record: 90152

<Rick_Michael_Cortese@cup.portal.com> wrote:
>They used clusters of 1k for their file system so
>the smallest amount of disk space that could be allocated would be 1k.
>If for example you wrote youself a note of 25 words or less, it would
>take up 1024 bytes of disk space.

This isn't as unreasonable as it first sounds. There's a limit (64 I believe) to the number of directories you can have on a DOS 2 disk. If you put 64 files of "25 words or less" on a disk, the whole disk would be filled-up anway, because there's no more room in the directory. Having 1K clusters makes the VTOC simpler, because each byte can represent an entire cluster, instead of using individual bits. It would also keep the disk less fragmented, because 8 sectors are guaranteed to be contiguous, instead of having the possibility of single sectors being scattered about. The drawback is that unused sectors need to be read sometimes, as in your 25 word example.

James Hague
junkster@halcyon.com

1138. Repost: console keys

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-12 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9507122057.AA03638@brachot.jct.ac.il>
Source record: 90153

Again, I've been suspecting that stuff I've posted locally doesn't actually get anywhere. Here's a repost through a US gateway..

Newsgroups: comp.sys.atari.8bit
Subject: My messy console keys

Ever since I got my upgraded Atari XE, I've had one major pain in the butt that's been pretty annoying/destructive/time-wasting.

My console keys are constantly being pressed. That is, not physically (detaching the keyboard doesn't make a difference), but just when peeking CONSOL (53279) I keep getting values that represent presses of buttons.

In the past it usually happened when I pressed a key. I kept wondering why pausing games made them restart. Since then I went through a phase in which the computer kept crashing because of a weak power supply (stock supplies aren't powerful enough for 1-Meg upgrades), which I cured by hooking it up to my PC supply. The console-key problems are now far worse.

When I just turn on my computer it's fine. I can start playing a game as usual. About 5-10 minutes after that, the game cuts, and I'm back to the title screen with some of the options flicking around (players 1/2 switching, start level easy/medium/hard etc).

After about two hours, actual console-key presses are not detectable at all. The most frequent reading is Option+Select, or just one of them (less often). Pressing Start yields a reading of Opt+Sel+Start, which isn't really usable in any programs. If I load Joust the player number 1/2 flicks about 40 times a second (indicating a press of Option) and the difficulty about each second (Select). The game never starts (Start doesn't seem to press itself), but pressing Start does pause the flicking because Start plus Option or Select is meaningless to Joust.

And the most frustrating thing about all this is that no one replied about this AT ALL during previous requests! Even direct E-mail, with the exception of Ben Poehland.

If ANYONE has ANY idea as to what's going on I'd be really interested!

Also, I can send it to a friend of mine, who's good at electronics but knows nothing about the Atari specifically. What pointers can I give him if I let him hack my machine apart?

And is there anyone not on this group I should address this to?
(I think I'll try sending copies of this to Bob Woolley and Bob Puff..
see if they can help.)

Thanks aLOt in advance!!!

-itay

Itay Chamiel bruck@brachot.jct.ac.il Pull down the blinds and run for cover

1139. Repost: 1200xl PBI

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-12 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9507122056.AA03618@brachot.jct.ac.il>
Source record: 90154

I fear that the reason I haven't received any responses is a posting
problem.. So I'm trying this through the mail-to-news gateway.

Newsgroups: comp.sys.atari.8bit
Subject: PBI on 1200xl - easy way?

I've been told many times that adding a PBI to a 1200xl computer is
not easy, since wiring 50 wires into their correct places is messy
and quite prone to errors.

However, I've noticed that on the 130XE the PBI is actually composed
of the cartridge port, plus a small, 14-pin ECI port.

My Supra hard disk interface plugs into this, through an adapter
that converts the ECI+cart combo to an 800xl-like PBI connection.

If I add an ECI connector to my 1200xl by wiring those 14 pins, will
I be able to use my hard disk on it? Can anyone tell me how to do this?

Never mind the physical difficulties (the cartridge slot is in a deep
hole).. I can use a saw! It's the soldering iron I'm timid with.

Thanks,

-itay

Itay Chamiel bruck@brachot.jct.ac.il Pull down the blinds and run for cover

1140. Re: Repost: console keys

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-12 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.6.000D29D8@mindspring.com>
Source record: 90155

In article <9507122057.AA03638@brachot.jct.ac.il> bruck@brachot.jct.ac.il (Elad Bruck) writes:
>From: bruck@brachot.jct.ac.il (Elad Bruck)
>Subject: Repost: console keys
>Date: 12 Jul 1995 15:55:04 -0500

>Again, I've been suspecting that stuff I've posted locally doesn't actually
>get anywhere. Here's a repost through a US gateway..

>------
>Newsgroups: comp.sys.atari.8bit
>Subject: My messy console keys

>Ever since I got my upgraded Atari XE, I've had one major pain in the
>butt that's been pretty annoying/destructive/time-wasting.

>My console keys are constantly being pressed. That is, not physically
>(detaching the keyboard doesn't make a difference), but just when
>peeking CONSOL (53279) I keep getting values that represent presses of
>buttons.

It's been a long time since I got into this at all, but it sounds like your POKEY chip is going. Are you having any sound problems at all? The POKEY is used to read the keyboard as well as making sounds. It could be something as simple as a filter capacitor as well. It is probably not the keyboard itself, unless it shows up while you are using the keyboard. The XE's did have flaky keyboards and it might be worthwhile to put some foam (non-conductive) under the keyboard to support it since the built in supports are not strong enough. BTW, I've been following this newsgroup for a couple of months now and this is the first time I've seen this post.

Bruce Willard
bwillard@mindspring.com

1141. Re: MyDOS 4.53/4

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3u2dvg$1157@hopi.gate.net>
Source record: 90063

In article <3u21q4$nfm@stratus.skypoint.net>,
Scott Butler <sydtech@skypoint.com> wrote:
>So...please: which MyDOS version should I use w/large drives?

If you are using 4.53 then that explains your problems with large drives,
MyDOS 4.53 is a user hack that uses a different kind of sector link, which
limits your drive size, as I recall. You definately need 4.50 (aka 4.54)
for large disks.

--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

1142. Re: Repost: console keys

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <3u2tv5$o92@news.umbc.edu>
Source record: 90064

Rich Mier (rbmier@winternet.com) wrote:
: > bwillard@mindspring.com (Bruce Willard) writes:
: > In article <9507122057.AA03638@brachot.jct.ac.il> bruck@brachot.jct.ac.il (Elad Bruck) writes:
: >

: Yes, the POKEY reads MOST of the keyboard, but not the START,
: SELECT and OPTION keys. Each has it's own signal from the key board
: connector, J8 pins 20, 21 and 22. These three signals go to the GTIA chip,
: pins 12, 13 and 14. A very few XE's had a problem that the Function keys
: wouldn't work at all. The fix was to lower the resitance value of resistors,
: R134, R135 and R136. These three resistors are in series with the Function
: keys. I worked on and fixed 2 of these XE's long ago.
: BTW, RESET is on connector J8, pin 23. J8 is the keyboard
: connector.
: Rich Mier

To: rbmier@winternet.com (Rich Mier)
Subject: Re: Repost: console keys
Newsgroups: comp.sys.atari.8bit

In article <3u21vg$6ll@blackice.winternet.com> you wrote:
: > bwillard@mindspring.com (Bruce Willard) writes:
: > In article <9507122057.AA03638@brachot.jct.ac.il> bruck@brachot.jct.ac.il (Elad Bruck) writes:
: >
: pins 12, 13 and 14. A very few XE's had a problem that the Function keys
: wouldn't work at all. The fix was to lower the resitance value of resistors,
: R134, R135 and R136. These three resistors are in series with the Function
: keys. I worked on and fixed 2 of these XE's long ago.
: BTW, RESET is on connector J8, pin 23. J8 is the keyboard
: connector.

Itay,

I had the same problem with one of my 130XEs. The function keys started
geting all flakey. This is not untypical for some 130XE keyboards. The
fix for me was to lower the resistance values as stated above. I have got
the details if you want them. It will require the use of a low-voltage
soldering iron! :) But this fix usually does the trick and returns your
function keys to you!

I also put a non-conductive foam strip underneath the function keys for a
more positive contact.

Tom

-=-=-=

1143. for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: fkremer@ufhis.enet.dec.com
Message-ID: <3u2tg4$m0l@mrnews.mro.dec.com>
Source record: 90065

```
SOFTWARE FUER ATARI ST/STE/FALCON
=================================
```

Aquanaut Action
20,--
Atomix Strategie
20,--
Borrowed Time Grafik-Adventure
20,--
Bubble + Strategie/Action
20,--
Car Vup Cartoon-Jump'n Run
20,--
Color Star Malprogramm (alt aber gut)
10,--
Corruption Grafik-Adventure
20,--
GFA-Assembler Makro-Assembler 680x0
100,--
GFA-Basic 3.6 EWS Basic-Entwicklersystem
150,--
GFA-Library Lib's f�r GFA-Basic
50,--
Goldrush! Sierra-Adventure
30,--
Gravity Strategie/Simulation
20,--
James Pond Cartoon-Action
20,--
Klax Strategie/Action
20,--
Major Motion Action (alt aber gut)
10,--
Neochrome Master & Drachen Malprogramm & Shanghai-Spiel
15,--
North Sea Inferno Action
15,--
Papillon 2.1 Zeichenprogramm
150,--
Papyrus GOLD Textverarbeitung/Satzsystem
350,--
Phoenix 3.5 Datenbanksystem
350,--

Police Quest I Sierra-Adventure
30,--
Police Quest II Sierra-Adventure
30,--
RA Strategie/Action
20,--
Rock'n Roll Strategie/Action
20,--
Signum! 2 + 200 Fonts Satzsystem
80,--
Snoopy Action-Adventure
20,--
Space Quest I Sierra-Adventure
30,--
Space Quest II Sierra-Adventure
30,--
Space Quest III Sierra-Adventure
30,--
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The ATARI-Compendium TOS-/GEM-Doku
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1050-Floppy-LW mit HAPPY-Chip,
diverse Software, Joystick
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****

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Thomas-Wimmer-Stra&#65533;e 31a Tel.: (+49) 8122 / 933 86
D-85435 Erding Fax : (+49) 8122 / 933 86
Germany

1144. Re: Repost: console keys

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3u2uec$hnu@news.xmission.com>
Source record: 90066

Elad Bruck (bruck@brachot.jct.ac.il) wrote:

: My console keys are constantly being pressed. That is, not physically
: (detaching the keyboard doesn't make a difference), but just when
: peeking CONSOL (53279) I keep getting values that represent presses of
: buttons.

Not to be rude, but have you tried replacing the keyboard? Maybe you
have a bad mylar..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1145. Atari 8bit CD possible

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3u2v2n$hnu@news.xmission.com>
Source record: 90067

How would you folks like to see a CD holding all files on UMICH, my ftp site, GEnie, CompuServe and Delphi?

Its now possible. I have a friend who will charge $50.00 to create a CD based on what I have stored on hard disk - and since I have a TON of stuff on my PC's hard disk (atari 8bit, that is) . . . .

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1146. Re: Biofeedback devices?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <ba1_9507150117@flight.org>
Source record: 90068

In message #729, RZABAGA writes:

> You know that quite a while back, there were instructions on how to build
> one i think in ANTIC or ANALOG or something like that.
>
> My cousin built one years back and somehow i am the current owner of it.
> It wasn't too tough to build either.
>
> geez....i hope he doesn't subscribe to this newsgroup.

I have an issue of Antic with a simple Biofeedback project in it, just two
tin-foil electrodes wrapped around two fingers, connected to the paddle
port, with a program to graph the resistance...

--- -//- ---
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--- -//- ---

1147. Re: You guys are killing

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <ba2_9507150117@flight.org>
Source record: 90069

In message #772, CUDABERT writes:

> When you say Atari dropped support for ALL their computers, do you mean
> the TT and Falcons and such? I wonder because the ST newsgroup seems quit
> active.

Yes, Atari dropped support for *all* Atari computers, includeing the ST
series. But lucky us we have clone makers! C-Labs is making Falcon clones,
there is a somewhat new TOS compatable out called the Eagle, and there is
the TT compatable Medusa series...
--- -//- ---
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--- -//- ---

1148. Re: Mail Order Monsters

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: spn@hitec.com
Message-ID: <3u35ti$b8i@news1.svc>
Source record: 90070

yes in fact it was, and alot of fun, too! One time I made the error of inserting side one of the disk when it
had asked for side 2, and ended up with 2+ Million credits...heheh..had fun after that!

-Steve Lugovsky

1149. Re: Atari 8bit CD possible

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: jseaver@bigwpi.WPI.EDU
Message-ID: <3u35r1$35b@bigboote.WPI.EDU>
Source record: 90071

In article <3u2v2n$hnu@news.xmission.com>,
James King <jeking@xmission.xmission.com> wrote:
>How would you folks like to see a CD holding all files on UMICH, my ftp
>site, GEnie, CompuServe and Delphi?
>
>Its now possible. I have a friend who will charge $50.00 to create a CD
>based on what I have stored on hard disk - and since I have a TON of
>stuff on my PC's hard disk (atari 8bit, that is) . . . .

Ooooh, I'd like that. It might actually give me a very good reason
to build a SIO2PC despite my current laziness.

1150. Re: Atari 8bit CD possible

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3u3fs2$5pm@nic-nac.CSU.net>
Source record: 90072

James.. that's a killer idea! Wasn't Glenn Saunders working on something like that?

What we NEED though is a CD ROM drive for Atari 8-bits! (Yeah yeah, for now, using it with the emulator and SIO2PC is what it's perfect for, but..)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1151. Re: MyDOS 4.53/4

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3u3fvc$5v0@nic-nac.CSU.net>
Source record: 90073

Chad- how big can 4.53's disk get!? I've got a 2 Megger I use via SIO2PC...

I didn't think that 4.53 was a hack- I never read that anywhere else before!
Odd...

-bill! (might have been using the wrong DOS ALL THIS TIME!)
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1152. Re: Repost: console keys

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3u3gcb$66h@nic-nac.CSU.net>
Source record: 90074

James- in the part of Itay's message you quoted, he said ".. not physically,
(detatching the keyboard doesn't make a difference)"
~~~~~~

So from that, one would think that a replacement keyboard would make no
difference as well. ;)

-bill! <- Oh! there's my name!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
~~~~~~

1153. Re: Atari 8bit CD possible

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142100@cup.portal.com>
Source record: 90075

I think it's a great idea James, but for some reason I'm a little leary of getting some/mostly busted files on the CD. I'm kind of obsessive compulsive when it come to those things, stuff like spending a week of free time trying to get a corrupted file to work. You've already checked out most of the files right? Other then that I would sure like one, but it does seem to be a huge editing task. I mean are you going to do stuff like eliminate all the different versions of SIO2PC so only the latest is on the CD?
Rick

1154. Re: Atari 8bit CD possible

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.8.000663E3@mindspring.com>
Source record: 90076

In article <142100@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:
>From: Rick_Michael_Cortese@cup.portal.com
>Subject: Re: Atari 8bit CD possible
>Date: 13 Jul 1995 09:20:09 -0700

>I think it's a great idea James, but for some reason I'm a little leary
>of getting some/mostly busted files on the CD. I'm kind of obsessive
>compulsive when it come to those things, stuff like spending a week of
>free time trying to get a corrupted file to work. You've already checked
>out most of the files right? Other then that I would sure like one, but it
>does seem to be a huge editing task. I mean are you going to do stuff like
>eliminate all the different versions of SIO2PC so only the latest is on
>the CD?
>Rick

I think for something like this we should trust James to put on the CD what he
can, but it would take a ridiculous number of hours (read months) to go
through and check 600+MB of files on a CD.

Bruce Willard
bwillard@mindspring.com

1155. Re: Atari 8bit CD possible

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3u3qs0$1so7@navajo.gate.net>
Source record: 90077

In article <3u2v2n$hnu@news.xmission.com>,
James King <jeking@xmission.xmission.com> wrote:
>How would you folks like to see a CD holding all files on UMICH, my ftp
>site, GEnie, CompuServe and Delphi?

Sounds like a good idea to me, will it be in ISO9660 format? (I would
assume so).

>Its now possible. I have a friend who will charge $50.00 to create a CD
>based on what I have stored on hard disk - and since I have a TON of
>stuff on my PC's hard disk (atari 8bit, that is) . . . .

Well if you do it then put me on your list, :).
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

1156. Re: MyDOS 4.53/4

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3u3r5q$euu@navajo.gate.net>
Source record: 90078

In article <3u3fvc$5v0@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>Chad- how big can 4.53's disk get!? I've got a 2 Megger I use via SIO2PC...
>I didn't think that 4.53 was a hack- I never read that anywhere else before!

It supposedly uses the same method for sector linking as DOS 2, so I guess
as big as DOS 2 disks can be. Which is only like 1000 sectors, correct?

I think I read that 4.53/4 was a hack from in here, possible by the person
who posted it.
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

1157. Re: Omnimon?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: Paul Irvine <mclane@dellos.demon.co.uk>
Message-ID: <9507132028.AA000da@dellos.demon.co.uk>
Source record: 90079

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: WHOA! I didn't know Philip made Snookie!

He Didnt......

: Man, I hated that game! :) Too difficult half of the time, and yet ANOTHER
: game with NO ending! <sigh>

Still a goodie though.

: Games that look like they have plots (you know, versus Asteroids and
: Space Invaders where it all just keeps coming and coming endlessly til you
: die) should have nice endings! <:^[

Oh you romantic .... All the early arcade games had NO plots...shame though.

: Oh well.. :) I still wanna see Tale BL .. I've heard all this stuff about
: it but have never EVER seen it!

And you call yourself a 8 bit fan!!...shame on you Bill....

--
Paul Irvine :- mclane@dellos.demon.co.uk
[----------------------------------]
-A1200 030 50mhz 540MB HD 10mb Mem-
* * * * * * * * * * * * * * * * * * *
I Will Attack, And You Dont Want That

... God made wrinkles to show where smiles have been.

1158. Stuff for Sale/Trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: rhett@bigwpi.WPI.EDU
Message-ID: <3u4119$9gh@bigboote.WPI.EDU>
Source record: 90080

8Bit:

SOFTWARE:

Antic- Orbit A trip to the Moon
Chop Suey
Interlisp 65
Picture Plus/Lister Plus
RamBrandt
Solid Object Module
Basic View
Earth View
Envision

Super Huey
Forbidden Forest
Atari Writer (cart)
The Home Filing Manager
Syn Calc
PrintShop
Jumpman Junior
Ghostbusters
Hacker
The Return of Heracles
Boulder Dash

ET Phone Home (cart)
lots of antic and analog and atari explorer mags

8 bit Hardware:
130XE
600XL (no power supply)
XF551 Disk Drive
NAP Amber Composite Monitor

ST Stuff:

1040 Stf (mouse, language disk, NO MONITOR)

Will sell or trade for the following:

Atari 7800 with controllers and carts
Atari XEGS
Atari ST Monochrome Monitor or NEC 3D Multisync and adaptor

thanks

rhett@wpi.wpi.edu

1159. 64k internal upgrade for 600XL?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: buescher@dogbert.ugcs.caltech.edu
Message-ID: <3u42vb$bk3@gap.cco.caltech.edu>
Source record: 90081

I got my hands on some 64Kx4 DRAMs a while ago and have been meaning to upgrade my 600XL internally. I stuffed 'em in just to check for compatibility and the 600XL is quite happy with them. (Ok, I'm a dork, I've got a 1200XL kicking around with 256K DRAMs that I haven't upgraded yet either) Now I just need to know what I need to jumper to get the full 64K active. Are there instructions for this out there anywhere?

Brent

1160. Yamaha video chips

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: buescher@bradbert.ugcs.caltech.edu
Message-ID: <3u43ub$ctn@gap.cco.caltech.edu>
Source record: 90082

>*#@$%^!!? Wow! How much do you know about these chips? Are they expensive
>and where are they available? Are they old chips, and ...

>Tell me more tell me more! Sorry about the blathering :) but it sounds
>like a good video chip! Where can I get more info???

They are great chips. Sega used chips from that series in their
original master console and in the Genesis. They are based on the TI
video chip in the TI/99, Colecovision, and MSX computers and were
originally developed by yamaha for MSX-II or MSX-III or somesuch. I
think the third party super TI/99 (don't remember the name, I just had
a friend who was a TI fanatic) which was pretty snazzy for its day
(back when Amigas and STs ruled the earth) used one from that series,
probably the same one as the Sega Master Console.

I've been trying (not too hard) to get data sheets and a good source
for these for a while now.

Does anybody know if they support external video through like the
original TI chips?

Brent

1161. Re: Repost: console keys

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: hans@macbeth.umd.edu
Message-ID: <3u43cg$r5a@macbeth.umd.edu>
Source record: 90083

On the 800XL the console keys are switches to ground, which connect
through 370 ohm resistors to pins 12, 13, and 14 of the GTIA.
(Presumably the GTIA has internal pullups). According to the SAMS
schematics the voltage at these pins should be 4.8 V when the
switches are open.
(I would guess that the 130XE is quite similar internally to the
800XL in this area).

Possibilities:
1. The keyboard has a short on these lines. In that case unplugging
it should make the problem go away.
2. The GTIA is fried. In that case the voltage at these pins will be
substantially lower, even with the keyboard disconnected. If that is
the case, it might be possible to fix this with external pullup
resistors (10k ohms or so). (You can make this measurement with
almost any reasonable voltmeter).
3. You are picking up noise from some wires having to do with your
memory upgrade. (This is the one I would bet my money on, based
on your symptoms). Unfortunately you would need a good oscilloscope
to detect this one. (on the 800XL the keyboard connector and the
GTIA are on opposite ends of the board, maximizing the possibility
for this).
If this is your problem, you can probably fix it by attaching
small capacitors (.1uF) to the traces feeding the GTIA inputs.

Happy hunting!

Hans Breitenlohner
hans@umd5.umd.edu

1162. For Sale: Avatex 1200hc modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: krieg@allmalt.cs.uwm.edu
Message-ID: <3u3b90$9vh@uwm.edu>
Source record: 90084

Works great. Only $15 ppd.

--
= o = Andrew Krieg - Software Engineering Consultant =
= | = E-mail: krieg@allmalt.cs.uwm.edu or =
= o / | \ o = krieg@ct.med.ge.com =
= |-/ \-| = WWW: http://www.cs.uwm.edu/public/krieg/index.html =

1163. PC Xformer 2.51

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: nickw@southern.co.nz
Message-ID: <3u43hq$dgq@southern.co.nz>
Source record: 90085

Has anyone had the same trouble I have in using PC Xformer 2.51?
Basic programs seem to work OK but most of the M/L demos in
DEMOS2.XFD don't run properly, or at all. I have also had no success
with m\l programs down loaded from a local BBS.
Any suggestions as to why these programs won't run?
Does anyone have the Internet address of Darek Mihocka?
Thanks.
* nickw@southern.co.nz * EXTL377@csc.canterbury.ac.nz * ZL3TRK *

1164. Re: Atari 8bit CD possible

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: cudabert@aol.com
Message-ID: <3u3vbg$6lh@newsbf02.news.aol.com>
Source record: 90086

I'd be interested. Will it have a nice Atari logo silkscreened on the disc? :~)

1165. Re: Repost: 1200xl PBI

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: hans@macbeth.umd.edu
Message-ID: <3u44lo$rih@macbeth.umd.edu>
Source record: 90087

There are three signals on the 800XL which have to do with PBI memory management:
MPD/ An input which disables the floating point ROM. Used as input to the memory management PAL (MMU).
EXTENB Output from the MMU which enables the PBI memory addresses
EXTSEL/ Input from the PBI indicating that it is responding to memory request.

If the 1200XL has these signals, and their associated logic, already, then wiring the ECI is a simple matter of finding those 14 signals.

It would surprise me greatly, however, if Atari had built all that logic into the 1200XL.

Hans Breitenlohner
hans@umd5.umd.edu

1166. Re: My 'natsukashii' continues

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3u1utc$6ll@blackice.winternet.com>
Source record: 90088

> landon@netcom.com (Landon Dyer) writes:
> Lonnie McClure (lmcclure@delphi.com) wrote:
> :
> : As to the "help" key, the only thing stupid about it was that software
> : was not written to support it. Basically, it was just an extra key that
> : happened to be labelled "help", but unlike F1-F4, which defaulted to
> : cursor control, Atari assigned no default value to it. (BTW, a lot of
> : folks like the one-touch cursor control on the 1200XL keyboard as well).
>
> I was working in the Atari home computer games division when the
> 1200xl was announced. A month or so before it shipped, some marketing
> geeks came over and gave us a presentation.
>
> >>>>

A long time back I worked with the author of COMPUTEREYES
to make it work with SDX. In the process I tweaked it so it could use
Double Density, D1: thru D9:, BOOT and run from a Hard Disk and changed
the HELP routines to be accessable with the HELP KEY. I did the same to
a Printing program, BILLBOARD. Of course, it was all done in BASIC or
I would never have been able to do it. I'm a Hardware man, not a programer.
Rich Mier

1167. Re: MyDOS 4.53/4

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <3u21q4$nfm@stratus.skypoint.net>
Source record: 90089

Chad Wagner (cmwagner@news.gate.net) wrote:

: It is supposed to ask for disk swaps, operate just like the 'O' command from
: DOS 2.5, 4.53 appears to ignore it. I don't see what good NOTE and POINT
: is for me, so I suppose 4.50 is sufficent. What version does everyone
: else recommend?

I'm looking for an answer to this as well. I was just reading a thread
about differences between 4.53 and 4.50 (which is apparently also known
as 4.54) in how they handle sector number storage. I'm thinking this
might explain the problems I'm having with SIO2PC and large drives.

So...please: which MyDOS version should I use w/large drives?

Thanks!

1168. Re: Repost: console keys

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3u2131$6ll@blackice.winternet.com>
Source record: 90090

> bruck@brachot.jct.ac.il (Elad Bruck) writes:
> Again, I've been suspecting that stuff I've posted locally doesn't actually
> get anywhere. Here's a repost through a US gateway..
>
> ------
> Newsgroups: comp.sys.atari.8bit
> Subject: My messy console keys
>
> Ever since I got my upgraded Atari XE, I've had one major pain in the
> butt that's been pretty annoying/destructive/time-wasting.
>
> (SNIP)
>>>>

With the syptoms, what you're asking is pretty difficult to do
diagnose. I'll give it a shot.
After checking my 130XE Schematics, it appears that the
START, SELECT and OPTION function keyes are read by the GTIA
chip, pins 12, 13 and 14. What can I say, my O'Scope probes won't
reach you so try swapping it with a good one. Ah, carefull, it most
likely is soldered to the mother board. If you do pull it, I'd have a
GOOD 40 pin socket to put in its place.

Rich Mier

1169. Beta test v8 sio2pc software

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: classics@en.com
Message-ID: <3u25sv$t48@antares.en.com>
Source record: 90091

Beta test version 8 of my sio2pc software will soon be available. I will
be uploading it to ftp.xmission.com later on.

Newest features include: pc-mirror (copy files and naviagate pc directories
using only mydos/spartados, no special
software required)

improved user interface
improved handling of syncronization errors
improved handling of poorly created disk images
improved disk image creation speed

and many new features, including direct file copies TO the pc drive
coming soon! If you download the software please talk a moment and
let me know what you think of it, ive invested alot of time into it and
feedback makes the effort seem justified :)

Thanks

Steve

1170. Other uses 4 Star Raiders Keypad?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: Nate Niceswanger <naten>
Message-ID: <3u45nt$riv@mcrware.microware.com>
Source record: 90092

Going thru my closet the other day, I ran across our keypad that we used to use for Star Raiders on the 2600. Hopefully most of you know what I'm talking about - it has 12 (16?) buttons on it and was used in addition to the regular joystick.
Does anybody know how, or if, I could go about implementing the keypad in a simple BASIC program on the 8-bit? I remember toying around with it a few years back. Some of the keys would give out codes like a normal joystick, but not all (unless not all of the buttons were working at the time). Is there another trick I can use here?

Nate
naten@microware.com

1171. Re: Yamaha video chips

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142170@cup.portal.com>
Source record: 90093

This video thing seems to come up every once in awhile. Last go around I think Jeff McWilliams went to the TI 99/4 group to get some info & found out a couple of people there had hacked the newer chips into their TIs. Mike has the info I found on the first generation chips after the 9918, & went to the trouble of phoning Yamaha, somewhere in Santa Clara County like San Jose, to get fresh info. IMO a major stumbling block for casual hacker use is they are pretty much those square surface mount Oereo looking things now. The older chips like the 9918 are still available from JDR. This was one of my most ambitious failures! I collected all the info I could on the 9918, TI data book & Circuit Cellar hack putting it in an Apple II, & promtly proceeded to find out I wasn't good enough to hang the chip on a 800XL expansion buss. Actually I didn't have the TI data book when I first started so I was probably doomed right there. If this has a point, it would be Circuit Cellar INC sold the circuit & a Logo was even written for the Apple thing, but who besides me has ever heard of it? Just so people don't think I raining on their parade, I think video hacks like this are the most interesting thing that can be done, just that it's an esoteric experience. For the 8 bit, it would end up being a smaller non-event then the Apple version. I wouldn't mind programming the thing myself, but then they don't make a SNES with a keyboard & Action.
Rick

1172. Re: Other uses 4 Star Raiders Keypad?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: gholder@emory.edu
Message-ID: <3u4rbq$iph@moe.cc.emory.edu>
Source record: 90094

Nate Niceswanger <naten> wrote:

>Going thru my closet the other day, I ran across our keypad that we used to use
>for Star Raiders on the 2600...

> Does anybody know how, or if, I could go about implementing the keypad in a
>simple BASIC program on the 8-bit?

I had one of those years ago.Had picked up the complete 2600 Star Raiders package for a couple of bucks, just because that controller looked interesting. I had no 2600 at the time,
so I eventually gave it away to someone who did. Shortly thereafter I got my first 2600 for $5 at a yard sale, and I never have run across another Star Raiders for it. Sigh.

Anyway, I can give you a few rough clues from memory. If you need more, I'll have to dig a bit. It's all in the original 400/800 Technical Reference Notes/manual. As I recall, it's the
only keypad described in there, it being written even before the CX80 was done. The deal is that the keypad made full use of the 8-bits of the joystick port. Can't remember if it just
binary-counted thru each key or did a 2x2 array designation by nybble. Anyhow, I think you can see all the codes if you PEEK the joystick port (can somebody help me with the location?). That is, don't use the STICK(n) function--if it doesn't see one of the 9 valid joy-
stick codes it doesn't do anything.

If this doesn't get you going, let me know. I do remember it was all very simple. The CX80 is
a whole other ball of wax--it takes a relatively fancy handling routine to read.

Gary Holder

1173. Re: Repost: console keys

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3u21vg$6ll@blackice.winternet.com>
Source record: 90095

> bwillard@mindspring.com (Bruce Willard) writes:
> In article <9507122057.AA03638@brachot.jct.ac.il> bruck@brachot.jct.ac.il (Elad Bruck) writes:
>
>
>
> It's been a long time since I got into this at all, but it sounds like your
> POKEY chip is going. Are you having any sound problems at all? The POKEY is
> used to read the keyboard as well as making sounds. It could be something as
> simple as a filter capacitor as well. It is probably not the keyboard itself,
> unless it shows up while you are using the keyboard. The XE's did have flaky
> keyboards and it might be worthwhile to put some foam (non-conductive) under
> the keyboard to support it since the built in supports are not strong enough.
> BTW, I've been following this newsgroup for a couple of months now and this is
> the first time I've seen this post.
>
> Bruce Willard
> bwillard@mindspring.com
>
>>>>

Yes, the POKEY reads MOST of the keyboard, but not the START,
SELECT and OPTION keys. Each has it's own signal from the key board
connector, J8 pins 20, 21 and 22. These three signals go to the GTIA chip,
pins 12, 13 and 14. A very few XE's had a problem that the Function keys
wouldn't work at all. The fix was to lower the resitance value of resistors,
R134, R135 and R136. These three resistors are in series with the Function
keys. I worked on and fixed 2 of these XE's long ago.
BTW, RESET is on connector J8, pin 23. J8 is the keyboard
connector.
Rich Mier

1174. Re: Repost: console keys

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: gholder@emory.edu
Message-ID: <3u2825$k3q@moe.cc.emory.edu>
Source record: 90096

bruck@brachot.jct.ac.il (Elad Bruck) wrote:

>My console keys are constantly being pressed. That is, not physically
>(detaching the keyboard doesn't make a difference), but just when
>peeking CONSOL (53279) I keep getting values that represent presses of
>buttons.
>......
>
>When I just turn on my computer it's fine. I can start playing a game
>as usual. About 5-10 minutes after that, the game cuts, and I'm back
>to the title screen with some of the options flicking around (players
>1/2 switching, start level easy/medium/hard etc).
>........
>After about two hours, actual console-key presses are not detectable
>at all. The most frequent reading is Option+Select, or just one of
>them (less often). Pressing Start yields a reading of Opt+Sel+Start,
> <etc., etc....>

I admit your problem is probably not this, since it seems heat-up related--
but it may be worth it to remember that the keyboards of XEs are notor-
ious for getting flakey. This involves the printed-circuit mylar sheet under
the keys getting dirty or the traces breaking. Usually, this would involve
the LOSS of use of a key, not its being read as continuously pressed--
but it may still be worth checking out the condition of the keyboard ribbon
connector, etc. as a first step. Next step might be to get a cooling fan.

Gary Holder

1175. Re: Gamelink boot question

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-13 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3u28nq$c1r@nic-nac.CSU.net>
Source record: 90097

How's $20 for it, or just give someone the assem. to port to Action! (that's not all that hard, esp. if one HAS an assembler :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1176. Re: Atari 8bit CD possible

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-14 00:00:00 UTC
From: Terry.Streeter@flight.org
Message-ID: <ba3_9507150117@flight.org>
Source record: 90006

```
I'd like a copy myself, but can
only afford one copy.
Maybe if people expressed interest,
could get a batch going...
---------------------------- -//- ----------------------------
Internet: Terry.Streeter@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------
```

1177. Software piracy, a second opinion

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-14 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Jul14.223111.22386@wariat.UUCP>
Source record: 90007

I'm presenting a 'second' opinion about possible commercial
software on the xmission site. I suppose this is mostly a
post to M. Current, but I want it to be public.
There was an arrest in the past year of some www site or
ftp site of a student at a university (excuse my lack of
specifics, fill us in if you know more.) The case against
the student was dismissed. The site had, I believe, lots of
commercial software, mostly PC type, again pardon the lack
of specifics. I don't know why the case was dismissed. My
point is, the putting up of commercial software on an ftp
site was not deemed illegal in this particular case. Mr.
King is himself a system administrator.
Commercial software for the 8-bit is often not available,
or it is available but in protected versions. There are
many people who own legitimate copies of ancient or newly
bought A8 software that would like to have a backup or
'image' capable copy. The commercial software I saw on
xmission was not current software, that is it is not the new
software from Poland or Mr. Gore or other recent software
developers. I guess it is not a voting matter, but I
appreciate the xmission ftp site, never downloaded from it.
I think M. Current is being incorrect in thinking Mr. King's
provider will substantially care about the ancient
commercial titles available on xmission. I do think the
hassle and expense will cost A LOT of people this site.
To me an example of software piracy is the recent arrest
of some orientals in Los Angeles with millions of dollars of
Microsoft titles, the latest versions with conterfeit
holographic logos. Anything that decreases the sales of
today's A8 retailers and discourages new development is also
costly to this A8 community. I would guess that American
Technavision, B&C, C&T and other retailers have seen an
INCREASE in sales from the interest and nostalgia produced
by PCxformer and the availability of 'imageable' copies.

--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1178. 8 bit auction! ends 7/22/95

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-14 00:00:00 UTC
From: tsmcsys@ix.netcom.com
Message-ID: <3u4dc0$hup@ixnews2.ix.netcom.com>
Source record: 90008

ATARI 8 bit auction!
Cleaning house, ALL 8-bit stuff going. Make a bid, you pay
shipping. All products AS IS! True description of item is listed!

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
DO NOT REPLY TO THIS NEWSGROUP!
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Send offers to:
tsmcsys@ix.netcom.com
OR
TMortimer@aol.com

Hardware:

2- Atari 800XL's 1 with Newell 256K and Omniview upgrade
Both DOA!
1- Atari 1050 Floppy disk drive & Spare belt
Worked last time XL was online.
1- Atari 1030 300 Baud modem (yeah, 300 baud!)
Worked last time XL was online
1- Taihaho Computer Cassette
Worked last time XL was online
1- Okimate 10 Color Printer w/ Atari interface
Works (self test on thermal paper, no ribbon)
1- Atari touch Tablet (no software)
????????
1- Atari Trackball
????????
1- Composite video monitor cable
(Atari Monitor jack to RCA type A/V plugs)

SOFTWARE- 5 1/4" floppy

Home Pak
WP, COMM, Home inventory
HACKER
game
Planetfall
game
The Neverending Story
game
The Eidolon
game
Bonus for high bidder
All shareware and DOS floppies I have Too much to list

SOFTWARE-8 Bit Cart.

Basic Computer Language
Star Raiders
Donkey Kong w/docs.
Centipede
Pac-Man
Missle Command
Popeye w/docs.

Best offer by 7/22/95 (12:01 am EDT) or whole batch goes into the Trash (6:00 am EDT 7/22/95). You pay shipping or pickup Central Florida. Prefer to keep software in lots, ie. disk and cartrage, but will separate. Will separate hardware due to shipping costs.

1179. Sparta Dos Docs

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-14 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.12.0076CF3C@mindspring.com>
Source record: 90009

If anyone has docs available for Spart-Dos, please post, or email to me. Sparta-Dos was the first Dos I ever used with a command line processor and I was real comfortable with it. Now the years have passed, and MSDOS, VMS and Unix and now when I try to use Sparta-Dos, all I seem to accomplish is writing a file on top of itself...0 bytes in this new file. 1.1, 2.3, 3.2 or whatever you have docs for would be appreciated. There was one text file that I thought would help, but guess what? Yup, 0 bytes after I tried to print it!

Bruce Willard
bwillard@mindspring.com

1180. Re: Beta test v8 sio2pc software

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-14 00:00:00 UTC
From: bmcbrine@hakatac.port.island.net
Message-ID: <3u7bb9$gqb@hakatac.port.island.net>
Source record: 90010

In article <3u25sv$t48@antares.en.com>,
Steven J Tucker <classics@en.com> wrote:
>Beta test version 8 of my sio2pc software will soon be available. I will
> be uploading it to ftp.xmission.com later on.
>
>Newest features include: pc-mirror (copy files and naviagate pc directories
>Steve

Many thanks Steve!! Especially these new features make it "Just what I wanted"
:-) I always thought it should have some file access to the dos FAT file
system. I'll be after the new version asap! Kudos!! Kudos!!

l8r...
--
--beautiful bc.--west canada---# Hey I've got HP 3000/70 Classic parts 4 SALE!
l8r... !{] Bill T. McBrine | "My views are not necessarily that of any
bmcbrine@hakatac.almanac.bc.ca_|_organisation or any person living or dead."
-"What is genius? It is the power to be a boy again at will." J.M.Barrie-1897

1181. Re: Genesis controllers for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-14 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <VPmBwksjYtkD083yn@IBM.NET>
Source record: 90098

In article <JLBhIYM.lmcclure@delphi.com>,
Lonnie McClure <lmcclure@delphi.com> wrote:
>In a message dated 7-7-95, Bruce Tomlin said:
> "The ColecoVision used diodes to one of the paddle pins for
> the keypad and right fire button. Unfortunately, the 2600
>Have you tested one of these out to see if the keypad buttons work with
>an Atari 8-bit? If not, I've got a Coleco Adam sitting right next to my
>1200XL, so it should not take me long to find out. <grin>

Yes, they do work with the 8-bit, but I haven't studied it too far.
(The joystick pretty much sucks!!!!) I did solder in a wire for
the right button to be the same fire button as the left. The big thing
I use the Colecovision joystick for is to replace the key I lost for
tenth frame on my ST. If I hold down the 0 button while the game is
booting, I can get past the copy protection.

Ryan 'Gozar' Collins RLCOLLI@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

http://miavx1.muohio.edu/~rlcollins

1182. Mail Order Monsters

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-14 00:00:00 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <392D6C01245@east-01.novell.leeds.ac.uk>
Source record: 90099

Yes Mail Order Monsters was released for the Atari 8-bits on disk format, possibly by Electronic Arts (I can't remember exactly so don't hold me to that!).

Was it any good? Well I don't know how it compared to the C64 version but the graphics are a bit simple during most of the actual action, but there does seem to be a large scope for parameter alterations. Personally I never liked it much, I'm a shoot em up fan, but at least I hope I've answered your question! As to where you can get it these days, I don't know, check out the latest AC there are several companies in there with pages and pages of software, its probably there somewhere!

Richard Gore
chmrig@leeds.ac.uk

PS I've not heard any net-talk about this new AC, the one with the return of the Alchemist talking about Percom drives. I assume from this silence that either people haven't got their copies yet or they are happy with it!

1183. F Tooned products

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-14 00:00:00 UTC
From: 100272.165@compuserve.com
Message-ID: <3u6d38$3lk@data.interserv.net>
Source record: 90100

Is there a list somewhere available with the products that F-tooned supports/produces ?

Maybe Mike can post such a list here ?

Bye,
Thijs

Thijs Aaten

Internet: taaten@cs.vu.nl
CID: 100272,165

1184. Re: Atari 8bit CD possible

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-14 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3u6nqr$7p5@blackice.winternet.com>
Source record: 90101

```
>
> >How would you folks like to see a CD holding all files on UMICH, my ftp
> >site, GEnie, CompuServe and Delphi?
> >
> >Its now possible. I have a friend who will charge $50.00 to create a CD
> >based on what I have stored on hard disk - and since I have a TON of
> >stuff on my PC's hard disk (atari 8bit, that is) . . . .
>
>
>>>>
```

If all the Hardware Upgrade files from Genie and CServe
are on it and I can read them on my ST, FALCON or PC, put me on
your list!
Rich Mier

1185. Re: Xmission ftp site

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-14 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <3u6oj3$ko8@chuangtsu.acns.carleton.edu>
Source record: 90102

In article <3tsose$n9r@news.xmission.com> James King,
jeking@xmission.xmission.com writes:

>In addition, somebody has emailed my provider whining about a couple of
>(c) files available there.

Commercial software IS copyrighted.
Shareware IS copyrighted.
Freeware IS copyrighted.
Public Domain software is NOT copyrighted.

Your provider surely doesnï¿½t have a problem with freely-distributable
copyrighted software there, but probably does have a problem with commercial
software there illegally. No responsible Internet provider supports software
piracy.

1186. Re: Repost: 1200xl PBI

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-14 00:00:00 UTC
From: buescher@shed.inel.gov
Message-ID: <BUESCHER.95Jul14165720@shed.inel.gov>
Source record: 90103

>>>>> "Itay" == Elad Bruck <bruck@brachot.jct.ac.il> writes:
In article <9507122056.AA03618@brachot.jct.ac.il> bruck@brachot.jct.ac.il (Elad Bruck) writes:

Itay> If I add an ECI connector to my 1200xl by wiring those 14 pins,
Itay> will I be able to use my hard disk on it? Can anyone tell me how
Itay> to do this?

Um, I don't know, but I was planning to try this myself following Bob Woolley's instructions on adding a PBI to the 1200XL sometime this summer. I'll let everybody know how it turns out...

Brent

1187. Re: Beta test v8 sio2pc software

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-14 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142193@cup.portal.com>
Source record: 90104

What's the file name? I look around xmission for a while & there's
so much stuff I couldn't find it.
Of general interest, I DL'd SIO2PC 3.18 & 3.19 from archive.umich.edu
& once again, them files is busted! I decided to check the ones at
xmission also & at least for 3.19, it's solid.
Rick

1188. Pointers to Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-14 00:00:00 UTC
From: alfonso@xalapa.lania.mx
Message-ID: <9507142221.AA17062@xalapa.lania.mx>
Source record: 90105

Hi! First of all, please excuse me if this is not the proper place for this posting, but I don't know a better one (and there is no indication about this in the FAQ). And surely the st group is not the right one...

I would like to find information on programming the Atari Portfolio, as well as its hardware. Preferably documents available on Internet.
Thank you very much in advance for any help you can give me.

Please reply my e-mail: alfonso@xalapa.lania.mx

Luis A. Gonzalez

1189. FS- Atari parts

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: Terry.Streeter@flight.org
Message-ID: <062_9507160105@flight.org>
Source record: 89956

I'd like the 1050's and basic cart.
$5.00 ea. ok?
---------- -//- ----------
Internet: Terry.Streeter@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

1190. 2600 cart. Maze Mania does any have it?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: HSXR20D@prodigy.com
Message-ID: <3u76t7$1vh2@usenetp1.news.prodigy.com>
Source record: 90011

Hey does anyone have this cart. are you willing to sell it?

greg
hsxr20d@prodigy.com

1191. Re: Biofeedback devices?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3u7nkv$pfn@nic-nac.CSU.net>
Source record: 90012

WHOA! Describe how that setup is made!!!! :)

Is it just one pin which goes to the paddle goes to one finger, and the other pin which goes to the paddle goes to the other finger? And it's just a hacked cable and some tin-foil!? COOL! :)

How well does it work though!? :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1192. 1200XL/XF551 info

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: psu01223@odin.cc.pdx.edu
Message-ID: <Pine.PTX.3.91.950715013824.12495A-100000@odin.cc.pdx.edu>
Source record: 90013

Hello everybody!

I just picked up my first 1200XL and an XF551 for $30 at
a thrift store, and now I'm trying to remember all the talk about the
problems in the 1200XL OS when it first came out. Can somebody sum up the
differences between the 1200XL and the 800XL besides the obvious (no
BASIC, better keyboard, etc.)? Does the 1200XL have the chroma signal on
the monitor jack (unlike the 800XL)? Do I really need to be concerned
about compatibility, since I have an 800XL I can play games on and this is
mainly going to be my coding machine (thanks to the killer keyboard)?

Also, the XF551 came with a DOS 2.5 disk and a manual that only mentions
enhanced density and 1050 compatibility, but the FAQ says the drive is
DS/DD. What's the deal?

TIA,

Alex Chamberlain |||
psu01223@odin.cc.pdx.edu ||| Atari forever!
/ | \

1193. Re: Atari 8bit CD possible

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3u81e5$15rb@seminole.gate.net>
Source record: 90014

In article <1995Jul14.052436@miavx1>, <cecarman@miavx1.acs.muohio.edu> wrote:
>(directory?), and shrinkwrapped for about $2 a CD... collect $15 per person
>before hand, get the money together, throw the whole thing on your friend's CDr
>(or a DAT backup) and get it pressed. One place I know that can do this is
>DADC at (812) 462-8100... call them and ask for their (very detailed) booklet

Heck, I think with a price like $15 and set it up for some popular file indexs
(like for PC boards) and I bet many bulletin board operators would buy a CD
like this just to support some of their Atari 8-bit users, or maybe just
because they love their 8-bit.
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

1194. Re: Atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: rgoolevi@news.etc.bc.ca
Message-ID: <1995Jul15.095449.4776@news.etc.bc.ca>
Source record: 90015

Eugene Wong (74043.167@CompuServe.COM) wrote:
: Can you, please, tell about what stores there are in Vancouver,
: BC? What games you have for trade? I would be willing to trade
: Preppie II (cassette version, complete with instructions and
: cover), Monster Maze (cartridge version). I would be willing to
: give you more information and details about the games. If you
: have any freeware, that would be good too.

Your in vancouver BC? Whoa! Your one of THE FEW 8-bitters left in the lower mainland! I only know of 2 others (now 3) people that are still active! But then again, there is a fairly active group over on Vancouver island, they even have their own BBS running on an 8-bit, with like 500Megs with Swapped partitions on a blackbox... ANYWAYS

There are no stores around that specifically sell atari 8-bit software.. The only atari store left is Falcon Systems in Burnaby, and they are ST/Falcon, and now a little PC... My best bet would be to look around the second hand stores and the like, I have been too a few and there is usually a few 8-bits, and maybe software to go along with it :)

Maybe we could trade? I have a bunch of original carts... and a few tape games, including preppie 1 and 2 that I got at a swap meet for 50 cents each! I also got about 5 Synapse games on tape, like Pharoahs curse, shadow world, etc.. (but i want to keep those! im collecting them..)

Anyways, my email address is rgoolevi@cln.etc.bc.ca and you can email me if you want!

L8r!

--


```
_____________________________________________________________________
___ _____ __ _ __ __
/ _ \__ _____ ____ / ___/__ ___ / /__ _ __(_) /_____/ /
/ , _/ // / _ `/ _ \ / (_ / _ \/ _ \/ / -_) |/ / / __/ __/ _ \
/_/|_|\_, /\_,_/_//_/ \___/\___/\___/_/\__/|___/_/\__/\__/_//_/
/___/ http://www.wimsey.com/~johng/ryan.html
rgoolevi@cln.etc.bc.ca
```

1195. Re: 1200XL/XF551 info

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <3u86ou$qe4@news.umbc.edu>
Source record: 90016

Alexander Chamberlain (psu01223@odin.cc.pdx.edu) wrote:
: Hello everybody!

: I just picked up my first 1200XL and an XF551 for $30 at
: a thrift store, and now I'm trying to remember all the talk about the
: problems in the 1200XL OS when it first came out. Can somebody sum up the
: differences between the 1200XL and the 800XL besides the obvious (no
: BASIC, better keyboard, etc.)? Does the 1200XL have the chroma signal on
: the monitor jack (unlike the 800XL)? Do I really need to be concerned
: about compatibility, since I have an 800XL I can play games on and this is
: mainly going to be my coding machine (thanks to the killer keyboard)?

The biggest difference to me between the 1200XL and the 800XL is the fact that the 800XL OS has the necessary code in it for the PBI (Peripheral Bus Interface whereas the 1200XL does not. But then again, the 1200XL does not even have a PBI! It can be hacked, however.

The 1200XL does have the chroma signal at the monitor jack, unlike the 800XL. However the stock 1200XL video (both the chroma and the luma) is easily the worst of the Atari 8-bit lot. However, with the SuperVideo 2.1 upgrade from the December 1993 issue Atari Classics it becomes the best of the lot! Why? Because the 1200XL has some additional color saturation circuitry which makes it really stand out with a good split video monitor.

As far as compatibility... I am still running my 1200XL with the stock 1200XL OS and have not run into any compatibility problems except for software which accesses the PBI code. There may be a couple of programs which are not compatible.

: Also, the XF551 came with a DOS 2.5 disk and a manual that only mentions
: enhanced density and 1050 compatibility, but the FAQ says the drive is
: DS/DD. What's the deal?

The XF551 is definitely capable of true DS/DD 360K. It has two heads. But DOS 2.5 cannot access. Try MyDos 4.53/4.54, SpartaDos 3.2d/f/g, SpartaDos X cartridge, or DOS XE plus others. They can format the XF551 as true DS/DD. You can even upgrade the XF551 to a 3.5 720K drive system!

I will let the other real Atari 8-bit experts add in their commentary...

Tom

-=-=-=

1196. Sweet 16, Mars 8 in Europe?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: xebec@delphi.com
Message-ID: <xDCCwUz.xebec@delphi.com>
Source record: 90017

Where to find these wonderful upgrade in Europe? Any official or unofficial dealers? by the way what are the differencies beetween plain 6502 and Atari custom 6502?
j lebrun
Email xebec@dephi.com

1197. Wanted: Shamus

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: pegbyter@aol.com
Message-ID: <3u8g3n$bci@newsbf02.news.aol.com>
Source record: 90018

Thanks for all the responses for Journey to the Planets. Does anyone out there have a copy of Shamus they'd be willing to part with or make me a copy of? The original one preferably, the second one wasn't so great in my opinion. Thanks.

1198. Describe your Atari setup!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3u8hep$t2g@news.xmission.com>
Source record: 90019

I'd like to start the following thread. Hopefully we can come up with an interesting WEB page.

I'd like you all to describe your Atari computer setup. What peripherals, device, odd attachments does it consist of?

In addition, mail me a photograph, and I'll get it scanned in and added to a web page.

All folks wishing to contribute to this thread, please respond - and those wishing to mail off a photograph, send via snail mail to:

James King
4729 South 4180 West
Kearns, Utah 84118

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1199. FS- Atari parts

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: sjensen@cello.gina.calstate.edu
Message-ID: <3u8kjd$iq@cello.gina.calstate.edu>
Source record: 90020

```
Free or Cheap 8 bit stuff
=========================

It probably all works but I don't have enough parts left to test this
stuff. Make any offer. You pay postage. If you buy something, tell
me what you would like to get for free with it. In 2 weeks whatever
is left goes in the dumpster. Trades considered for Apple 2 parts.

4 800's (2 have some keycaps missing)
2 1050's
3 810's
1 820
about 250 disks
1 BASIC cart
1 drive cable
2 composite audio/video monitor cables

_____________________________________
| |
| sjensen@cello.gina.calstate.edu |
| sjensen@valleynet.com |
| http://www.valleynet.com/~sjensen |
|_____________________________________|
```

1200. Re: Beta test v8 sio2pc software

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: classics@en.com
Message-ID: <3u8ncm$ghk@antares.en.com>
Source record: 90021

Rick_Michael_Cortese@cup.portal.com wrote:
: What's the file name? I look around xmission for a while & there's
: so much stuff I couldn't find it.
: Of general interest, I DL'd SIO2PC 3.18 & 3.19 from archive.umich.edu
: & once again, them files is busted! I decided to check the ones at
: xmission also & at least for 3.19, it's solid.
: Rick

I uploaded it as ae_b7.exe, i guess I should have mentioned that :) It
was in the incoming directory, it may have been moved to new arrivals?

Steve

1201. Re: 1200XL/XF551 info

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142218@cup.portal.com>
Source record: 90022

Well, my addtions are almost on the level of trivia. As you noticed, you have to use a basic cart unless you're willing to hack the computer. It's not a real problem to add a 800XL OS, but unless you're looking to do some real serious stuff, it isn't necessary. The only problems you will run into with carts are the Sparta DOS X & the Proburner, these have trouble fitting. Fomr a game cartridge standpoint, I thing the only problems for sure are GORF & Escape from Eypix<SP?> 4. These are both made by ROMAX & I think there may be some problems with some of the other ROMAX, or is it ROMAX, titles like Demon Attack. BTW: Do you have the 1200XL version that has the names of the development team on the screen when you boot it without a cartridge?
Rick

1202. Re: 1200XL/XF551 info

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3u94go$ol9@nic-nac.CSU.net>
Source record: 90023

Tom! :) You're lucky - that you have had little problems running stuff with the 1200XL OS. I got so sick of programs crashing left and right (mainly demos and games from Europe) that I got a spiffy replacement from Bob Woolley, as well as a nice 256K RAM upgrade. Then it died though. I'm not sure if it's my fault, the SIO2PC cable I was using's fault, my VCR's fault (bad ground, RIck Cortese says), my 1200XL's brick's fault, or just my PC's fault by doing something mean to the SIO2PC cable. :(

Anyway.. but again, you're luck about the 1200XL OS running most of the stuff you've tried.. :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1203. Re: You guys are killing me

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: "McMahon, Rory" <rmcmahon@eagle.ais.net>
Message-ID: <62027.rmcmahon@eagle.ais.net>
Source record: 90024

On 12 Jul 95 12:20:25 GMT,
Kevin Haley <khaley@nova.gmi.edu> wrote:

>leto2@gol1.gol.com (Peter Payne) writes:
>
>>Ah, those were the days. Mule after school, or Miner 49er. God, I wish I
>>could go back.
>

<SNIPPED FOR BREVITY>

>There is one store in my area that still specializes in old computers,
>especially the Atari 800 series and C=64. Unfortunately, their
>prices are quite high, but they have some stuff you can't find
>anywhere else. They still have a stack of brand new never opened
>XF 551 disk drives and 1010 program recorders (!) as well as quite
>a few games and some controllers. Ah, the memories! ;-)
>
>I'm currently diddling with a few games I had worked on several years
>ago when I was in high school, but they had never been completed. One
>is a role playing game that is actually quite close to completion.
>If there is sufficient interest in new software for the 8bit, I'll
>try to clean it up and release it. I've been playing with the idea of
>writing another game, but I simply don't have time to invest in
>stuff like this. Maybe this will change sometime.
>
>/Kevin
>
>

Kev,

I am sure that there will always be a call for RPG games. As for that
store, what is the name,addr, and phone?

Rory
rmcmahon@eagle.ais.net

1204. Re: Atari 8bit CD possible

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: "McMahon, Rory" <rmcmahon@eagle.ais.net>
Message-ID: <62610.rmcmahon@eagle.ais.net>
Source record: 90025

On 13 Jul 1995 11:12:23 GMT,
James King <jeking@xmission.xmission.com> wrote:

>How would you folks like to see a CD holding all files on UMICH, my ftp
>site, GEnie, CompuServe and Delphi?
>
>Its now possible. I have a friend who will charge $50.00 to create a CD
>based on what I have stored on hard disk - and since I have a TON of
>stuff on my PC's hard disk (atari 8bit, that is) . . . .
>
>--
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking@xmission.com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit hobbyist by choice, MIS Professional by accident!
>
>

James,

I have had the pleasure of accessing your site...nice setup... would
jump at CD at $40 tops tho...

thanks
Rory
rmcmahon@eagle.ais.net

1205. Re: Software piracy, a second opinion

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: "McMahon, Rory" <rmcmahon@eagle.ais.net>
Message-ID: <63594.rmcmahon@eagle.ais.net>
Source record: 90026

On 14 Jul 1995 22:32:01 -0400,
Russ Gilbert <Russ.Gilbert@apk.wariat.org> wrote:

RG>I'm presenting a 'second' opinion about possible commercial
RG>software on the xmission site. I suppose this is mostly a
RG>post to M. Current, but I want it to be public.

<SNIPPED FOR BREVITY>

RG> Commercial software for the 8-bit is often not available,
RG>or it is available but in protected versions. There are
RG>many people who own legitimate copies of ancient or newly
RG>bought A8 software that would like to have a backup or
RG>'image' capable copy. The commercial software I saw on
RG>xmission was not current software, that is it is not the new
RG>software from Poland or Mr. Gore or other recent software
RG>developers. I guess it is not a voting matter, but I
RG>appreciate the xmission ftp site, never downloaded from it.
RG>I think M. Current is being incorrect in thinking Mr. King's
RG>provider will substantially care about the ancient
RG>commercial titles available on xmission. I do think the
RG>hassle and expense will cost A LOT of people this site.

Agreed...how does one recover from a protected floppy whose media
has failed due to age and usage that can no longer be replaced. What
kind of measures does a person take to protect his investment? I
realize that there are still producers of viable software for the
8 bit, but where can we draw the line??? I would venture to say that
most of the developers have moved from this platform in order to eat.

RG>costly to this A8 community. I would guess that American
RG>Technavision, B&C, C&T and other retailers have seen an
RG>INCREASE in sales from the interest and nostalgia produced
RG>by PCxformer and the availability of 'imageable' copies.
>
>
>--
>Russ Gilbert, user of the UniBoard System @ wariat.org
>E-Mail: Russ.Gilbert@apk.wariat.org
>***
> APK Public Access UNI* Cleveland, (216)-241-7541
> Ohio first telnet/FTP/IRC/MUD/Internet access BBS
>E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
>***
>

rmcmahon@eagle.ais.net

1206. Re: Thunder Child Update/

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3u962b$1pt@link.xs4all.nl>
Source record: 90027

```
C >From: Chris_F_Chiesa@cup.portal.comportal.com!Chris_F_Chiesa
C >Subject: Re: Thunder Child Update/Review
C >Date: 16 Jun 1995 13:00:12 -0700

C >.. They did accomplish one
C >thing, though: they robbed me of the screws that held the case together and,
C >when I called them on it, gave me a handful of screws that turned out to
C >be the wrong ones... Anybody have a set of case screws for an 800? :-)

Howdy Chris

Try Best Electronics. They have sets of screws of lots of classic Atari
computers. My 1050 set had two screws though, that didn't belong inthere
(and I guess I missed two other screws). Somebody must have screwed up :-)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS anybody know when their new catalog (#10) will be comming out.

---
* PabQwk 2.0 *
```

1207. Q: Indus GT power supp so

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3u962c$1pv@link.xs4all.nl>
Source record: 90028

```
C >From: Chris_F_Chiesa@cup.portal.com
C >Subject: Q: Indus GT power supp source (was: RE: Thunder Child)
C >Date: 16 Jun 1995 13:00:21 -0700
C >
C >Indus GT... that reminds me... I bought a used Indus GT last year w/o
C >a power supply and am still running it on a supply I'm BORROWING from a
C >buddy of mine. I'd like to get one of my own and return the borrowed one;
C >are any of the remaining vendors still selling Indus-GT-compatible power
C >supplies?
C >
C >(And speaking of vendors, am I correct in presuming that last winter/spring's
C >"Atari Closeout" at -- was it Best? Or American Techna-Vision? -- is now
C >past? I never did get around to ordering anything :-( ...)

Try Future Systems. They bought the rights to the Indus. Can't find their
address. Something like Lassen street in Chatsworth.

The close out sale was at ATV.

That's all I know.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

1208. Re: Best way to Backup pr

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3u962c$1q1@link.xs4all.nl>
Source record: 90029

```
r >From: rumpf.1@osu.edu (Robert Rumpf)
r >Subject: Re: Best way to Backup protected software?
r >Date: Sat, 17 Jun 1995 15:35:13 -0400
r >
r >> You should get a Super Archiver II with the bit-writer option
r >> available for 1050 disk drives via CSS. It copies pretty much
r >> everything out there.
r >
r >Okay, next question - where do I get the Super Archive II? ;)

Find the FAQ (posted monthly)
Look for CSS (in the FAQ)
Give them a call.
(all other means of communication go veeeeerrrrrrryyyyy slow, where CSS is
concerned.)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

1209. Re: binaries or no binari

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3u962c$1q3@link.xs4all.nl>
Source record: 90030

```
r >From: rzabaga@aol.com (RZabaga)
r >Subject: Re: binaries or no binaries
r >Date: 17 Jun 1995 18:12:16 -0400
r >
r >No, you are not the last of the atarians who actually have an atari!
r >
r >(though i do have XFORMER and it's neat!)
```

I mentioned Ataricans (from Atarian and Mohican) and I meant people that ONLY use CLASSIC ATARI's.

```
r >I have an 800xl, xf551, and a billion games that some pentiums will never
r >reproduce! The old atari stuff is classic!
r >
r >You mentioned 'binaries'......is there a NEWSGROUP out there where
r >binaries are sent to? am i missing something fun and interesting? wouldn't
r >be the first time......
r >
r >cheers. thanks. g'day.
r >
r >RZabaga@AOL.COM (a.k.a. Z-MAN)
```

Nope, not one just for Classic Atari's. They other guys (why aint there no girls here) can probably fill you in on those.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

1210. Re: digitizing routine

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3u962d$1q5@link.xs4all.nl>
Source record: 90031

```
b >From: bmcbrine@hakatac.port.island.net (Bill McBrine)t.island.net!not-for-mai
b >Subject: Re: digitizing routine
b >Date: 18 Jun 1995 19:44:53 -0700
b >
b >Now if you were to build a sound sampler (or whatever
b >type of digitizer) on the parallel bus (PBI of the XL's for instance), then
b >you would have much more bandwidth to work on. But then you get slapped in
b >the face by the small memory size, and need to look at bank-switching, which
b >is a different problem. I'm not sure whether bank-switching would even be
b >fast enough to keep up with your digitizing system... Probably work though.
b >
b >I wish you luck and hope you are pleased with the product.
b >
b >Enjoy!

Howdy Bill

Isn't it nice to know that the MARS8 will/can have linear memory?
Up to a couple a meg? Wouldn't stereo sound be nice?

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

Brainstormin' a low budget hobby

---
* PabQwk 2.0 *
```

1211. MARS8/S16/Sound

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3u962d$1q7@link.xs4all.nl>
Source record: 90032

Howdy Bill

Why would we need a PC?

We need stereo sound though!

And if Mr. Woolley could turn his SLCC 80 columns upgrade into color, hi-res
and run it on a Sweet 16 (or his own 65816 upgrade) equipt classic Atari.
Or maybe fit the both the Sweet 16 AND the "dual processor" into an XE.

M E W A N T !!!

Now, see what you've done.....

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

1212. Re: CMC editor / CMC play

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3u962d$1q9@link.xs4all.nl>
Source record: 90033

```
m >From: Marek Wojciechowski 19-93 Bp4 <mw@altis>k.org.pl!sunrise.pg.gda.pl!alti
m >Subject: Re: CMC editor / CMC player sourcecode?
m >Date: Mon, 19 Jun 1995 12:21:09 +0200
m >
m >You can get it from LK Avalon:
m >L.K. Avalon
m >PO BOX 66
m >35-959 Rzeszow 2
m >Poland
m >
m >and probably from Mirage Software (I am not sure about it.)
m >Mirage / AS
m >ul. Gen. Abrahama 4
m >03-982 Warsaw
m >Poland
m >tel: 671-77-77
m >FAX: 671-76-22
m >
m >I don't know whether they have english version of the documentation, the
m >software itself has english descriptions.

Don't know if these companies are still alive/supporting classic Atari's.
You might also try A.N.G. Software. They will/have stop(ped) supporting
us too, but they should have English documentation.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS You'll find the address in the FAQ. The FAQ is posted montly.

---
* PabQwk 2.0 *
```

1213. Spartados ...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3u962e$1qb@link.xs4all.nl>
Source record: 90034

```
p >From: peter@soemtron.sb.sub.de (Thomas Havemeister)
p >Subject: Spartados ...
p >Date: 19 Jun 1995 18:31:01 -0500
p >
p >Howdy !
p >
p >Here in Germany is Sparta Dos not so populair like in america . But where
p >to get Sparta Dos ? Are there any rights on it ?

You can get SpartaDOS via the ABBUC.

ABBUC e.v.
c/o Wolfgang Burger
Wieschenbeck 45
45699 Herten
Germany

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

1214. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3u962e$1qd@link.xs4all.nl>
Source record: 90035

```
k >From: kingb@software.mitel.com (Brian King)
k >Newsgroups: comp.sys.mac.hardware,comp.sys.mac.ha
k >dware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys
k >Subject: Re: Iomega Zip FAQ 1.4
k >Date: 23 Jun 1995 09:26:08 -0400

Could some of you guys do somethig about the above mentioned thread?

I only have partial Internet access (all I need) and don't know how to stop
this nonsence. (please don't explain)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

1215. AR

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3u962f$1qj@link.xs4all.nl>
Source record: 90036

Howdy Philip

Re: Alternate Reality

How about finishing the other five AR titles for us. I know "the Arena"
would have been one of them....

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

1216. Re: nir-PAL and Sweet 16

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3u962f$1ql@link.xs4all.nl>
Source record: 90037

```
k >From: kendrick@zippy.sonoma.edu (William Kendrick)
k >Subject: Re: nir-PAL and Sweet 16
k >Date: 26 Jun 1995 19:39:06 GMT
k >
k >nir-PAL is a supposedly LAUGHABLY easy to install upgrade for NTSC machines
k >which adds PAL compatibility (ie, run European-based software which messes up
k >or doesn't run on US machines)
k >
k >It also does work with Sweet16 so I've heard! (YES!)

Could there be an advantage to us PAL users, to "upgrade" our machines so
we'd be able to use "NTSC" only software. If that exists. Would "PRISM
STUDIO" (gen-lock) work???

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

1217. A.R. better then V.R.

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3u962f$1qn@link.xs4all.nl>
Source record: 90038

```
r >From: rwilmott@mars.superlink.net (Ray Wilmott)
r >Subject: Re: What hapened to Philip Price
r >Date: 29 Jun 1995 02:28:55 GMT
r >
r >Phil, if you've got a few spare minutes, could you please do
r >all of us AR fans one really big favor? Please post a quick
r >paragraph or two letting us know how the game was supposed to
r >end. (ie - how you finally get back to earth, why the aliens
r >captured you and brought you to Xebec's Demise, etc).
r >
r >Heck, we've been waiting 10 YEARS for the answers to these
r >questions! :-)
r >
r >
r >-Ray Wilmott

Or better yet, finish the series, so we can find it out ourselves.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

(silly mode ON)
And make a V.R. (Virtual Reality) version)

---
* PabQwk 2.0 *
```

1218. Question: Cartridge compa

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3u965c$1tl@link.xs4all.nl>
Source record: 90039

w >From: wardshrake@aol.com (WardShrake)
w >Subject: Question: Cartridge compatibility
w >Date: 1 Jul 1995 11:49:05 -0400
w >
w >This is going to be a stupid question, I'm sure, to those of you who've
w >long played with Atari 8bits. However, after reading the FAQ, etc, I still
w >wonder... My most-familiar computer system is the Commodore 8bits, but
w >nothing (well, very little) ever worked from system to system, with their
w >stuff. Hence the question:
w >
w >Can any old 8bit cartridge be played in any old 8bit machine? Or more
w >specifically, if I came across some old Atari 800 cartridge games that I
w >liked, could I play them on the Atari 600XL someone just gave me?
w >
w >Thanks in advance for the help!

Howdy Ward

There is no such thing as a stupid question!

Most of the cartridges for the 800 should work on XL/XE series computers.
But, I guess quite a lot of them require more then 16kByte (600XL's came
with only 16kBytes of memory)

(and there also are a couple of cartridges that will ONLY run on the XL/XE
series)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

1219. PabQWK, what to change

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3u96aa$237@link.xs4all.nl>
Source record: 90040

Howdy All

Here's a list of things I don't like about PabQWK.
(I'll have a look at the *.NDX structure PabQWK uses soon.)

Maybe James King can use them, should he try to improve PabQWK.

BTW James, is your BBS still running.

The list:
- If you don't have a mail package (e.g. read them all, then deleted them),
you can not prepare a message.

- The name/address of the person you're addressing the message to, always has
to be entered in capitals. (Unless you're replying to a message, in which
case (no pun intended) it doesn't matter is the name/address is in caps or
lower case characters.

- I'd like 80 column support.

- After leaving PabQWK (using Q), the first DOS command always returns an
ERROR 129

- If you want to use FILE TO MESSAGE, the device name should be in capitals.

- I sometimes get an empty window where TAG, SAVE, CARBON COPY, ABORT should
be. Don't know why.

- It would be nice if PabQWK had a feature, where it would load our names or
signatures from a small textfile.

That's it for now.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

1220. Re: Repost: 1200xl PBI

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: heller@blue.crayola.cse.psu.edu
Message-ID: <3u99es$aok@psuvax1.cse.psu.edu>
Source record: 90041

Brent Buescher Jr (buescher@shed.inel.gov) wrote:
: >>>>> "Itay" == Elad Bruck <bruck@brachot.jct.ac.il> writes:
: In article <9507122056.AA03618@brachot.jct.ac.il> bruck@brachot.jct.ac.il (Elad Bruck) writes:

: Itay> If I add an ECI connector to my 1200xl by wiring those 14 pins,
: Itay> will I be able to use my hard disk on it? Can anyone tell me how
: Itay> to do this?

: Um, I don't know, but I was planning to try this myself following Bob
: Woolley's instructions on adding a PBI to the 1200XL sometime this summer.
: I'll let everybody know how it turns out...

You will need an 800xl ROM and an 800xl MMU (that does those neat missing lines...) and yes, his upgrade does work...

Karl

1221. Re: 1200XL/XF551 info

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: heller@blue.crayola.cse.psu.edu
Message-ID: <3u99rq$aok@psuvax1.cse.psu.edu>
Source record: 90042

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Tom! :) You're lucky - that you have had little problems running stuff with
: the 1200XL OS. I got so sick of programs crashing left and right (mainly
: demos and games from Europe) that I got a spiffy replacement from Bob Woolley,
: as well as a nice 256K RAM upgrade. Then it died though. I'm not sure if
: it's my fault, the SIO2PC cable I was using's fault, my VCR's fault (bad
: ground, RIck Cortese says), my 1200XL's brick's fault, or just my PC's fault
: by doing something mean to the SIO2PC cable. :(

: Anyway.. but again, you're luck about the 1200XL OS running most of the
: stuff you've tried.. :)

The 1200XL actually had 2 different revisions... I think they were
the 1200 and the 1200XL versions.

(Also..the 600XL's have 2 diff roms. There is a 600XL rom..but most
come with an 800xl rom.) (Also, there are a few 130xe roms..but..anyways)

Anybody ever play Karateka? no.. um.. that Epyx Karate game...
...on a 1200xl? The function lights alternate depending on who's turn
it is. =)

Karl

: -bill!
: kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
: William (Bill) Kendrick / | \ ** New Breed Software **
: http://zippy.sonoma.edu/~kendrick

1222. Re: digitizing routine

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3u9b3h$sua@nic-nac.CSU.net>
Source record: 90043

Mathy, Sweet16 + Mars8 | other S16 RAM upgrading unit will allow not just "a couple of megs", but up to 16 MB linearly! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1223. Re: nir-PAL and Sweet 16

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3u9b8c$sui@nic-nac.CSU.net>
Source record: 90044

Mathy, I would think the ONLY advantages PAL users would gain with an NTSC upgrade(!) would be:

(1) As you said, NTSC GEN Lock hardware would work
(2) VBI-driven screen enhancements would look better (flicker would be at 60fps not 50fps). ColorView modes, APAC modes, Flick-80, UltraColor IRG, etc. would look nicer.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1224. WANTED: 19.2k bps capable modem interface!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3u9cdf$jk@nic-nac.CSU.net>
Source record: 90045

If anyone has got a WORKING revision 4 P:R:Connection (WITH R: cable,
preferably) they'd like to see, LET ME KNOW! (kendrick@zippy.sonoma.edu
or usually on #atari8 on IRC chat)

I REALLY would like to get my XL hooked up to my 14.4k modem!! :(:(:(

Thanx!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1225. Re: Pointers to Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3u9fka$5v3@status.gen.nz>
Source record: 90046

Luis Alfonso Gonzalez Luna (alfonso@xalapa.lania.mx) wrote:
:
: I would like to find information on programming the Atari Portfolio, as

Compax in Sydney, Australia have in the past, developed hardware and
software for the Atari Portfolio. I'll post the contact address soon.

cheers

-Brian Becroft (mbecroft@iconz.co.nz) Keeping ATARI ALIVE in New Zealand!-
-President Tariland Computer Club Auckland New Zealand--------------------

1226. Atari 8-bit New User, Emulator Help FAQ Rev.0.7

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199507152240.PAA16390@zippy.sonoma.edu>
Source record: 90047
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

```
Welcome to:
+--------------------------+
| The Unofficial Atari 8bit |
| New User, Emulator Help |
| FAQ |
Rev.0.7 | | Rev.0.7
| By Bill Kendrick |
| Revision 0.7 |
| January 17, 1995 |
+--------------------------+

[ Differences from Rev.0.5: Corrected descriptions of Atari computers;
Corrected PC Xformer 3.0 dealer list; listed where Mule and Util
can be found]
[ Differences from Rev.0.6: Updated Branch Always Software information ]

PLEASE also refer to: MyDOS 4.5x documents, SIO2PC documents,
XFormer documents, and the Atari 8-bit F.A.Q.

For general help (hardware, magazines, etc.) please check the Official
Atari 8-bit FAQ file:
From: Michael Current <MCURRENT@carleton.edu>
Where to get the latest copy of the Atari 8-Bit Computers
Frequently Asked Questions List:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
(and many other FTP sites that archive Usenet FAQ Lists)
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers

or, send a message to mailto:mail-server@rtfm.mit.edu that says:

send usenet/news.answers/atari-8-bit/faq
quit

Finally, you can always ask Michael for a copy at
mailto:mcurrent@carleton.edu

Summary of Atari 8-bit's an emulated 8-bit Atari's:

Atari 8-bit computers were produced between 1979 and 1987. The
major models released were the:

400 - 8K-16K, 400/800 OS, CTIA or GTIA graphics (depends when made)
800 - 8K-16K-48K, 400/800 OS, CTIA or GTIA graphics (depends when made)
1200XL - 64K, 1200XL OS, GTIA graphics
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600XL - 16K, XL OS, GTIA graphics
800XL - 64K, XL OS, GTIA graphics
65XE - 64K, XL OS, GTIA graphics
130XE - 128K, XL OS, GTIA graphics
XEGS (Game System) - 64K, XEGS OS, GTIA graphics (Had Missile Command)

All of the XL's except the 1200XL had BASIC installed on ROM. BASIC can be purchased on cartridge for the 400/800/1200XL's.

Branch Always Software are the creators of:
ST Xformer (Atari 8-bit emulator for ST's), Quick ST, Quick Index, Gemulator (Atari ST emulator for PC's), and PC Xformer (Atari 8-bit emulator for PC's).

ST Xformer 2.0 and 2.5 released for the Atari ST 16-bit machines. Very limited. Now public domain (used to be commercial).
PC Xformer 2.0 and 2.5 released for IBM PC machines. 2.0 is limited and supports only 800 OS. Both public domain (were always PD).
PC Xformer 3.0 released for IBM PC machines. Supports all OSes, 320K RAM, and best of all, player/missile collision detection (which MANY games use!)

Graphics:

The Atari has maximum resolution of 320 x 192 (standard, non-overscanned screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4, 160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are also supported. 40 x 24 x 256-character (128 normal, 128 inverse, character set indirection available) text mode is standard (2 colors).
40 x 24 x 128-multi-colored-character (4 colors per character allowed, the other 128 characters have 4th changed into a color 5) and 40 x 12 x 128-multi-colored-character screen modes are available.
GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-only, and 80 x 192 x 9 color screen modes.
Normal (bordered), narrow (underscanned), and wide (overscanned) screen modes are available.
Screen modes can be mixed (by lines) down the screen using the Display List (a program which is executed by the ANTIC graphics chip every screen refresh (60 times per second on real NTSC Ataris).
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.
All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection (which is not supported by the PC Xformer 2.0 and 2.5 and ST Xformer programs).

Sound:

Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

Objective of this file:

At the time of its release (mid 1994), much discussion went on in the
comp.sys.atari.8bit Usenet newsgroup about the Atari 8bit emulator for
IBM / MSDOS based computers, the PC Xformer 2.0 (XF2 for short). Many
people in the 8-bit community had gotten, well, fed up with the XF2-based
questions which did not pertain to them, or to the really dumb questions
which were in fact understandable to new or rusty Atari 8-bit users, but
had just gotten on the nerves of some of the comp.sys.atari.8bit
readers/digest subscribers.
This file was created to reduce the number of 'newbie' and XF2
questions. Now it's becoming a fairly good reference (and got me the job
of writing the commerical 3.0 release's documents!).
This FAQ will present answers to simple questions like "how do I turn
off BASIC" (a good answer to that of course is, READ THE FRIGGIN' MANUAL)
and "how do I get a disk directory?" (which is less obvious on
Atari 8-bits, err.. MOST 8-bits <grin>).
It will also direct people who are unaware of the large amount of Atari
8-bit support (NOT NECESSARILY EMULATOR SUPPORT) and perhaps become a
supplement for the many official and unofficial files floating around the
net (like the official FAQ, the Vendor/Developer List, the Who's Who list,
etc.).
Since revision 0.4 of this file, PC Xformer 2.5, a replacement for 2.0,
and 3.0, the first commercial release, have been released. It is assumed
that the reader has the latest versions of PC Xformer (2.5 or 3.0), although
if you have 3.0, I must say, those documents are great! (If you don't get
the joke, look at the name of the author of the manual, and look at my name.)

---=== Xformer Questions: ===---

Q.1) What does "READY" mean?
A.1) This is the Atari BASIC prompt. See below for hints on Atari BASIC.

Q.2) Why doesn't this program load?
A.2.1) The program may not work under the Atari 800 Operating System, it may
require the XL/XE Operating System. Be sure you're in 800XL or 130XE
mode. (130XE mode is only supported by XF3.0, not 2.5, but there is
no real difference in the operating systems.)
A.2.2) It may not work under the XL/XE Operating System (rare cases), switch
to 800 mode.
A.2.3) Be sure you turned BASIC off before trying to load it if it cannot
run with BASIC on.

A.2.4) It might be a BASIC game! Be sure you're in BASIC and use the BASIC
"RUN" or "LOAD" (and then "RUN") command. Also, be sure it works
with the BASIC you have. Some programs only run in BASIC XL or XE
(which are both cartridge-based BASIC's not currently supported by
the Xformer), and some run with TurboBASIC XL (disk-based).
A.2.5) It may just refuse to run on the emulator.

Q.3) How do I turn off BASIC?
A.3) To toggle BASIC on and off, press [SHIFT]-[F10] ([F10] is [RESET], note:
on a real Atari 8-bit, [SHIFT]-[RESET] does not have this effect).

Q.4) Why doesn't this game/program run correctly?
A.4.1) It may use player/missle collision detection which is not supported
on the XF2.5. You might have to shell out the $29.95 for 3.0!
A.4.2) (See Question 2).

Q.5) How do I exit XF and return to DOS?
A.5) Press [F5]. Note: this does NOT temporarily 'shell' or 'jump' to MSDOS.

Q.6) How do I get to Atari DOS?
A.6.1) In BASIC, type "DOS" at the "READY" prompt.
A.6.2) Reboot without BASIC on.
A.6.3) Be sure you have a DOS-bootable disk image as the first MSDOS
parameter after the "XFORMER" command. (DOS25.XFD and MYDOS45.ATR
are both DOS boot-disk-images and are both in the XF25.ZIP file or
on your XF3 disk).

Q.7) How do I use MSDOS files with XFormer?
A.7.1) Add the files to the command line and use them as their respective
drives (be sure the first drive is a DOS-bootable disk image).
Example: XFORMER MYDOS45.ATR filename.ext
When booted the Atari will have two drives, D1: will be the MyDOS
4.50 disk image and D2: will be a write-protected disk which contains
only the file "filename.ext". Note: there are bugs in XFormer which
make accessing files from different directories a bit hard, just use
the MOVE (or COPY and DEL) commands in MSDOS to get the file to the
directory where you call XFORMER from.
A.7.2) Use the MSDOS program S2PC (S2PC.ARC available in the Utilities
directory at the UMICH archives) which allows you to access files
within a MyDOS/compatible .ATR disk image without using an SIO2PC
or the XFormer. S2PC let's you read, write, delete, change directory,
and view the directory of a MyDOS/compatible .ATR disk image. It
can be used via command-line parameters from MSDOS, or as a menu.
A.7.3) If you can, use the MSDOS program ATARIMG, which is much like
S2PC but has a nicer, more graphical (less-menu driven) interface.
(Unfortunately, this doesn't run on all IBM's!)

Q.8) Just what ARE .ATR and .XFD files?
A.8.1) Refer to the XFormer and SIO2PC manuals for details on these files.
A.8.2) Simply put, they are Atari disks, stored as files which are as big
as the disk they represent (an 88k disk image will use 88k on the
IBM). .ATR files are used by SIO2PC (see below) as well as the

XFormer (and the S2PC program mentioned above). .XFD files are used
by ST Xformer (the Atari 8-bit emulator for Atari ST's) and PC
Xformer (XF2,XF25,XF3).

Q.9) What's SIO2PC?
A.9.1) Refer to the XFormer and SIO2PC manuals for details on this program.
A.9.2) This is a program which runs on IBM/compatibles which, with the use
of a simple (and relatively inexpensive) cable, makes the IBM act
as though it were an Atari disk drive. (Up to four drives, actually).
It uses disk image files (.ATR's) and can also let the Atari access
single IBM files (much like XFormer does) as a single file all alone
in its own disk. It also currently allows Print-Thru (all access to
the Atari "P:" (printer) device can be redirected to the IBM's printer,
screen, or MSDOS file; different translations/conversions are
user-defined when the Print-Thru mode is turned on). Finally, with
the use of two programs on the Atari 8-bit (the only two programs
that currently have anything to do with SIO2PC that have been written
(to my knowledge) for the Atari 8-bit), the IBM can be controlled
remotely (commands are sent from the Atari, typing on the IBM is not
necessary) and files can be sent directly to the IBM's drives.

Note: The following sections will simply discuss Atari BASIC, the Atari OS,
and Atari DOS 2.5 and MyDOS 4.5x (because these topics seem the most
relevant to the less-knowledged/experienced XFormer users).

---=== Getting around on the Atari: DOS and OS ===---
I. AtariDOS and MyDOS QuickReference:

MyDOS (4.50 and 4.53) presents the user with the following commands:

[*] Disk directory of current directory (like "dir *.*" in MSDOS)
[1]-[9] Disk directory of a disk drive (like "dir a:*.*" - "dir i:*.*")
[A] Disk directory (like "dir <mask>" and optional output destination)
[B] Quit to cartridge
[C] Copy file(s) ("<source>,<destination>" copies from one place or
disk to another, just "<source>" copies from one place on one disk
in a drive to the same place on another disk in the same drive
(asks for swapping))
[D] Delete file(s) (add "/N" to delete without being prompted first)
(add ">*.*" or ":*.*" after a subdirectory name to delete the
files within it. A subdirectory name alone will delete the
subdirectory (if it is empty and unlocked)). (Acts like both
"del" and "rd" in MSDOS.)
[E] Rename file(s) (renaming multiple files is allowed, but be careful).
(like "ren <old> <new>" in MSDOS - with MyDOS, use "," between
old and new masks.)
[F] Locks file(s) from overwrite, deletion and appending (like
"attrib +r <mask>" in MSDOS.)
[G] Unlocks file(s) (returns them to their default state).
[H] Writes DOS files to a disk (this creates a disk which boots with
the current version of MyDOS you are using and also has the menu
file "DUP.SYS" on it as well). (This is like "sys"(?) in MSDOS.)

[I] Formats a disk (add "/N" after the drive number to do a quick-format
of an already-formatted disk (ie, just a very fast delete "*.*").
[J] Duplicate disk (copies an entire disk, including boot sector,
when using XFormer, it's much quicker to just copy one .XFD or .ATR
to another).
[K] Make binary file: saves memory and makes it binary-loadable. See [L].
[L] Load binary file: loads a compiled program. (like "<filename>" in
MSDOS, except any ".EXE", ".COM", ".OBJ", etc. is still required.)
[M] Run at address. Mainly for advanced users. Reboot is "E477",
reset is "E474" (these are the hex values of the addresses where
the routines to reboot and reset are.)
[N] MEM.SAV: when this is on, whenever you go to DOS (from BASIC,
for example) it will write what is in memory to a file "MEM.SAV"
so that when DUP.SYS (the menu) loads it isn't lost forever.
When you exit DUP.SYS with the "B: Run Cartridge" command, MEM.SAV
is reloaded and the environment should be as it was when you left.
It's probably quicker to simply "SAVE" your programs (if in a
language) which aren't nearly as big as all of the memory that
MEM.SAV saves.
[O] Options: this presents the user with some options. Mainly for
advanced users or special setups. See the MyDOS docs for details.
[P] Set density. Forces a drive to be recognized at a certain density
if MyDOS can't figure it out. (??)
[Q] Make a subdirectory. (like "md" or "mkdir" in MSDOS).
[R] Set default directory. (like "cd" in MSDOS and "cwd" in SpartaDOS)
This makes "D:" now the same as a subdirectory or other drive.
ie, "D2:" will make all calls to "D:" act as though they are to
"D2:" instead. Some programs when prompting for filenames do not
add "D:" to the beginning if one is not present, they add "D1:".
If you don't trust a program to look to "D:" instead of "D1:" and
you want it to look to some place OTHER than "D1:" (ie, where "D:"
is pointing which could be a VERY long path list), just add "D:"
to the beginning. ALSO, some programs don't even ADD "D:"'s if they
aren't in the filenames you give and may give errors (138, for
example: device not present, ie, if you said "TESTFILE.DAT" it
may think you want "T:" instead of "D:TESTFILE.DAT").
[S] Set ramdisk number. This is also under [O]ptions.
[V] Verify writes. This is also under [O]ptions. When Verify is on,
writes will be slower but 100% reliable. With it off, writes will
be much faster but possibly not as reliable (on bad disks, for
example). Default is off.

AtariDOS presents the user with the following commands which are identical
to MyDOS's commands: A,B,C(no swaping),D,E,F,G,H,I(some densities),J,K,L,M,N

AtariDOS 2.5 presents the user with the following commands not present or
not the same as MyDOS's commands:
[O] Duplicate file. This is used to copy a file from one disk to another
using only one drive. (In MyDOS, giving just a source will make
[C]opy act like DOS 2's Duplicate.)
[P] Format Single. In DOS 2.5, this is used to format 88k (Single Density)

disks. To format an Enhanced Density (127k) disk, just use [I].
In DOS 2.0, [I] is the only format option and only handles 88k.
(I may be wrong, but I have never had a Double Density drive under
Atari DOS 2.0 or 2.5!)

II. General DOS and OS questions:

Q.1) How do I access the disk drives?
A.1) First, you need to have booted with a DOS. All but one DOS is on
disk (SpartaDOS X is on cartridge). When the Atari boots up, it
does some of its 'boot-up stuff' which includes looking for a
disk drive connected and turned on which is set up as drive #1.
It then begins to load from the disk's "boot sector". If none
exists or there's a nasty error on the disk, you get the
"BOOT ERROR" notice until the error is fixed. (On SpartaDOS disks,
even non-bootable disks have a boot sector, but all the boot
sector is is a small program which displays a 'not a boot disk'
error).
To end the digression, the answer to 'how do I access the disk
drives' starts with 'you must boot the Atari with a DOS'. Check
the 8-bit FAQ and the UMICH and other FTP archives for lists of
DOSes available for Ataris, but the most used are Atari DOS (for
compatibility with almost ALL older software), MyDOS (for an
Atari DOS compatible high-end DOS), and SpartaDOS (for a very
high-end DOS which looks much like MS-DOS but unfortunately
cannont run all software which runs fine with Atari DOS and
MyDOS.) Note: SpartaDOS does NOT run on Atari 400's and 800's
(except the cartridge versions and I believe disk version 1.1).
Now that you have a DOS loaded, the Atari understands the
"D:" device (see below for Atari devices). Since there is more
than one disk drive, you have to be able to tell them apart.
The Atari uses numbers when it has more than one of the same
device, so "D1:" is drive 1, "D2:" is drive 2, "D3:" is drive 3,
etc.!
After the "D:" device name comes the filename. Of the most used
DOSes, only MyDOS supports lowercase letters in filenames, but
since most programs force uppercase entry for filenames, nobody
really seems to use lowercase in their filenames.

Q.2) How do I copy things from one place to another?
A.2) Atari DOS and MyDOS give you the "C" command in their menu
interface. When it asks for a source and destination, you can
use wildcards (* and ? like in most other DOSes) to copy more
than one file at a time. You can also present no destination
so that a file can be copied from one disk in drive 1 to another
disk in drive 1, for example, and the DOS will ask you to insert
each disk.

Q.3) What are subdirectories?
A.3) Subdirectories are places where files go which are just like the
normal directory of a disk, except the they happen to be WITHIN

that normal directory, or even another subdirectory. For example, you can have your disk divided up into the "GAMES" files, the "GRAPHICS" files and the "SOUNDS" files. A directory of the disk (the "root" or "base" or "trunk" directory) will simply list the three subdirectories, "GAMES", "GRAPHICS" and "SOUNDS". Then, if you ask for a directory listing of the "GAMES" subdirectory, you will see the files (and perhaps other subdirectories) within the "GAMES" directory. Think of it as a tree. For people familiar with Macintoshes, "Folders" are simply subdirectories. A window which appears when you open a "Disk" Icon is the "root", and all of the "Folders" within it have more windows in them which also have file and folder icons.
Here's a comparison to using subdirectories on different DOSes
root 'GAMES' 'SPACE' within 'GAMES'
AtariDOS D: n/a n/a
MyDOS D: D:GAMES: D:GAMES:SPACE:
SpartaDOS D: D:GAMES> D:GAMES>SPACE>
MSDOS (IBM) \ \GAMES\ \GAMES\SPACE\
Note, only Atari DOS would be using drive 1 here, all other DOSes are not necessarily using drive 1, and MyDOS and SpartaDOS may already 'be within' a subdirectory.
In MyDOS and SpartaDOS (and MSDOS), you can change the 'current' or 'default' directory to a different place (a different drive or a subdirectory). "D:" can stand for "D1:" (like AtariDOS always does) or "D2:GAMES:SPACE:"! PLEASE READ THE MYDOS DOCUMENTS FOR DETAILS ON THIS!

Q.4) What does "P:", "E:", "K:", etc. mean?
A.4) As stated before, the Atari has devices. "D:" is added when a bootable disk in drive 1 is read. Other exist as well:
C: cassette - readable and writeable, no filenames
D: disk drive - readable, writeable, random access, directory, files, multiple devices (up to 9 on MyDOS and newer SpartaDOS, 8 on AtariDOS)
E: editior - readable, writeable. This is how input from the keyboard and output to the screen is normally handled. If you wish to type a small file up by hand and have it sent to the printer or a file, use "E:" as the source.
G: graphics - writeable. This is not built into the Operating System but must be loaded. This is an Epson-compatible printer driver which can easily dump graphics.
K: keyboard - readable. This is just the keyboard. Input from it is not 'echoed' back like with the "E:ditor".
M: multi-mouse - readable, writeable? This is not built into the Operating System but must be loaded. This is a handler which runs in the background and accepts input from either a mouse, a joystick or a touch-tablet and displays a mouse pointer on the screen.
P: printer - writeable. Send data to this and it will appear on the printer. You can print files (documents, etc.) by

using "P:" as the destination. The Atari XL/XE OSes support
"P1:" and "P2:", although I believe this usage is rare.
R: RS232 - readable, writeable, concurrent mode. This is not
built in to the Operating System, but is loaded. It supports
modems. The Atari 850 Interface has it's "R: handler"
'built-in', which means the Atari also looks for an 850 (or
other compatible interface) and receives the "R: handler" code
from it. Other interfaces and the Atari 'direct-connect'
modems require a file to be loaded which contains the "R:"
code. "R1:" and "R2:" is also supported, but also its usage
seems rare.
W: Windowing (screens) - readable, writeable. This is a graphics
8 graphical windowing driver (rarely used, unfortunately!).
It must of course be loaded as well.
Z: RTime8 clock - readable, writeable. This is also not built
in to the OS, but loaded. This is loaded from disk and lets
the user access the "RTime8" real time, battery-backed up clock
for the Atari 8-bit. (This is a cartridge-based device).
I am unaware of any "Z:" clone which let's you set the Atari
internal (non-real time, non-battery-backed-up) clock if you
do not have an RTime8, although I'd love to see one! <hint!!>

Q.5) How do I print something from DOS?
A.6) As stated above, just use the "C"opy command, then use the file
you wish to print as the 'source', and "P:" as the 'destination'.
Example: "D1:DOCUMENT.TXT,P:"

---=== Getting around on the Atari: BASIC ===---

Q.1) What does "READY" mean?
A.1) Again, this is simply the prompt that Atari BASIC (and most older
BASIC's) presents the user when it is in "Immediate" mode.
Entering a command will cause it to act immediately.
Entering a line number and then a command will place that line into
the current program.
Entering a line number alone will remove that line from the current
program.
To start a program, use the "RUN" command.
To erase a program, use the "NEW" command.
To clear variables, strings and arrays, use the "CLR" command.
To load a program, use the "LOAD" command followed by a filename
(see below). To load and run a program, use the "RUN" command followed
by a filename.
To save a program, use the "SAVE" command followed by a filename.
To list a program, use the "LIST" command followed by an optional
start and end set of lines seperated by commas.

Q.2) Where can I learn Atari BASIC?
A.2) A (set of) file(s) will be created explaining all of Atari (and Turbo)
BASIC's commands and their usage. (A larger file may be produced
which will be based on examples provided in the Atari BASIC Reference

Manual). (As of Jan. 7, 1995, these particular files do not exist).

Q.3) How do I quit BASIC?
A.3.1) Type "DOS" to quit BASIC and return to DOS.
A.3.2) Type "BYE" to quit BASIC and exit to the OS's "bye" routines
(Atari Memo Pad on 400/800's, Atari Rainbow on 1200XL's, and
Self Test on other XL's and XE's). (Note: On 1200XL's, use [HELP]
to go to the Self Test when the Atari Rainbow appears).
A.3.3) For XFormer users, remember, [SHIFT]+[F10] reboots and toggles BASIC.

Q.4) Why don't strings work?
A.4) Strings must be "dimensioned" like arrays in Atari BASIC. Strings
are special character arrays. See the BASIC usage/etc. files mentioned
in the answer to question 2. Simply put, to make a string that will
accept up to "#" character, use DIM <name>$(#) . Example:
DIM A$(10) - now A$ can contain between 0 and 10 characters.

Q.5) How do I make graphics?
A.5) Use the "GRAPHICS" command to switch between the following screen modes:
(Note: All modes except 0, 9, 10 and 11 have four lines of 40 x 24 x 2
sized text covering the bottom of the screen. Add "16" to the mode
number to remove this window (but do not make any PRINTs or PUTs to
the standard output otherwise a GRAPHICS 0 screen will appear))
(Note: Add "32" to the mode number to keep the screen from clearing
when it appears. One problem, however, all screens overlay each other
so unless you only use certain modes at certain times, parts of some
screens will become (or start out) with 'garbage' on them.)
0 40 x 24 x 2 text
1 20 x 24 x 5 text
2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 4 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Commands available in Atari BASIC for manipulating simple graphics
include:
PLOT x,y POSITION x,y COLOR c (c=color or character value)
DRAWTO x,y LOCATE x,y,r (where r is where result will be stored)
SETCOLOR c,h,l (c=palette location, h=hue, l=lum)
Colors:
COLOR command colors are not identical to SETCOLOR command colors:
COLOR 0 will draw using the background color, set with

SETCOLOR 4,hue,lum
COLOR 1 will draw using color "0", set with
SETCOLOR 0,hue,lum
COLOR 2 will draw using color "1", set with
SETCOLOR 1,hue,lum
COLOR 3 will draw using color "2", set with
SETCOLOR 2,hue,lum
Except in GRAPHICS mode 10, where COLORs 0, 1, 2, and 3 must be
POKEd into memory locations 704, 705, 706 and 707 (the
player/missle graphics color locations). Examples of this will
be presented in the BASIC usage files. (Sorry)

Q.6) How do I make sound on the Atari
A.6) Remember, XFormer 2.5 doesn't support sound! (XF3.0 does)
But anyway, in Atari BASIC:
SOUND c,p,d,v
c=channel (0-3)
p=pitch (0-255)
d=distortion (0,2,4,6,8,10,12 or 14)
v=volume (0-15)
The buzzer character is CHR$(253) aka [CONTROL]+[2] (NOT [CONTROL]+[G])

Q.7) How do I move the cursor and edit?
A.7) The Atari "E:" device (standard input/output which is the "editor")
allows the following characters for editing:

Key: AtASCII #: Use:
Atari none Turn inverse on/off (Atari 400/800 kybds)
Inverse [Triangle] none Turn inverse on/off (Atari XL/XE kybds)
CAPS none Turns caps-mode to lowercase (400/800 OS)
CAPS none Toggles caps-mode from upper to lower (XL/XE)
Sh-CAPS none Turns caps-mode to uppercase (all OSes)
Ct-CAPS none Turns caps-mode to [Control]-[Lock] (all)
Up ([^-]) 28 Move cursor up
Down ([^=]) 29 Move cursor down
Left ([^+]) 30 Move cursor left
Right ([^*]) 31 Move cursor right
Space 32 Move cursor right (overwrites w/Space char)
BackSpace 126 Move cursor left (deletes previous char)
Delete ([ShBkspc]) 156 Deletes a (logical) line (1-3 physical lines)
Insert ([Sh>]) 157 Inserts a physical line
Ct-Delete ([^Bksp]) 254 Deletes char under cursor, pulls rest left
Ct-Insert ([^>]) 255 Inserts space under cursor, pushes rest right
ClearScn ([^<]) 125 Clears screen
Bell ([^2]) 253 Sounds buzzer
TAB 127 Moves cursor to next TABstop
ClrTAB ([^TAB]) 158 Clears any TABstop under cursor
SetTAB ([ShTAB]) 159 Sets a TABstop under cursor
ESC 27 Sets ESCape (next edit char after is shown,
not done, non-edit chars shown (like normal))
RETURN 155 Sends End Of Line (moves cursor to lowerleft

of next line, accepts input)
Note: Inverse characters have values of the normal version of the characters plus 128. (The only non-viewable inverse character is inverse-ESC, or what would be the [ESC],[RETURN] combination. The character exists, but must be set into screen RAM by hand. Oh well, at least you still have 255 easily viewable characters! <grin>)

Q.8) How do I make the editor characters appear
A.8.1) As shown above, you must have an ESC sent before them. When simply entering text, type [ESC] then the edit key and the character for that edit key should appear.
When entering text in a PRINT statement, you must have it send an ESC beforehand, so first type [ESC],[ESC] to make an ESCape character appear, then type [ESC] then the edit key and the character for that edit key should appear. When the PRINT statement is executed, the first ESCape (which you typed as two [ESC]'s) will make the editor SHOW the following character (even if it is an edit character), then the character which you entered (with [ESC] and then the edit key) will make that character appear. This makes it difficult to align a set of PRINT statements which make a multi-line picture or menu which uses viewed edit keys. It is probably best to have all of the lines in your program with the PRINT statements that can fit visible on the screen, then edit them (without putting any of the ESCape characters in, then when the picture looks like how you want it on the screen, move the cursor to on top of each edit-key character and press [Control]+[>] (Control-Insert). A blank space should appear under the cursor and the rest of the line should move right. Now, type [ESC],[ESC] and an ESCape edit-key character should appear where the blank space was. When you are finished doing that for each line with those PRINTs in it, BE SURE TO ENTER THEM INTO THE PROGRAM BY PRESSING [RETURN] ON EACH OF THOSE LINES! Whew!
A.8.2) Set the memory location "766" to "1" with the command "POKE 766,1" to turn on the no-edit mode (ALL characters except End Of Lines will appear, even ClearScreens!) When you want to go back into normal mode, set the location back to "0" with "POKE 766,0".

Q.9) What's with the colors changing?
A.9) THIS, MY FRIEND, IS THE FIRST EVER SCREEN SAVER! This is called "Attract mode" as was used on the Atari 2600 and Atari 400/800/XL/XE series (and probably on the 5200 and 7800 but I cannot confirm this). When a key hasn't been pressed for 7 or 9 (depending on OS, model, etc) minutes, the screen colors begin changing, thus protecting your TV or monitor from having a static image burned on it.
To turn this mode off, press a key, or, if within a program, use the command "POKE 77,0" at least once every few minutes (IF the screen is active, otherwise turning it off would be kinda useless).
To turn it on, wait 7 or 9 minutes without pressing a key or having location "77" set to "0", or set location "77" to "128" with "POKE 77,128", voila! instant attract mode!

Q.10) How do I access 'devices' on the Atari?
A.10) The following commands are available to Atari BASIC's (and also
variations on these are available in most other Atari languages!):
OPEN #a,b,c,d$ Opens channel 'a' for access to 'd$' in mode 'b'
with auxillary mode 'c'. Channel 'a' must be
free or a 'Channel already open' (129) error
occurs. Examples:
OPEN #1,4,0,"K:" - input from keyboard
OPEN #2,8,0,"P:" - output to printer
OPEN #3,12,0,"D:FILE" - random access to disk
OPEN #4,9,0,"D:DATA" - append-output to disk
OPEN #5,13,0,"R:" - concurrent to RS232 (modem)
OPEN #6,6,0,"D:*.TXT" - directory access to disk
(reads directory of "*.TXT" mask)
CLOSE #a Closes channel 'a' (freeing it for use)
GET #a,b Reads a byte from channel 'a' and stores it in 'b'
PUT #a,b Puts byte 'b' onto channel 'a'
INPUT #a,b$ Reads a string (up to 255 bytes and a REQUIRED
'end of line' (character 155)) from channel 'a'
and stores it in 'b$'
INPUT #a,b Reads a string (up to 255 bytes and a REQUIRED
'end of line' (character 155)) from channel 'a'
and stores the numeric value of it in 'b'
PRINT #a,<stuff> Just like the normal BASIC PRINT statement, but
sends the information to channel 'a' (semicolons,
comas, and mixed types are of course allowed).
STATUS #a,b Reads the error 'status' of channel 'a' and stores
it in 'b'
XIO a,#b,c,d,e$ General I/O call. This a little complicated and
may be expanded upon in a future revision. Just be aware of the
following:
a - command
b - channel to use (usually must be free)
c - auxillary mode 1
d - auxillary mode 2
e$ - file or device to act upon
Examples:
XIO 32,#1,0,0,"D:FILE,OLDFILE" - renames file
XIO 33,#1,0,0,"D:OLDFILE" - DELETES file
XIO 34,#1,0,0,"D:GAMES" - creates a directory in My- & Sparta-DOS
XIO 35,#1,0,0,"D:NEWFILE" - locks a file from over-write and
deletion
XIO 36,#1,0,0,"D:NEWFILE" - UNlocks a locked file
XIO 40,#1,4,0,"D:PROG.OBJ" - loads and runs a binary file
(like "L" in Atari and MyDOS)
XIO 40,#1,5,0,"D:PROG.OBJ" - loads a binary file
(like "L" in Atari and MyDOS with the "/N" option)
XIO 41,#1,0,0,"D:GAMES" - changes default directory that
drive/subdirectory (all calls to "D:" will now occur within
that drive/directory)
XIO 254,#1,0,0,"D2:" - FORMAT a disk (in Atari DOS 2.5, this is

format 'enhanced', to format 'single' density, use XIO 253)
(in MyDOS, this is format, but not 'enhanced', use
XIO 253,#<channel>,1,0,"D<drive>:" for format a drive in enhanced
mode).
NOTE: 39 and 40 are the same. Also note the useage of AUX1 in the
"XIO 40" example.

---=== Getting Atari files to an IBM: ===---

Q.1) How can I read Atari disks on my IBM?

____
[note:] Someone please give more details or corrections here! Thanx!
~~~~~~~
A.1.1) If you have double-density Atari disks, you can use the program
"Util" on the IBM which can read double-density Atari disks. Please
see the Atari 8-bit FAQ for more details.
A.1.2) If you have an Atari 1050 disk drive, you can use the program MULE
to copy files, one file at a time, 20k chunks at a time, from the
Atari to the IBM. You first must format a 180k disk on your IBM,
the run MULE on your Atari to get a file onto the MULE disk, then
run MULE on the IBM to get the file onto the IBM. Tedious, isn't
it? MULE wasn't meant to be a fully-functional program, just a
demo to show that this was even possible.
A.1.3) If you're fortunate to have a Black Box interface on your Atari,
you can get an external IBM drive and the Black Box's add-on, the
Floppy-Board and simply copy files from your Atari disks or hard
drive(s) onto IBM disks via the floppy board, then load them up
on your IBM.

Q.2) Ok, I can't do any of that, now what?
A.2.1) You can use SIO2PC, which is a program for IBM's which turns your
IBM into a set of Atari disk drives. You need the SIO2PC cable
(which you can purchase, assembled or unassembled, or buy parts
and build it yourself) and the SIO2PC software (available at UMICH).
Connect your IBM to your Atari, load SIO2PC, and then run the
program FILE2PC on the Atari to transfer files to the IBM's hard
drive. Or instead create a disk image within SIO2PC and copy files
from one disk (a real Atari floppy) to another (the SIO2PC image)
with the Atari or MyDOS "C"opy command. If you want to extract files
out of the SIO2PC disk image file and store them on your IBM's hard
drive or floppies as single files, either again use FILE2PC or use
S2PC, an IBM program which can extract files from or add files to
MyDOS-compatible SIO2PC disk images!
A.2.2) You can use two modems to download files from your Atari 8-bit.
A.2.3) If you don't necessarily want files that you already have on your
Atari 8-bit, you can download files from the huge collection
available at FTP sites and Atari 8-bit supporting bulletin boards
and save them onto your IBM.
A.2.4) If you have only one modem, so you can't connect both your Atari
8-bit and your IBM together via modems, you can do it via null-
modem, OR you can upload files from your Atari to some bulletin
~~~~~~~

board or account you have access to, and then connect the modem
to your IBM and download the files.

Q.3) Is there any easier way to get Disk Communicator (Atari disk image)
files to and from SIO2PC disk images or PC Xformer XFD disk images
other than using Disk Communicator 3.2 on my Atari! I mean, both files
are disk images! They're both on my PC's hard drive! <cry>
(AND NOTE: DiskComm. doesn't like SIO2PC a lot of the time anyway!)
A.3.1) Yes! There's a new IBM program out called DCM2DSK.
(Why "DSK" and not "ATR"? To keep people from getting confused with
the ATR-8000(?)) The current version is '2' and it's available at
UMich's archives and probably elsewhere. Filename: "DCM2DSK2.ZIP" in
the SIO2PC directory.
A.3.2) There's also a new program which converts DCM's to XFD's. I need to
look at it myself first before I can describe it (or someone help
me, please?)

---=== Where to get or FTP files mentioned in this FAQ: ===---

The PC Xformer 2.0 and 2.5 can be downloaded from the "ftp.clark.net" FTP
site:
Directory/file-path: systems/msdos/emulators/xf25.zip (or xf2.zip)

PC Xformer 3.0 can be purchased for $29.95 (prices may vary) from:

U.S.A.
======
American Technavisions 510-352-3787, fax 510-352-9227
B & C Computervisions 408-986-9960, fax 408-986-9968
Mid Cities Computers 310-867-0626, fax 310-920-8933
Rising Star Computers 800-252-2787, fax 513-254-7970
Toad Computers 800-448-8623, fax 410-544-1329

Germany
=======
Atari Bit Byter User Club +49 02366-39623 (same for fax)
KE-Soft +49 06181 87539, fax: +49 06181 83436

United Kingdom
==============
Micro Discount +44 021 353 5730, +44 021 352 1669

or directly from Branch Always Software: (USA)
14150 N.E. 20th Street, Ste 302, Belleuve, WA 98007.
1-206-369-5513, fax 1-206-885-5893
e-mail: BraSoft@aol.com

The following programs are availabel at the "archive.umich.edu" FTP site:
SIO2PC: atari/8bit/sio2pc/*.* (all files are SIO2PC/utility files)
Mule: atari/8bit/Diskutils/mule.com (Atari), mule.exe (IBM), mule.txt
Util: atari/8bit/Utilities/myutil.zip (IBM)

AGAIN, >>> PLEASE <<< CHECK OUT THESE OTHER FILES:
ATARI 8-BIT FAQ
PC XFORMER DOCUMENTS
MYDOS DOCUMENTS
SIO2PC DOCUMENTS

Thanx!

Contacts:

I (Bill Kendrick) can be contacted at:
mailto:kendrick@vax.sonoma.edu,
or on the "comp.sys.atari.8bit" and "comp.emulators.misc" newsgroups,
or New Breed Software, 59 Palm Lane, Novato, CA 94945-2574 USA.

Darek Mihocka, the author of the PC Xformer can be contacted at:
mailto:BraSoft@aol.com
or on the "comp.sys.atari.8bit" and "comp,emulators.misc" and
other newsgroups,
or Branch Always Software, 14150 N.E. 20th Street, Ste 302, Belleuve,
WA 98007 USA.

Micheal Current, keeper of the Atari 8-bit FAQ files can be contacted at:
mailto:mcurrent@carleton.edu,
or on the "comp.sys.atari.8bit" newsgroup.

PLEASE add questions and report any mistakes or bugs to me ASAP.

-bill

1227. Network stuff for XL's...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3u9goq$4d5@nic-nac.CSU.net>
Source record: 90048

Ok, let's see.. We've got:

(1) Gamelink
(2) MUX
(3) Modems (computer <-> computer)
(4) Modems and network accounts (computer <-> facility <-> computer)

Why don't we have some suitable, generic way of handling all of these forms of communication?

Why not an "L:" device for the Atari. One not unlike the "M:" (MultiMouse) device. The user choses which version of the device to use (in M:'s case, either joystick controlled, mouse controlled, or trakball controlled) and the software which talks to the device doesn't care (or know).

Why not the same for the above four I/O mediums?

If you have a GameLink setup, one person loads a version of L: which handles GameLink-master I/O, and the other people load GameLink-`slave' I/O handlers.

For MUX, each person loads up an L: handler and tells it which box they are in the Local Area Network.

For modems, one person calls, the other receives- when L: is first loaded, a terminal session could appear!

With this, Atari users with GameLink II and MUX could BOTH take advantage of their respective setups - but also, users who simply have modems, or who have modems with some sort of IRC or other realtime chatting access could ALSO use that to play games with each other...

And no matter what setup, only one version of any multicomputer game would be required!

And it would ALSO allow for future hardware upgrades- perhaps very simple joystick port hacks instead of GameLink II- or different realtime network protocols (more interactive Web stuff is coming, you know! :)) or MUDs or something!!!

Is this a neat idea or what!?!? :)

Comments????

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1228. 145,000 colony score in M.U.L.E.!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3u9j32$76s@bug.rahul.net>
Source record: 90049

OK, so we cheated. But it really happened.

On the 12th turn, I had 46 units of Crystite; my wife had about 25.

In Auction #12, she bought one unit of crystite from me at a price of $772. Yep, that's not a typo--$772. The store was only offering $80 in that auction.

My final score: Over $72,000, including over $41,000 in goods! She had over $39,000.

Okay, fine...put an asterisk on the score... :)

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Beware of geeks bearing .GIFs! * GCS: !h s:+ !g au+ C++$ v++ w+ U N++
* softball 95: 22 games, 10-12, .655 * W po+ Y+ j++ B-- e+++ u** r+++ y+++

1229. Re: Wanted: Shamus

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.15.000C44AA@mindspring.com>
Source record: 90050

In article <3u8g3n$bci@newsbf02.news.aol.com> pegbyter@aol.com (Pegbyter) writes:
>From: pegbyter@aol.com (Pegbyter)
>Subject: Wanted: Shamus
>Date: 15 Jul 1995 09:33:43 -0400

>Thanks for all the responses for Journey to the Planets. Does anyone out
>there have a copy of Shamus they'd be willing to part with or make me a
>copy of? The original one preferably, the second one wasn't so great in my
>opinion. Thanks.

Actually, I have seen Shamus listed at TOAD computers, but I am looking for
case II...the one I prefer. And that's strange, because now I don't even
bother with PC shoot 'em ups.

Bruce Willard
bwillard@mindspring.com

1230. Re: Describe your Atari setup!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.16.0019E187@mindspring.com>
Source record: 90051

In article <3u8hep$t2g@news.xmission.com> jeking@xmission.xmission.com (James King) writes:
>From: jeking@xmission.xmission.com (James King)
>Subject: Describe your Atari setup!
>Date: 15 Jul 1995 13:56:41 GMT

>I'd like to start the following thread. Hopefully we can come up with an
>interesting WEB page.

My old system, which I am in the process of upgrading, consists of

800XL w/256K Omnimon, Omniview
1050 drive w/US Doubler
assorted broken joysticks
many assorted disks with some good stuff and a lot of junk, (some friend of my son *borrowed* most of my game disks (100 or so) to use on an Apple IIe for data storage arghhh!)

Now added are:

130XE to be upgraded to 320K
1050 drive with bad motherboard for parts (mech is good)
a lot of replenished software thanks to James!
SIO2PC cable to my 486DX4-100 (which now spends more time as a drive for my Atari than as a PC).
Ven-Tel 2400 baud modem, although I usually use PC Xformer and my 14400 modem

I stopped into a store that is still a part-time Atari dealer (mostly just Jaguar now, although he has some ST software. While he said he didn't have any 8-bit stuff, he gave me a carrying case from Atari with 2 carts - Pac-Man and Qix. This brings my total carts to 5.

I plan on adding a 1010 recorder, more for nostalgia than any practical reason.

I also am doing some programming for the first time in years and find that I enjoy it as much as ever on the Atari!

Bruce Willard
bwillard@mindspring.com

1231. Re: 145,000 colony score in M.U.L.E.!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.17.001CC3B4@mindspring.com>
Source record: 90052

In article <3u9j32$76s@bug.rahul.net> ziggy29@rahul.net (Tim Irvin) writes:
>From: ziggy29@rahul.net (Tim Irvin)
>Subject: 145,000 colony score in M.U.L.E.!!
>Date: 15 Jul 1995 23:30:42 GMT

>OK, so we cheated. But it really happened.

>On the 12th turn, I had 46 units of Crystite; my wife had about 25.

>In Auction #12, she bought one unit of crystite from me at a price of
>$772. Yep, that's not a typo--$772. The store was only offering $80 in
>that auction.

>My final score: Over $72,000, including over $41,000 in goods! She had
>over $39,000.

>Okay, fine...put an asterisk on the score... :)

Sorry, but no asterisk, since the idea of the game, besides competition, is to have the colony do well, right? Good show!

Bruce Willard
bwillard@mindspring.com

1232. Re: Atari GameLink; WAS Re: Genesis controllers for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <JzGCYBP.lmcclure@delphi.com>
Source record: 90053

In a message dated 7-11-95, Gary Holder said:

"Now that all of us who stalk yard sales have 8-bits piling
up in our basements, how about using the same Gamelink
technology to do a one-player, multiple screen game? Like
Way Out or a flight game using 3 screens to show side views?"

Believe it or not, this is not a new idea. There is a game on the Amiga (Fighter Duel Pro) that allows for a second Amiga to be hooked up via the parallel port, and the screen on the second Amiga then acts as the "rear window" of the plane you are flying. As I recall, this can still be used in conjuction with it's modem or null-modem 2-player link feature, as that uses the serial port.

So, not only is your suggestion feasible, it has a precedent. All that is needed now is for a programmer to take the ball and run with it.

I'm a hardware-oriented person myself, but when it comes right down to it, programs make the world go 'round. After all, a computer without programs is like a car without gas. <grin>

1233. Odd ball scavaging hunt

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142249@cup.portal.com>
Source record: 90054

Doesn't really matter much, but the other day when I was making
a run to a local thrift shop to see if they had anything of merit
I decided to chech out these professional video loops. They were
similar to ones we had at the pharmaceutical company where I used
to work so I figured they must be something odd. Sure enough, It
was Atari CES 1982 tapes along with one titled Chris Crawford
seminar on game design, 1983. I didn't pick 'em up because of
the odd format, 1"<???> & price $1.49 each. A little bit of
history though.
Rick

1234. more 1200XL questions...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-15 00:00:00 UTC
From: psu01223@odin.cc.pdx.edu
Message-ID: <Pine.PTX.3.91.950715211900.21769A-100000@odin.cc.pdx.edu>
Source record: 90055

> 1200XLs with pictures of Atari employees that appear when you boot without
> a cartridge...

No, mine doesn't do that, I just get a nice shimmery "ATARI" in big colorful letters, and then the self-test when I press the Help key. Is there more than one version of the ROMs or something?

Two more 1200XL questions:

1. I just read that the 1200XL is lacking one of the signals on the SIO port--is this going to affect a homemade RS232 interface? (I'm planning to build one soon from Kenneth Siders' plans available at CAIN).

2. The more I play with this thing, the more I think the 800XL was a step backwards in a lot of ways. Sure it has the PBI and it's smaller, but it also has that same crummy key layout (with Break right next to Backspace) as the 800, the evil Revision B Basic in ROM, no chroma signal, etc. So, WHAT was Atari thinking? Why didn't they keep the good things about the 1200XL when they were designing the 600XL and 800XL???

Hmm... this is going to keep me awake all night... 8-)

---Alex

1235. GET THE PAL UPGRADE! :)

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3uajdf$sj1@nic-nac.CSU.net>
Source record: 89957

I've got a PAL ANTIC hooked up (thanks to Bob Wooley (for the chip) and Ben Corr (for delivering it) - and to both of them for being so great!).

Unfortunately, at the moment it rolls BADLY, BUT - other than that, it works very nicely. I noticed some music in Cool Emotion plays more slowly (but some of the digital and synthesized voice sounds are aligned better), as well as the buzzer and keyclick speed differences.

I'm hoping the fix for the roll is a trivial one - I guess it's in the latest AC (time for Mr. Kendrick to subscribe!!). From what I've seen (very little, actually, but it was stuff which DIED completely on my NTSC machines) it REALLY works well!!!

Anyway- if you're interested in some of the EXCELLENT European software, GET THE PAL UPGRADE! (Sometimes known as "nir-PAL" ;))

... man some of these new upgrades I'm getting even >I< can install! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1236. Re: You guys are killing me

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3uan2j$ph0@nnrp1.primenet.com>
Source record: 89958

The mortal Bertrand Le Roy wrote:
: No no no. Falcons are still sold everyday in Europe. Mostly because it's
: considered to be the best computer for professional musicians, and also
: because it's quite popular in Germany.

They must still have a lot of overstock. As far as I know Atari doesn't
manufacture ANYTHING. They get IBM to manufacture Jaguars and that's it.

1237. Re: WANTED: 19.2k bps capable modem interface!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3uancj$ph0@nnrp1.primenet.com>
Source record: 89959

Puff won't make the R:P:, however, it did not by any means seem like a difficult hack. It was essentially an R:Verter with a 16550 UART and hardware flow control.

Maybe someone could ask him to donate the schematics so it could be manufactured in low quantities by a hacker.

1238. Re: SDX 4.22

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3uani6$ph0@nnrp1.primenet.com>
Source record: 89960

The mortal Reaser, Richard L., LtCol CFR wrote:
: Mike Hohman announced the availability of SDX 4.22 on GEnie the other day.
: This version has selectable SIO enhancements that allows standard SIO call.
: Things like SIO2PC, MUX and Corvus HDs (w/Integrator Boards) are supposed
: to work properly now.

Yipee! It's been a long, long wait.

Now no more 128 file limits per directory and I can use-banked.

This is great news.

1239. Re: Repost: 1200xl PBI

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3uanlf$ph0@nnrp1.primenet.com>
Source record: 89961

I think I missed the original msg. Is this a repost of Bob's hack or is this an alternate hack?

1240. Re: Other uses 4 Star Raiders Keypad?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3uansm$ph0@nnrp1.primenet.com>
Source record: 89962

The Star Raiders keypad is the same in the way it functions to the original round-key keypad for the 2600 which is from the OLD OLD days for things like Basic Programming, like 1978 even. That's why perhaps it is mentioned in the tech refs.

Someone posted some code, I think it was assembly, months and months ago. Nothing in Basic.

Stick and Strig don't work. You'd have to poll the port directly somehow.

1241. Re: My 'natsukashii' continues

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3uao5m$ph0@nnrp1.primenet.com>
Source record: 89963

The mortal Rich Mier wrote:

: A long time back I worked with the author of COMPUTEREYES
: to make it work with SDX. In the process I tweaked it so it could use
: Double Density, D1: thru D9:, BOOT and run from a Hard Disk and changed
: the HELP routines to be accessable with the HELP KEY. I did the same to
: a Printing program, BILLBOARD. Of course, it was all done in BASIC or
: I would never have been able to do it. I'm a Hardware man, not a programer.

You may be curious to know that Clay Halliwell worked to revise the
ComputerEyes software a while back.

1242. Re: more 1200XL questions...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3uaofm$ph0@nnrp1.primenet.com>
Source record: 89964

The mortal Alexander Chamberlain wrote:

: 2. The more I play with this thing, the more I think the 800XL was a step
: backwards in a lot of ways. Sure it has the PBI and it's smaller, but it
: also has that same crummy key layout (with Break right next to Backspace)
: as the 800, the evil Revision B Basic in ROM, no chroma signal, etc. So,
: WHAT was Atari thinking? Why didn't they keep the good things about the
: 1200XL when they were designing the 600XL and 800XL???

The 1200XL was designed prior to the severe cost-cutting measures which were implemented to compete with the C=64. Yes, it was less heavy-duty than the 800 but not as chintzy as the true XLs and consequently the XLs are better than the XEs in the durability department.

That being said, the 1200XL has some profound flaws that make it a machine which is only exceptional after a lot of modification. It is important to put the real XL OS in it, and as you do this, the Basic can go in, and cut the resistor to get power flowing through the SIO, and the video jack is horseshit without the Supervideo hack. Then you are still left with the task of hacking on a PBI if you want to use it with a hard drive unless you MUX it. And even so, if the memory addon that FTE is working on plugs in through the PBI that's another reason you'll want it. That is not a trivial hack.

When you are done you have a machine that is flawless and feels the best of all the XL/XEs and in the end that's what really counts.

1243. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3uaohd$ph0@nnrp1.primenet.com>
Source record: 89965

The mortal Mathy Van Nisselroy wrote:
: Could some of you guys do somethig about the above mentioned thread?

: I only have partial Internet access (all I need) and don't know how to stop
: this nonsence. (please don't explain)

What is wrong with a Zip thread? They should be usable by the Atari8, right?

1244. Re: Atari 8bit CD possible

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3uap4b$ph0@nnrp1.primenet.com>
Source record: 89966

The mortal William Kendrick wrote:
: James.. that's a killer idea! Wasn't Glenn Saunders working on something
: like that?

I'm working on a CD containing Starpath Supercharger games for the Atari 2600. Not quite the same.

An ISO-9660 CD handler would be very useful for the Atari 8-bit, though. Single speed CD-ROMs are now practically throways such that it almost makes sense to buy one for the 8-bit.

I think the main stumbling block is block size (1K?). Bob got IDE drives working so I guess anything is possible.

1245. Re: Atari 600 (not 600XL, 600) ?!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3uapg6$ph0@nnrp1.primenet.com>
Source record: 89967

MANY 1400 series motherboards were manufactured. A great many. A serious run. It was beyond the prototype stage. But this was around crashtime and they plowed most of these under although a surprising number of motherboards survived and fell into the hands of Best, B&C and other Misc. people (like myself).

They never got cases or keyboards for any but the prototypes. There was a big hubbub over Atari's contracting with Mitsumi? for keyboards. However, they were indeed serious about making it unlike some other vaporware which didn't get much beyond the computer-show or rumor phase. Remember, the 1400 was mentioned in official documentation like DOS3 or in mailorder advertizing. They were indeed serious about releasing it until things started collapsing.

1246. Re: WANTED: 19.2k bps capable modem interface!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <3u9ug1$a9q@news.umbc.edu>
Source record: 89968

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: If anyone has got a WORKING revision 4 P:R:Connection (WITH R: cable,
: preferably) they'd like to see, LET ME KNOW! (kendrick@zippy.sonoma.edu
: or usually on #atari8 on IRC chat)

: I REALLY would like to get my XL hooked up to my 14.4k modem!! :(:(:(

Bill,

First, if you really want 19.2 you will need a Black Box/MIO!!

And only the Black Box has true hardware flow control... really needed
for anything legit above 9600 baud.

I do have a rev. 4 P:R:C but can only get 4800 baud out of it when hooked up
to my 28.8 Supra!! :)

I also have a rev. 3 P:R:C which does 9600 baud quite well.

Does anybody know anything about getting 9600 baud plus out of the rev. 4
P:R:C.??

Yes, I have checked my settings, and am running software flow control.

By the way, Bill - I have seen true 19.2 from my Supra when running Bobterm!

Ice-T begins to lose speed at about 7200 baud even though it will connect
at 14.4/19.2 and FlickerTerm 80 will also connect at 14.4/19.2 and do
right at 14.4!

BUT, at these speeds I have to run both with hardware flow control and
the only real way to do that effectively is through my Black Box.
Software flow control above 9600 is problematic, at best.

Now if Bob Puff wouild only release his R:P interface!

Anybody got any clues about the rev. 4 board in the P:R:C and why it
only wants to do 4800 baud?? Mike, are you listening/lurking at FTe??!!

Tom

-=-
Thomas Drake | From an Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

1247. Re: Mail Order Monsters

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <RVMhAtB.ransom22@delphi.com>
Source record: 89969

R. GORE <CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK> writes:

>PS I've not heard any net-talk about this new AC, the one with the
>return of the Alchemist talking about Percom drives. I assume from
>this silence that either people haven't got their copies yet or they
>are happy with it!

I received mine a week or more ago. It's another "blah" issue to
me. The article on Percom drives was interesting, but I don't own a Percom
drive so it was not relevant for me. The rest of the issue was the usual
"new AC" articles of passing interest at best.
In short, for the money I paid, I got about 10 minutes of reading,
which is probably less time than most of us take to earn the money we pay
for this thing (after taxes[G]).

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1248. Re: My 'natsukashii' continues

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3ub4v9$lc0@blackice.winternet.com>
Source record: 89970

> krishna@primenet.com (Glenn Saunders) writes:
>
>
> : A long time back I worked with the author of COMPUTEREYES
> : to make it work with SDX. In the process I tweaked it so it could use
>
> You may be curious to know that Clay Halliwell worked to revise the
> ComputerEyes software a while back.
>
>>>>

Yes, I'd like to know what he did with ComputerEYES, or
Wanted to do. The original version had to be re-assembled higher in
memory to work with SpartaDOS. Luckily, the author of the ATARI
version lived here and belonged to the User Group at the time. Still
have to hardware, put away.

Rich Mier

1249. Re: more 1200XL questions...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3ub5p8$lc0@blackice.winternet.com>
Source record: 89971

> krishna@primenet.com (Glenn Saunders) writes:

(SNIP)
>
> When you are done you have a machine that is flawless and feels the best
> of all the XL/XEs and in the end that's what really counts.
>
>>>>

It just struck me! It would be easy to hack the guts of a XF551
into a 1200XL, run the cables out and mount the drive on top. Install the
Bob Puff 3.5", 720K upgrade or Dual upgrade would make it even better!
Hummmm, I'm goint to have to keep my eyes open for a 1200XL. Need one
anyway just to complete my collection.
One drawback; It would have to have 2 power supplies, one for
the 1200XL and one for the XF551. Still, it could be done.

Rich Mier

1250. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3ub616$lc0@blackice.winternet.com>
Source record: 89972

> krishna@primenet.com (Glenn Saunders) writes:
> The mortal Mathy Van Nisselroy wrote:
> : Could some of you guys do somethig about the above mentioned thread?
>
> : I only have partial Internet access (all I need) and don't know how to stop
> : this nonsence. (please don't explain)
>
> What is wrong with a Zip thread? They should be usable by the Atari8, right?
>
>
>
>>>>

Maybe on the BlackBox, But, the software would need some 'Tweaking'
as I understand. Something about the ZIP drive going into Write-Protect Mode at
times. I don't know anymore about it.

Rich Mier

1251. Repost:8-bit auction ends 7/22/95

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: tsmcsys@ix.netcom.com
Message-ID: <3ubbq0$hhu@ixnews5.ix.netcom.com>
Source record: 89973

ATARI 8 bit auction!
Cleaning house, ALL 8-bit stuff going. Make a bid, you pay
shipping. All products AS IS! True description of item is listed!

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
DO NOT REPLY TO THIS NEWSGROUP!
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Send offers to:
tsmcsys@ix.netcom.com
OR
TMortimer@aol.com

Hardware:

2- Atari 800XL's 1 with Newell 256K and Omniview upgrade
Both DOA!
1- Atari 1050 Floppy disk drive & Spare belt
Worked last time XL was online.
1- Atari 1030 300 Baud modem (yeah, 300 baud!)
Worked last time XL was online
1- Taihaho Computer Cassette
Worked last time XL was online
1- Okimate 10 Color Printer w/ Atari interface
Works (self test on thermal paper, no ribbon)
1- Atari touch Tablet (no software)
????????
1- Atari Trackball
????????
1- Composite video monitor cable
(Atari Monitor jack to RCA type A/V plugs)

SOFTWARE- 5 1/4" floppy

Home Pak
WP, COMM, Home inventory
HACKER
game
Planetfall
game
The Neverending Story
game
The Eidolon
game
Bonus for high bidder
All shareware and DOS floppies I have Too much to list

SOFTWARE-8 Bit Cart.

Basic Computer Language
Star Raiders
Donkey Kong w/docs.
Centipede
Pac-Man
Missle Command
Popeye w/docs.

Best offer by 7/22/95 (12:01 am EDT) or whole batch goes into the Trash (6:00 am EDT 7/22/95). You pay shipping or pickup Central Florida. Prefer to keep software in lots, ie. disk and cartrage, but will separate. Will separate hardware due to shipping costs.

ONLY 5 DAYS LEFT! GET YOUR BIDS IN TODAY

Current high bids;
Hardware items $20/$10 separate items...
Software Cratridges $25

1252. Genesis controllers for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: e.halliwell@genie.geis.com
Message-ID: <199507161552.AA275869959@relay1.geis.com>
Source record: 89974

For all this discussion, I can't believe nobody has pointed out the Atari 7800 controllers! For the record, these two-button controllers worked by wiring one button to each of the paddle lines, with a resistor. For downward compatibility, both buttons were also wired to the trigger line, which is why they work fine with 2600s and so forth.

If someone wanted to write a game that required two buttons, they need look no further than the 7800 stick. Best Electronics even sells a great heavy-duty model with an autofire switch.

Clay Halliwell
LonerSoft ... Solutions you don't want, for problems you don't have!

1253. Re: 145,000 colony score in M.U.L.E.!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: rford10445@aol.com
Message-ID: <3ubd50$2um@newsbf02.news.aol.com>
Source record: 89975

Hey! That's pretty good.

Usually when i play with someone else, were at eachother throats....it sounds like you played for the colony.....what a team player! (yeeaccchhh!!)

the most i ever got for the colony was just over 120,000.....and personally around 59,000 just for me!

ALSO: Why is what you did cheating??? There is no extra money being generated in what you did.... Actually, you may have lost your wife a better score!!! You would have gained $772 from the sale and lost 1 good(crystite plus its current colony worth), and your wife, +1 crystite but a loss of $772 for the purchase. So, at the end of the game, your wife would see the worth of the crystite under the "goods" category. And the value there is based on the price of crystite in the colony, no matter what she paid. So the crystite she paid $772 for would have gotten lumped in with the rest of the crystite. (about $80).

Ya know, it sort of reminds me of einstein.....why? because matter cannot be created or destroyed.....meaning: everything in the colony (goods, money, property) will remain in the colony in some form or another...money will not be created or destroyed...(for the colony)....

the only way to make money for the colony is to produce stuff.
BUT you can make yourself personally rich off of others (no producing needed)

So really, if you calculate what is actually being done, there is little change...your wife is just getting ripped-off.....

Zzzzzzzzzzzzzzzzzzzzz

1254. Re: 145,000 colony score in M.U.L.E.!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: rford10445@aol.com
Message-ID: <3ubd67$2us@newsbf02.news.aol.com>
Source record: 89976

p.s. ...that damn pirate ship always ends up ruining a good colony score!!!!!!!

1255. Re: F Tooned products

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: esmith@netaxs.com
Message-ID: <3ubdpk$a2k@netaxs.com>
Source record: 89977

```
Thijs Aaten (100272.165@compuserve.com) wrote:
: Is there a list somewhere available with the products that F-tooned
: supports/produces ?

: Maybe Mike can post such a list here ?

: Bye,
: Thijs

: ----------------------------------------------------------------
: Thijs Aaten

: Internet: taaten@cs.vu.nl
: CID: 100272,165
: ----------------------------------------------------------------

--

They have a bunch of products for the 8-bit. I heard that some where they
are also working on a controller to handle IDE drives. But I am not sure
of this. Drop them a note or call them and they will be happy to send you
a current list of their list. Hope this helps.

+-------------------------------------+
| Edward M. Smith (esmith@netaxs.com) |
+-------------------------------------+------------------------+
```

1256. Re: 145,000 colony score in M.U.L.E.!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3ubesb$mnn@bug.rahul.net>
Source record: 89978

RFord10445 (rford10445@aol.com) wrote:
: Hey! That's pretty good.

: Usually when i play with someone else, were at eachother throats....it
: sounds like you played for the colony.....what a team player!
: (yeeaccchhh!!)

: ALSO: Why is what you did cheating??? There is no extra money being
: generated in what you did.... Actually, you may have lost your wife a
: better score!!! You would have gained $772 from the sale and lost 1
: good(crystite plus its current colony worth), and your wife, +1 crystite
: but a loss of $772 for the purchase. So, at the end of the game, your wife
: would see the worth of the crystite under the "goods" category. And the
: value there is based on the price of crystite in the colony, no matter
: what she paid. So the crystite she paid $772 for would have gotten lumped
: in with the rest of the crystite. (about $80).

No, because when something sells at $772 in the 12th auction, that
commodity is valued at $772 in the final score. And that includes *all*
units of crystite. Since she had about 25 herself, *all* of it was now
worth $772 instead of $80.

: So really, if you calculate what is actually being done, there is little
: change...your wife is just getting ripped-off.....

I used to think so too, until I tried this. She had about $21,000 going
into turn 12 and nearly $40,000 coming out of it. So I don't think she
got ripped off.

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Beware of geeks bearing .GIFs! * GCS: !h s:+ !g au+ C++$ v++ w+ U N++
* softball 95: 22 games, 10-12, .655 * W po+ Y+ j++ B-- e+++ u** r+++ y+++

1257. Re: WANTED: 19.2k bps capable modem interface!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142276@cup.portal.com>
Source record: 89979

Thanks for the info about the 16550, explains a few things, but I think
you may be off in it would need a few extra parts to implement the printer
interface.
16550 has a couple of features like baud rates up to 115k with built in
buffer, but those puppies are expensive. My sources are all around $10/each
which makes them too expensive for me to smoke. I can see why Bob wouldn't
commit to a production run. Couple of hundred boards X $10 for each
chip plus whatever else he's got in there. It could easily be a $5000+
investment.
Rick

1258. Re: more 1200XL questions...]

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142277@cup.portal.com>
Source record: 89980

Did I werite PICTURES!@##@. I meant names. Yes, more then one revision,
I had one that showed the develoment teams names, but hacked an 800xl
OS into it before I realized it was rare.
The only difs between the 800xl & 1200xl serial buss is there is a resistor
in the 5V line on the 1200. You can just jumper this if the hack doesn't
run without it. The earlier 400/800 computers also had 12V on the serial
line, but I don't think anyone used it.
IMO, I'm a little wishy-washy about the 800xl being a step back. The first
1200XL I was going to buy, they wanted $249 + $50 for a basic cart. First
800XL I got was something like $120 with built in basic. I like the
expansion buss on the back of the 800XL and the cartridge slot, but I like
the keyboard on the 1200XL as well as it's robust design. All socketed chips,
runs from standard 9 VAC vs the 800XL bricks that alway burn up. It's
much more of what I wanted in a home computer then my 800, 800XLs, or
130XE anyway.
Rick

1259. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: toby@case.cyberspace.com
Message-ID: <3ubnd1$4d1@case.cyberspace.com>
Source record: 89981

Rich Mier (rbmier@winternet.com) wrote:
: > krishna@primenet.com (Glenn Saunders) writes:
: > The mortal Mathy Van Nisselroy wrote:
: > : Could some of you guys do somethig about the above mentioned thread?
: >
: > : I only have partial Internet access (all I need) and don't know how to stop
: > : this nonsence. (please don't explain)
: >
: > What is wrong with a Zip thread? They should be usable by the Atari8, right?
: >
: >
: >
: >>>>

: Maybe on the BlackBox, But, the software would need some 'Tweaking'
: as I understand. Something about the ZIP drive going into Write-Protect Mode at
: times. I don't know anymore about it.

: Rich Mier

well....it's a scsi device, so with mydos and a proper interface, you
could probably get it to work...

1260. Idea to reduce blue in CV!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: toastman@armory.com
Message-ID: <3ubtbu$qqk@news.scruz.net>
Source record: 89982

I'd like to know how stupid this idea is...

Now, Colorview currently displays a 4096-color pic by cycling through three Gr9 screens: one red gr9, one green gr9, and one big old blurry blue gr9. ack.

I'm thinking... who says the blue one has to be gr9? If it were a gr8, you could make the border TOTALLY black, and make only the remaining 8 colors blue. I know that will reduce the amount of colors to a lousy 2304, but that's enough. In fact, the documentation to a JPEG viewer I have says that the human eye can distinguish less differences in blue than any other wavelength, so this works out rather nicely.

The thing I'd like to know is, is it possible? I don't know much about the insides of the Atari 8-bit so I don't know whether any complications would turn out in trying to do this. But if it can be done, IT MUST!

Thank you.

--
Burnt <toastman@deepthought.armory.com>

1261. Panasonic 1091i for sale or trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <hVIgIhD.lmcclure@delphi.com>
Source record: 89983

UPDATE:

The Star NX-1000 has been traded. Only the Panasonic 1091i remains available for sale or trade. I consider this printer to have a value of approx. $70, but would accept $60 + shipping for a cash sale.

The 1091i is very good to excellent condition, with the manual, original box, and packing materials.

ITEMS WANTED IN TRADE:

* CSS Ultraspeed+ OS + <$12 cash
* CSS XF single (3.5" drive) upgrade (including 3.5" mech) for my XF551
* FTe Sweet 16
* Transkey
* Newell or ICD RAMbo upgrade with RAM + <$30 cash (<$40 if no RAM)
* 3.5" 1" high SCSI drive of equivalent value
* External 14.4Kbps data/fax modem
* Set of four 1meg SIMMs, 120ns or faster
* Set of two 1meg 2-chip or 3-chip SIMMs, 70ns or faster + <$15

If you have something not listed that you think I might be interested in, make the offer...the worst I can say is "No thanks".

If you have an item you want to trade but think it is worth more than the printer (i.e., a Quantum LPS240S) for the let me know how much extra you would want from me.

BONUS: If anyone lives in the Little Rock area, and wants to make the trade, I'll throw in a sizeable box of fanfold paper I never got around to using, and a plastic printer stand.

--
==========
LMCCLURE@delphi.com

1262. Re: Atari 8 bit (It lives!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: ud264@freenet.Victoria.BC.CA
Message-ID: <1995Jul16.210852.27108@freenet.victoria.bc.ca>
Source record: 89984

>Your in vancouver BC? Whoa! Your one of THE FEW 8-bitters left in the
>lower mainland! I only know of 2 others (now 3) people that are still
>active! But then again, there is a fairly active group over on Vancouver
>island, they even have their own BBS running on an 8-bit, with like
>500Megs with Swapped partitions on a blackbox... ANYWAYS

The name of the BBS is The Pothole (604-642-6795) and it is a member of the USF & IAN network. Although I am a Co-SysOp, I don't know exactly how many megs the BBS has but I think it is something like 200. We had a crash sometime ago and lost tons of public domain and shareware software, however, not one 8bit file got nuked!

The name of the local Atari club is Garden City ACE. We actively support the Atari 8bit & ST machines. We have 200 to 300 disks worth of 8bit software. Our 8bit Librarian is currently working on creating a "Best of" collection. We do have some real useless software which could easily be nuked such as a graphics demo written by "Software Engineers" at Atari Inc back in 1980. It is nothing more than a few lines which wander around the screen. Even I could write such a program!

GCACE also publishes a newsletter 6 times a year. It is filled with news and articles written by club members. We never reprint stuff from the net! The club address is 1003 Amphion Street, Victoria, BC V8S 4G2. If interested, I could send you a copy of the Atari 8bit software catalogue via mail at no charge. Just send me your mailing address via e-mail. BTW, membership is $25 per year.

Ted Skrecky (GCACE ST Librarian)
ud264@freenet.victoria.bc.ca

1263. Re: Atari 8bit CD possible

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3ub6bn$128@news.xmission.com>
Source record: 89985

cecarman@miavx1.acs.muohio.edu wrote:
: You should consider pressing this professionally... you can get 300 or 500
: pressed CDs with screened platters, a backliner, a two-sided color card
: (directory?), and shrinkwrapped for about $2 a CD... collect $15 per person

Geez! I talk about making an 8bit CD - and about 10 copies, then suddenly
folks are suggesting some sort of professional revision!

It's going to cost me about $50.00 each to create this CD - so forget
it. I have no intention of dumping some small fortune so you folks can
"consider" wether or not its worth my effort.

I'm definately going to make a CD for myself. If I find it viable AND
LEGAL, then I'll consider making copies for others.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1264. Atari 8bit CDROM Player *is* possible

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3ub7qo$128@news.xmission.com>
Source record: 89986

To several of you out there begging to use a 2x or 4x CDROM on your
8bit. It IS possible.

Most CDROM players (good ones) are SCSI based - so they could
hypothetcially be plugged into a Black Box.

The only thing needed after that would be a program to access the ROM
"driver".

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1265. Elfin Magic: The Elf Still Lives!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: rconstan@gate.net
Message-ID: <3uc6pr$i12@news.gate.net>
Source record: 89987

I never knew this group existed, or I would have posted long ago. My name is Randy Constan, and I was the sole propriator of Elfin Magic Software. Back in the mid to late 80s, Elfin Magic produced an article for Analog Computing magazine, which subsequently developed into "Circuit Database II", our first commercial package. After that came "Checking Account Manager", and our most sucessful title, "Super 3D Plotter" (versions I and II).

I've recently moved to Florida, so the addresses on all my software packages is no longer valid. I'll be moving again an a few months, and will post a new address for anyone interested, after the dust settles. In the mean time, I wanted to offer a freindly hello to fellow Atarians. Though I must confess I seldom use the 8 bit anymore, I do want to offer support for anyone still using (or interestd in using) Elfin Magic products. Though my snail mail address is still in flux, I'll probably be keeping this email address for a long time. Viva ATARI!

--Randy
* * *
Second Star to the Right, and straight on till morning...
* * *
*

1266. Question: SIO protocol, What's the answer?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: lucius@astro.ocis.temple.edu
Message-ID: <3uc6nj$k17@cronkite.ocis.temple.edu>
Source record: 89988

I'm writing a disk drive emulator, and need to know how to reply to a read command to sector 1024 when I don't have a sector 1024. Dos 2.5 looks for sector 1024 when reading the directory, but since a 90K disk doesn't have a sector 1024, I can't give it. I've tried sending 'E' for error, and 'A' for acknowledge, but it's not the right answer.

So, what's the answer?

--
--- Lucius Kwok (lucius@astro.ocis.temple.edu) ---

1267. 800, 810 and 850 Power Supplies?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: joeaux@news.gate.net
Message-ID: <3uc967$2cne@navajo.gate.net>
Source record: 89989

Ok, you guys got me to dig out my Atari 800. At one time Atari
was the ONLY computer that I would buy. I started with the 800
(which I've still got) then a 800XL, 1200XL, 130XE and then
finally a 520ST (I was a registered developer for Atari on the
ST series when they were released). I upgraded the 520 the
hard way 'cause at the time there was no other way to do it!
Soldered all that stuff by hand. I forgot just how much fun
the 800 is! Now to the main question. Where in Gods name can
I find some power bricks for the 800, 810 and 850? And if there's
an FAQ, point me in the right direction! It feels good to use
an old friend again (always thought that the 800 had the BEST
damn keyboard in the world).
-Joe-

-Joe Aycock (joeaux@gate.net)
-Lover of all things Macintosh, OS/2 or Unix,
-and collector of Transformers.
-"Drivin' down the road in Cold Blue Steel, got a
-Blues Man on the back, a Beautician at the wheel..."

1268. Re: MyDOS 4.53/4

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DBtByM.29z@iglou.com>
Source record: 89990

I think Mydos 4.53 can handle 16 Meg partitions like other versions of Mydos. What was changed in version 4.53 is the way it lists the directory, using 3 digits instead of 4 for the file lengths.

--
Bill Marcum bmarcum@iglou.com
SEX IS NOT OBSCENE, CENSORSHIP IS!

1269. FS: 800 system

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: mjr1769@tntech.edu
Message-ID: <1995Jul16.235126.13018@atlas.tntech.edu>
Source record: 89991

All of this goes together,it's a package deal!
For Sale:

Atari 800 w/48K
Atari 410 cassette drive
Atari 1050 disk drive
Commodore 1702 color monitor
Panasonic KX-P1090 printer (80 column,dot matrix,does graphics,
tractor or friction feed)
Ape-Face XLP printer interface (RS-232)

Atari- Atariwriter (cart)
BASIC (cart)
Basketball (cart)
States and Capitals (cass)
Conversational Spanish (cass)
Sublogic- Flight Simulator II (disk)
Koala- Micro Illustrator (disk)
WITH Koalapad touch tablet
Antic(APX Classics)- RAMbrandt ver. 2.0 (Compatible with touch
tablet or joystick, converts MicroIllustrator
files. Also prints files.
All of the above are in original boxes with documentation,
except the 800 and 410, which don't have the original box.
All of this equipment is in good shape. Of course, all cables and power
supplies are included.

You pay shipping. Make me an offer on this system!

MJR1769@gemini.tntech.edu

1270. Re: Atari 8bit CDROM Player *is* possible

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142299@cup.portal.com>
Source record: 89992

James, not that I've been fooling around with it, but by accident I
was reading a DOS book with some CD ROM stuff & according to that source,
a CD ROM is just seen as a big floppy by the system. I assume that means
512 byte sectors, but I didn't read into long enough to find out. If
nothing else, you should may be able to read the fist 1/2 of each sector
& since there's already software to read IBM disks on some CSS hardware,
it probably wouldn't be that hard to hack something up.
Rick

1271. Re: 800, 810 and 850 Power Supplies?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-16 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142301@cup.portal.com>
Source record: 89993

Joe, it help if you give where you're located, someone may have a source they can tell you about. Other then that, just about any 9 VAC transformer well work. Just make sure it will put out at 31 VA. Most wall wart type supplies only do about 1/3 that so it takes a relatively good sized transformer. The only things that don't take a 9 VAC supply are the 800XL & later computers along with a couple of odd accessories, like the 1027 I believe.
Rick

1272. Re: nir-PAL: NO SUCH THING!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <5TDiITK.ftooned@delphi.com>
Source record: 89906
Body handling: HTML body converted to readable text

writes:

>Man, who started this stupid thread "nir-PAL"? What a classic example of
>how nonsense gets spread around on networks, like so much fresh manure.

Ben,

Although there might not be an "official" product such as a
nir-PAL, I happen to think it has a nice "ring" to it.

For a "no-brainer" upgrade, it seems kind-of strange to me that
nobody bothered to do it (or at least document that it was possible) at
any time for the last 15 years...

Granted... a mike-PAL, ben-PAL, bob-PAL, bill-PAL, john-PAL,
might not necessarily cut-it...

I don't know who started the thread, but I do believe in giving
credit where credit is due. A "PAL to NTSC Upgrade" has no charisma in
the slightest... I place the first vote to "officially" dub it the nir-PAL!!

Besides.... He's a heck of a nice guy, and is probably too modest
to do so on his own behalf!!

Just my 2 cents worth... Mike(FTe)

1273. DigiKey has MAX232, any other suppliers?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: lucius@astro.ocis.temple.edu
Message-ID: <3ucon4$1fc@cronkite.ocis.temple.edu>
Source record: 89907

For people who might want to build the SIO 2 PC
interface/adapter/cable, I just wanted to say that DigiKey has the
RS-232 transmitter/receivers.

The discription:
High-Speed, +5V Pwrd, Dual RS-232 Transmitters and Receivers
The part number is MAX232ACPE-ND, the price is 4.32 for one.

Now, for those who know about these chips, there's a version of this
chip that doesn't say high-speed, and is cheaper, but I wonder if it
would work at 19.2 kbps.

--
--- Lucius Kwok (lucius@astro.ocis.temple.edu) ---

1274. Re: Help me add Seagate drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: john derbyshire <john@acmenet.demon.co.uk>
Message-ID: <806007631snz@acmenet.demon.co.uk>
Source record: 89908
Cross-posted to:
comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

In article <DBLKu5.A6x@crash.cts.com>
richcsst@crash.cts.com "Richard John Kelsch" writes:

> While this newsgroup is only for Atari systems....

Ooops someone can't read the heading at the top of the screen, this is
an amiga group
>
> I still can help. Call Seagate's toll free support line to ask. Give
> them your drive info and all will be well. The number is not in my head,
> but calling 1-800-555-1212 for information on Seagate's toll-free number
> should help. I think the number is 1-800-SEAGATE but I'm not sure.
>
> Rich
>
> P.S. Asking PC computer questions in an Atari newsgroup can be dangerous!!

So can talking about atari's in an amiga group

--
john derbyshire

Old computer gear wanted working or not (cheap/free) can collect or pay pastage
The stickyest situation since sticky the stick insect got stuck on a sticky bun

Email Work johnd@maxoncs.mhs.compuserve.com
Home john@acmenet.demon.co.uk

1275. Re: Atari 8bit CDROM Player *is* possible

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3udfv3$n77@news.xmission.com>
Source record: 89909

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Actually, I believe the BIGGEST problem with accessing any current CDs using
: an 8bit and a BlackBox is the block size on the CD - 1K (or more???).

The MIO is limited to 256byte, whereas the Black Box (and supposedly the
soon-to-be-released KP Interface) are supposed to be able to use 1k+ blocks.

: Also, the format of the files themselves is another problem... with hooking
: up a hard drive to the Atari, you first format it for the DOS(es) you're
: going to use, THEN use it.

The only challenge is in figuring out how the CD is accessed. What is
required.. All newer computers are capable of seeing the same CD
correct? Therefore, its simply a matter of reading the first few tracks
to identify the CD then access it.

Of course, the 8bits 16meg limitation could be the biggest stumbling block.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1276. GameLink

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: JAMESK@mo.hba.com
Message-ID: <s00a1e92.010@wise.net>
Source record: 89910

What I'd really like to see is a two player interactive
game that works via modem.

Something like the Maze of Agdagon, but via the serial
port. Kinda like the old Modem Chess games..

How tough would that be? That way, we distanced
8bitters could play one another remotely.

James King, jamesk@mo.hba.com

Atari 8bit hobbyist!

1277. ULTIMA III Question

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.805994286@gmi.edu>
Source record: 89911

I know this is probably better suited for one of the games groups,
but I am currently playing Ultima III on the 8 bit and have run into
some seeming difficulty during the game.

My chartacters are currently up around Level 7, with 600+ hit points,
yet their magic ability has not increased one bit! I know that
you need to go to Lord British to advance to the next level once
you have the required experience, but how do you raise your
magic points? They're so low I'm still limited to casting weak
spells.

If anyone is currently playing this or can remember this aspect of
Ultima III, please let me know. Any help would be appreciated.

Thanks.

/Kevin

1278. Re: Describe your Atari setup!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.805994835@gmi.edu>
Source record: 89912

jeking@xmission.xmission.com (James King) writes:

Ah, what the heck.

>I'd like you all to describe your Atari computer setup. What
>peripherals, device, odd attachments does it consist of?

System 1: (mine)

Stock 130XE with 1050 disk drive, 1030 modem (currently doesn't work),
Hundreds of PD/shareware disks, tons of commercial software.
I also have PCXformer for my 486 and a parallel printer interface
to hook up my XE to my PC printer if needed.

Several joysticks, paddles , and lots of junk and semi-working
stuff I have for spare parts.

System 2: (at a friend's, though I own most of it)

Stock 800XL with 1050 disk drive, Commodore 1702 monitor,
more joysticks, commercial, and PD/shareware software.

Pretty much has become a hobby for me, I play RPGs on it when I get
the chance and fiddle with programming and hardware. Recently, a
friend of mine has been caught up in my RPG hobby, now he has my
other system. At least it's getting used. ;-)

/Kevin

1279. Re: You guys are killing me

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <3ue0qk$qv6@vishnu.jussieu.fr>
Source record: 89913

In article <3uan2j$ph0@nnrp1.primenet.com>,
krishna@primenet.com (Glenn Saunders) wrote:
>: No no no. Falcons are still sold everyday in Europe. Mostly because it's
>: considered to be the best computer for professional musicians, and also
>: because it's quite popular in Germany.
>They must still have a lot of overstock. As far as I know Atari doesn't
>manufacture ANYTHING. They get IBM to manufacture Jaguars and that's it.
Yes, they do have a lot of overstock, but there are also the clones. C-lab is
manufacturing the falcon mark II (they plan to release the falcon mark III,
featuring two DSPs), there is the medusa series that goes up to 68060 based
models, the eagle and so on.

+---+
Bertrand Le Roy	A Darwinian theory of Gravitation:
bleroy@ccr.jussieu.fr	In the beginning, mature apples fell
tel. 44.27.72.95	in all directions. But only the trees
fax. 44.27.72.87	whose apples fell down have survived.
+---+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+---+

1280. SIO protocol specs

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: cudabert@aol.com
Message-ID: <3ue1s3$ni0@newsbf02.news.aol.com>
Source record: 89914

Is there a document I can download that describes the SIO protocol, and it's extensions for drive types other than the 1050?

Thanks!

1281. Re: ULTIMA III Question

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3ue4oa$eu6@hustle.rahul.net>
Source record: 89915

Kevin Haley (khaley@nova.gmi.edu) wrote:
: I know this is probably better suited for one of the games groups,
: but I am currently playing Ultima III on the 8 bit and have run into
: some seeming difficulty during the game.

: My chartacters are currently up around Level 7, with 600+ hit points,
: yet their magic ability has not increased one bit! I know that
: you need to go to Lord British to advance to the next level once
: you have the required experience, but how do you raise your
: magic points? They're so low I'm still limited to casting weak
: spells.

There is a special place you need to go. You will also need money--
100 GP for every point you raise one attribute for one character.

*** SPOILERS AHEAD ***

There is a place called "Ambrosia" where the four attributes can e
boosted. You must be in a ship which sinks into the whirlpool to do
this. You must then find your way to the four shrines--one for
each attribute.

If you want to raise wisdom, for example, so your cleric can get
70 MP and cast the ZXKUQYB spell (the Cleric sucks offensively
until you get this spell), find the shrine of Wisdom. Assuming
your cleric starts with 25 MP, you'll need to make an "offering"
of 4500 GP to boost the cleric's MP to 70.

There is also another use for the shrines. But since you haven't
asked for that, I won't spoil it.

Bring some keys and gems before going to Ambrosia. Also, you
will need to defeat some pirates and commandeer their ship if
you are to return to Sosaria successfully.

: If anyone is currently playing this or can remember this aspect of
: Ultima III, please let me know. Any help would be appreciated.

: Thanks.

: /Kevin

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Beware of geeks bearing .GIFs! * GCS: !h s:+ !g au+ C++$ v++ w+ U N++
* softball 95: 22 games, 10-12, .655 * W po+ Y+ j++ B-- e+++ u** r+++ y+++

1282. Re: WANTED: 19.2k bps capable modem interface!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142307@cup.portal.com>
Source record: 89916

$10 fo a serial chip is expensive. I have a parts drawer of 8250, &
16450 all essentially free. For instance, nephew wanted to expand
his clone so I found a busted 286 mother board with 1 meg of dram
for $5 and had an old busted one with a meg that was from a repair job
where I installed a new MB. New memory board was only $15 so for $20
total I got an extra 2 megs to him. Both MBs had built in serial so
I think I ended up with 3 or 4 8250 types out of that. $10 vs free
is really a mark up! Most of my projects like the clock speed up or
whatever is from from junk clone MB.
This is one of the things you're going to have to trust me on, one of
the products I developed used a $.25 componet in a device that sold for
$1.15 and you wouldn't believe the grief I got from bean counters.
Remember I was the inventer of the thing, patents & everything, and the
resulting turmoil within the company went all the way up to the Sr
VP level with the spin on it was that I had probably killed the project
because of the expensive componet. It was the only way the thing could
be done and no alternatives were ever found by any of the people
attacking me. Ended up being a product anyway with some success.
The $10 for a single part in a product that was supposed to sell
for something like $59 is a awfully high price! Even for screwing
around like I do it's to much to pay since it's a somewhat esoteric
exercise anyway. Parts for a project like that would run about as
much as buying a new PR!
Rick

1283. Re: ULTIMA III Question

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142308@cup.portal.com>
Source record: 89917

Somewhat of a spoiler, but: To advance skills first get all the money you can muster. Don't use the JOIN gold command if you have more then $9999 gold or you lose everything in excess of that amount. About [10 gems, 10 powders, 10 keys] are also handy. Wander around until you get attacked by a ship. If you win that battle, sail the ship around until you are sucked down the whirlpool. Everything is somewhat obvious from there if you've been getting the hints from bars, oracles, etcetera.
Rick

1284. Re: DigiKey has MAX232, any other suppliers?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: n7ryw@teleport.com
Message-ID: <3uectl$ehh@maureen.teleport.com>
Source record: 89918

In article <3ucon4$1fc@cronkite.ocis.temple.edu>,
lucius@astro.ocis.temple.edu said...

>MAX232

>Now, for those who know about these chips, there's a version of this
>chip that doesn't say high-speed, and is cheaper, but I wonder if it
>would work at 19.2 kbps.

In the RS-232 world, "High Speed" is generally taken to mean above 19.2k bps.
The most useful of the Max chips that go up to 19.2k is the one that needs no
external capacitors, but is otherwise identical to the Max 232. These are not
nearly as widely available as the Max 232, though, and 4 capacitors is just
no big deal.

I put mine on a small piece of perf board and mounted it into a null modem
type housing along with the DB-25 and oddball Atari connector, with lots of
room to spare. The Max 232 is available from most any decent parts house,
even local ones, as are the capacitors.

--
From Bill, n7ryw@teleport.com
Amsat NA Life Member #2109

1285. Re: Atari 8bit CDROM Player *is* possible

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3uedki$ptc@nic-nac.CSU.net>
Source record: 89919

Chris, I don't know about YOU, but I'd HATE having to use some program to copy from a device to a real drive (be it floppy, hard drive, RAMdisk or SIO2PC image).

And, I didn't say ANYTHING about rewriting any DOS for the Atari.. just adding a device driver which was intelligent like DOS is (hell, stick it in some 16K bank somewhere.. I don't care!).

I mean, the device handling of the Atari is EXCELLENT, even compared to, say, today's PC's! ("con", "prn" - those look far too much like filenames than devices. They almost did it right with drive access (A:, B:, C:, etc.)

Five excellent examples of great use of the device handler table include:

(1) Replacing any old device with a new driver (80 col E:, fast E:, etc.)
(2) Adding similar devices (G: - printer with graphics support)
(3) Software not caring what hardware you have - it's all handled by the device driver (R: - how many different things can be hooked up and used as R:? 850, P:R:Conn., BlackBox, MIO, SX212, etc.)
(M: - multimouse.. software accessing M: doesn't care which M: you're using.. the joystick one, the ST Mouse one, the Amiga Mouse one, etc.)
(4) My own idea about multi-computer software using a device handler, so it won't care what setup you have. (GameLink, a coupla joystick cables plugged together, MUX network, a modem, etc.)
(5) David Firth's "H:" device in his Atari emulator for Unix (and I belive ST XFormer had a similar device which gave access to the machine's drives not unlike PC Mirror mode of Atari Disk Emulator) and my own idea of a CD-ROM device driver. (ie, both are accessed 95% like normal disks, so when running any current software, you replace "D:*.GIF" with, say, "H:*.GIF" !!!)

Anyway.. >I< think my idea is good. I do agree that CD ROM access through emulators and SIO2PC access is of course the easiest way to do it, but it's by far NOT the fastest access!!!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1286. Re: Atari 8bit CDROM Player *is* possible

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3uednm$ptv@nic-nac.CSU.net>
Source record: 89920

James.. the 8bit's CURRENT 16MB limit! ;) ;) We are going to have bigger access in some new DOSes, right!? Aren't we!? <:^o

--
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1287. FS: Atari 8bit Hardware & Software (cheap)

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: myc@atlantic2.sbi.com
Message-ID: <DBvIDy.72M@meteor.sbi.com>
Source record: 89921

ATARI HARDWARE AND SOFTWARE FOR SALE

Hardware:

o Atari 800 computer w/ 48K, GTIA, power supply, dust cover, RF cable
o Atari 810 disk drive w/ SIO cable, power supply

o Extra SIO cable and power supply (wall wart)
o Some guts from an Atari 400 computer to use for spare parts
(no RAM, no POKEY, missing one I/O ROM)

Software:

Cartridges
o MAC/65 Assembler/Editor/Debugger cartridge w/ manual
o AtariWriter cartridge w/ manual, quick reference card
o BASIC cartridge, no manual
o Pac-Man cartridge w/ manual
o Asteroids cartridge w/ manual

Disks
o Atari Macro-Assembler/Program-Text Editor w/ reference
card, no manual
o Choplifter

Books:

o Mapping the Atari
o Compute!'s First Book of Atari
o Compute!'s Second Book of Atari

Make a reasonable offer (okay, make any offer <g>) and it's yours. I'd
prefer to sell everything as a package. Buyer pays shipping or picks up
from E. Brunswick, NJ.

--Michael Y. Chiang
myc@atlantic2.sbi.com

1288. Re: Atari 600 (not 600XL, 600) ?!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3uee67$q74@nic-nac.CSU.net>
Source record: 89922

re: 1400XL: 4-layer motherboards? Please explain...

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1289. Re: Describe your Atari setup!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ueec1$qjl@nic-nac.CSU.net>
Source record: 89923

Kevin- GET SIO2PC!!! :)

If you've got a PC and an Atari ANYWHERE near each other (like, what,
25 feet??), unless you have a BlackBox and FloppyBoard or something,
you REALLY aren't living w/o an SIO2PC setup!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1290. Re: ULTIMA III Question

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: rford10445@aol.com
Message-ID: <3uel10$t30@newsbf02.news.aol.com>
Source record: 89924

done that. beat it.

do i remember how? of course not.

i'll try to remember then get back to you.

"don't panic"
Z

1291. Re: Trade Pro x324 BBS package for Carina 3.x

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: winston@merk.com
Message-ID: <DBuyBv.Koq@merk.com>
Source record: 89925

On Tuesday, July 11, 1995 at 02:59:38 GMT (8:59pm Mon, Jul 10 EDT ?),
jeking@xmission.xmission.com (James King) wrote:

JK> Will trade my entire BBS Express Pro! x324 package (includes all original
JK> disks, manuals, etc..) straight across for the latest revision of Carina
JK> -- or the Forem XE package with the BasicXE cart.
JK>
JK> any takers?
JK>
JK> I'm sick of the infighting constantly going on the Pro! networks. The
JK> owners themselves could careless if all Sysops dropped their product.
JK> You'd never guess there was a customer:company relationship there
JK> considering the threats that are levelled!
JK>
JK> My BBS will remain down until I can acquire a more "suitable" BBS
JK> software package.

Is there really a need for another BBS package ? I wonder if CC65
could compile the 'C' source to CITADEL BBS ? I understand that there is
a version of CITADEL called 'Asguard'(SP?) that runs on the C64 ? I think
that OASIS IV can also network. Of course, the CITADEL BBS source is in
the public domain. I've been trying to compile some simple 'C' programs
in CC65 but keep getting "Out of Memory".

P.S. Does anyone have an ARGV routine that works with ACE C / CC8 ?

P.P.S. The CC65 at the archive is configured to run with SPARTA-DOS.
Does anyone have this in the MYDOS configuration ?
I have an earlier version of CC65 that works in a MYDOS / DOS 2.0
configuration but was wondering if this last release comes in a
MYDOS form ? Why is all of the stuff at the archive configured
for SPARTA-DOS-X ???

1292. Re: PabQWK, what to change

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: winston@merk.com
Message-ID: <DBuyw7.Kyr@merk.com>
Source record: 89926

On Saturday, July 15, 1995 at 21:52:42 +0200 (1:52pm EDT ?),
mathniss@link.xs4all.nl (Mathy Van Nisselroy)wrote:

MN> Howdy All
MN>
MN> Here's a list of things I don't like about PabQWK.
MN> (I'll have a look at the *.NDX structure PabQWK uses soon.)
MN>
MN> Maybe James King can use them, should he try to improve PabQWK.

Have you considered using ACE C / CC8 / NONAME C and the source
code to Robert Stout's "QWK8" QWK-MAIL reader to create a QWK mail reader
more to your liking ? I fed the source code to Robert Stout's QWK-8
QWK-MAIL program to the ACE C compiler and it was processed without
complaint. Except for the fact that it couldn't use a DOS command line for
ARGV, the program worked perfectly. The code is straight forward and
readable. It wouldn't be particularly difficult for you to modify it to
your particular tastes....

1293. Re: 800, 810 and 850 Power Supplies?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: joeaux@news.gate.net
Message-ID: <3uenk0$2vlq@seminole.gate.net>
Source record: 89927

Thanks for all the info! If it helps I'm in the Orlando Florida
area.

-Joe Aycock (joeaux@gate.net)
-Lover of all things Macintosh, OS/2 or Unix,
-and collector of Transformers.
-"Drivin' down the road in Cold Blue Steel, got a
-Blues Man on the back, a Beautician at the wheel..."

1294. Re: AR

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: spn@hitec.com
Message-ID: <3ueqdl$isb@news1.svc>
Source record: 89928

> mathniss@link.xs4all.nl (Mathy Van Nisselroy) writes:
> Howdy Philip
>
> Re: Alternate Reality
>
> How about finishing the other five AR titles for us. I know "the Arena"
> would have been one of them....

Yah, and maybe if six or seven of us got together and were willing to pay $1000 a copy we could get
another module <g> Truthfully, I for one would love to see it completed, or at the very least, learn the
rest of the intended story. Hey, why did it never get done, anyways? And why did AR never get
past the city on the ST? We seemed to have had a good thing going...

--Steve

1295. FS: Atari 800XI + Disk Drive - $25

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: benjohnson@aol.com
Message-ID: <3ueu4e$2qe@newsbf02.news.aol.com>
Source record: 89929

```
*
*
* WD-40: The official aerosol of the 1984 Olympiad....
***************

Atari 800xl + disk drive package:$25 + $7 Shipping.
Now you two can own the OFFICIAL HOME COMPUTER OF
THE 1984 OLYMPICS. Wow....This 800xl and matching 1050
disk drive come complete with their boxes, the 800xl box
proudly proclaiming it's Olympic connections. This system
comes complete with the RF cable, RF box, joysticks, power
supplies, drive cable, and the for an added $3 the following six
cartridge games: Missile Command, Star Raiders, Miner
2049er, Pac Man, Dig Dug and Centipede.

***************
* Spam: The official meat of the 1984 Olympiad....
*
*
```

1296. Hello / Atari 1200XLs for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: aramos@cis.ohio-state.edu
Message-ID: <3ueufcINN3ri@boa.cis.ohio-state.edu>
Source record: 89930

Hi everyone, I'm back from working 12-14 hour days every day for a _long_
time. And it's time to move, so I'm trying to get rid of some extra
stuff:

I have several Atari 1200XLs I'd like to offer for sale. No power supplies,
but I can include video and SIO cables, and I will jumper the resistor on
line 10 of the SIO port to enable "self-powered" peripherals to work.

If you would like one please contact me via e-mail.

-Tony R.

--
Tony Ramos : inter\active
286 E.13th Ave : ramos.15@osu.edu, tony_ramos@fitch.com
Columbus, OH 43201 : *** computer-mediated environments ***
(614)299-9529 : *** interface ** image synthesis ***

1297. Re: Describe your Atari setup!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <RTHiwbY.ransom22@delphi.com>
Source record: 89931

James King <jeking@xmission.xmission.com> writes:

>I'd like you all to describe your Atari computer setup. What
>peripherals, device, odd attachments does it consist of?

My Atari 8-bit system (that is, what I have set up all the time...
there is of course TONS stored away, like most 8-bitters I am sure) is:

Atari 130XE
2 XF551 Drives
XMM801 Printer
OkiMate 10 Color Printer
1020 Plotter
1010 Tape Drive
850 Interface
Practical Peripherals FXMT 14.4Kbaud Modem
CX85 Keypad
Wico "Bat"-style Joystick
Commodore 1802 Monitor
Curtis Command Center Plus (with nifty disk cubby hole! :)

Other stuff I somewhat frequently use, but which aren't always hooked up:
Atari Touch Tablet
Atari Light Gun

>In addition, mail me a photograph, and I'll get it scanned in and added

I'll see whether my girlfriend is willing to take a photo of it...
you just want a picture of it as it is set up,right? (ie, desk and all)

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1298. Re: Atari 8bit CDROM Player *is* possible

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.19.002C776A@mindspring.com>
Source record: 89932

In article <3udfv3$n77@news.xmission.com> jeking@xmission.xmission.com (James King) writes:
>From: jeking@xmission.xmission.com (James King)
>Subject: Re: Atari 8bit CDROM Player *is* possible
>Date: 17 Jul 1995 11:01:55 GMT

>The only challenge is in figuring out how the CD is accessed. What is
>required.. All newer computers are capable of seeing the same CD
>correct? Therefore, its simply a matter of reading the first few tracks
>to identify the CD then access it.

Actually there are several formats for CD's, with ISO9660 being the PC standard. For instance, some games come on disks that are readable by a Mac or a PC, but neither can read the other's directory. CD-Rom Today mag on disk is an example of that. The disk has to have a directory structure that can be read by the DOS being used, whether PC, or Atari.

Bruce Willard
bwillard@mindspring.com

1299. Re: Atari 600 (not 600XL, 600) ?!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.21.003027CE@mindspring.com>
Source record: 89933

In article <5RDhwVG.ftooned@delphi.com> F Tooned <ftooned@delphi.com> writes:
>From: F Tooned <ftooned@delphi.com>
>Subject: Re: Atari 600 (not 600XL, 600) ?!?
>Date: Mon, 17 Jul 95 02:16:14 -0500

>Jesse Lambert <slcsj@cc.usu.edu> writes:
>
>Atari was probably better off by dropping them. The 1090's on the other
>hand, should have been released.
>
>. Mike(FTe)

1090's? What were those? I thought I knew all of the Atari model numbers, even the ones not released, but that's a new one.

Bruce Willard
bwillard@mindspring.com

1300. Anyone have a ST moust?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: bruck@avoda.jct.ac.il
Message-ID: <9507180234.AA15195@avoda.jct.ac.il>
Source record: 89934

Hey,

If anyone out there has an ST mouse in the vicinity of his 8-bit,
I've written something for it, but I couldn't test it! (I don't have
a mouse!)

Please email me, I'll send the file (a graphics-8 screen with an arrow
moved by the mouse - hopefully!).

-itay

Itay Chamiel bruck@brachot.jct.ac.il Pull down the blinds and run for cover

1301. classics@en.com (Steven Tucker) - address change

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: stucker@nyx10.cs.du.edu
Message-ID: <3ufbrd$dso@nyx10.cs.du.edu>
Source record: 89935

```
As a result of poor service at my previous ISP, I have moved my electronic
home to classics@nacs.net. Please direct all future mail to this
address.
```

1302. Re: 800, 810 and 850 Power Supplies?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: lucius@astro.ocis.temple.edu
Message-ID: <3uco3l$1fc@cronkite.ocis.temple.edu>
Source record: 89994

B&C ComputerVisions might have 800 & 810 power supplies.

3257 Kifer Road
Santa Clara, CA 95051
408-749-1003
(My old catalog says it's closed Sun & Mon, open at 10 other days
Also, they were listed for 7.50 each.)

Plus, Digi-Key has power supplies which are probably higher quality
but cost from $50 to $120, approx.

Digi-Key
1-800-344-4539

-- Lucius Kwok (lucius@astro.ocis.temple.edu) --

1303. Re: Atari 8bit CD possible

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: simon.brownlee@jrc.it
Message-ID: <3udaja$sae@dicscs4.jrc.it>
Source record: 89995

In article <3u2v2n$hnu@news.xmission.com>, jeking@xmission.xmission.com (James King) writes:
>How would you folks like to see a CD holding all files on UMICH, my ftp
>site, GEnie, CompuServe and Delphi?
>
>Its now possible. I have a friend who will charge $50.00 to create a CD
>based on what I have stored on hard disk - and since I have a TON of
>stuff on my PC's hard disk (atari 8bit, that is) . . . .
>

I don't understand why it's going to cost $50. Blank 74min CD's cost less than $10 (my last batch were $6.80 for 100 TDK branded). Professional CD replication houses will make you a one off CD from your hard drive for $45, so if your friend is going to charge $50, I would question his motives.

--- / Simon Brownlee / simon.brownlee@jrc.it / -
-- / MTV, IRSA, CEC-JRC, / / --
- / 21020 Ispra (VA), Italy / WWW can seriously damage your health / ---
---

1304. Re: WANTED: 19.2k bps capable modem interface!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3uddat$61u@nnrp1.primenet.com>
Source record: 89996

The mortal Rick_Michael_Cortese@cup.portal.com wrote:
: Thanks for the info about the 16550, explains a few things, but I think
: you may be off in it would need a few extra parts to implement the printer
: interface.
: 16550 has a couple of features like baud rates up to 115k with built in
: buffer, but those puppies are expensive. My sources are all around $10/each
: which makes them too expensive for me to smoke. I can see why Bob wouldn't
: commit to a production run. Couple of hundred boards X $10 for each
: chip plus whatever else he's got in there. It could easily be a $5000+
: investment.

You think a $10 chip is an expensive investment? The R:P: was going to
sell less than the 850 or the P:R: were sold for new. It would have been
a lot easier to make than the BB. His decision had everything to do with
his evaluation of the 8-bit marketplace and nothing to do with it being
too pricey to make. Things don't get much cheaper than that for a
quality product.

1305. Re: Question: SIO protocol, What's the answer?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: classics@en.com
Message-ID: <3uc98b$iid@antares.en.com>
Source record: 89997

Lucius Kwok (lucius@astro.ocis.temple.edu) wrote:
: I'm writing a disk drive emulator, and need to know how to reply to a
: read command to sector 1024 when I don't have a sector 1024. Dos 2.5
: looks for sector 1024 when reading the directory, but since a 90K disk
: doesn't have a sector 1024, I can't give it. I've tried sending 'E'
: for error, and 'A' for acknowledge, but it's not the right answer.

: So, what's the answer?

If you want to fake a sector 1024 you will have to do just that, send it
a fake sector. Ack, Complete, 128 data bytes + checksum

If you want it to buzz off and let it know its trying to request a sector
that does not exist, you need to NAK after the sio command frame is
received.

Steve

1306. PBI and 1200XL- Anybody?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <3ucbhs$rvo@news.umbc.edu>
Source record: 89998

OK all you hardware-oriented 8-bit Atarians....

Has anybody actually and successfully performed the Bob Woolley PBI hack to
their 1200XL and lived to tell about through their MIO or Black Box??

Other than Bob, himself, I don't know of anyone who has actually done one!

Tom

--
-=-=-=

1307. Re: Atari 8bit CDROM Player *is* possible

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ucci5$8ei@nic-nac.CSU.net>
Source record: 89999

Actually, I believe the BIGGEST problem with accessing any current CDs using an 8bit and a BlackBox is the block size on the CD - 1K (or more???).

What's the biggest block size any popular DOS on the Atari can handle? 256 bytes? <:^[

Also, the format of the files themselves is another problem... with hooking up a hard drive to the Atari, you first format it for the DOS(es) you're going to use, THEN use it.

I'm not sure what the ROM drive is/does on CD-ROMs... but, of course, now that I think of it, speaking of drivers, we could do something like this:

write our own CD ROM accessor which would be in itself a small MS-DOS/PC-DOS which handles read-only. Access it as a smart device handler (like, "C:" for CD-ROM, although that'd kill the Cassette handler (who cares?? :))) and voila.. it's done.

Kind of like the H: device added to the Atari emulator for Unix... I can LOAD and SAVE BASIC files and do file I/O to it just as if it was an Atari DOS (hell, you can read a disk directory from Unix, too!!).. why can't we add this via software/hardware to a real Atari?

Although - some less optimistic software FORCES you to access "D:" for file I/O, so perhaps an addition to DOS which takes, say, D7: and accesses the CD through it.. (then again, some REALLY pessimistic ;) software FORCES you to use "D1:"! ARGH!!!)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1308. Re: Atari 8bit CDROM Player *is* possible

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: classics@en.com
Message-ID: <3ucr6h$6iq@antares.en.com>
Source record: 90000

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Actually, I believe the BIGGEST problem with accessing any current CDs using
: an 8bit and a BlackBox is the block size on the CD - 1K (or more???).

: What's the biggest block size any popular DOS on the Atari can handle? 256
: bytes? <:^[

Spartados might handle larger blocks, and most anything is possible with
special device drivers.

: Also, the format of the files themselves is another problem... with hooking
: up a hard drive to the Atari, you first format it for the DOS(es) you're
: going to use, THEN use it.

Or you could use my sio2pc software to simply read the files off a the
CDROM, mounted as normal on your pc <plug plug> :)

: Kind of like the H: device added to the Atari emulator for Unix... I can
: LOAD and SAVE BASIC files and do file I/O to it just as if it was an Atari
: DOS (hell, you can read a disk directory from Unix, too!!).. why can't we
: add this via software/hardware to a real Atari?

: Although - some less optimistic software FORCES you to access "D:" for file
: I/O, so perhaps an addition to DOS which takes, say, D7: and accesses the CD
: through it.. (then again, some REALLY pessimistic ;) software FORCES you
: to use "D1:"! ARGH!!!)

Just mount your pc-mirror drive under d7 ;) But your limited to ultraspeed
i/o transfer rates with sio2pc cables. If you wanted fast access to large
amounts of data then a black box/software solution will be required.

Steve

1309. Re: Sweet16?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <5TIggtJ.ftooned@delphi.com>
Source record: 90001

<mstatz@cei.net> writes:

>Sorry to jump in on this conversation, but can you compare for me
>the Sweet16 and the Turbo816?

Mark,

The Sweet 16 and the Turbo 816 are based upon a similar concept,
but are completely different in design and operation.

The Turbo 816 was a fairly good sized PCB, with a ribbon cable
that attached to the 6502 socket in the Atari. It tended to flop around
inside the machine, and required a few modifications to the Atari motherboard
to work with the MIO's. I've tried to get one to work with the MIO's, but
haven't had much success. I don't know of anyone who's managed to get one
functioning with the "Black Box".

The Sweet 16 is mounted on a board that replaces your existing
6502, and is fully functional with MIO's and Black Boxes without any mods
to the Atari PCB's. (Basically plug and play, if your 6502 is socketed)

The Turbo 816 has a "Turbo Bus" feature that allowed plug-in
boards to be added. DataQue had actually made a few Static Ram cards and
Clock cards, but they're pretty scarce.

The linear-memory support for the Sweet 16 will be provided on
the MARS 8 via a SIMM socket. (256K, 1mb, 4mb, or 16mb) Since the MARS
also has an R-Time 8 compatible clock, nothing else has really been left
out... Except for an '816 operating system...

More on this later! I'm not gonna say anything else at this point
until it's fully up to spec...

Thanks for the inquiry. Mike(FTe)

1310. Re: Atari 8bit CDROM Player *is* possible

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: cecarman@miavx1.acs.muohio.edu
Message-ID: <1995Jul17.012905@miavx1>
Source record: 90002

> I'm not sure what the ROM drive is/does on CD-ROMs... but, of course, now
> that I think of it, speaking of drivers, we could do something like this:

> write our own CD ROM accessor which would be in itself a small MS-DOS/PC-DOS
> which handles read-only. Access it as a smart device handler (like, "C:"
> for CD-ROM, although that'd kill the Cassette handler (who cares?? :)))
> and voila.. it's done.

> Kind of like the H: device added to the Atari emulator for Unix... I can
> LOAD and SAVE BASIC files and do file I/O to it just as if it was an Atari
> DOS (hell, you can read a disk directory from Unix, too!!).. why can't we
> add this via software/hardware to a real Atari?

Maybe this is a stupid suggestion, but why not create a program designed to specifically read these files off of the CD-ROM and copy them onto your floppy drive? Then you wouldn't need to rewrite DOS for every program you want to have access the CD-ROM, just one modification of DOS designed specifically for using the CD-ROM (making it D8 wouldn't be a bad idea, as far as the handling within DOS goes, but then wouldn't you have to set that on the Black Box?). There's so much nostalgia going around for computer systems right now... imagine what would happen if someone was actually able to hook up an independent CD-ROM drive to an Atari 8bit and create a CD-ROM in the Atari format. Hilarious.... Later,
-Chris Carman
-cecarman@miavx1.muohio.edu
-http://www.muohio.edu/~carmance

1311. Re: Atari 8bit CD possible

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: Ben Corr <bjcorr@delphi.com>
Message-ID: <xNLioPM.bjcorr@delphi.com>
Source record: 90003

James King <jeking@xmission.xmission.com> writes:

>How would you folks like to see a CD holding all files on UMICH, my ftp
>site, GEnie, CompuServe and Delphi?
>
>Its now possible. I have a friend who will charge $50.00 to create a CD
>based on what I have stored on hard disk - and since I have a TON of
>stuff on my PC's hard disk (atari 8bit, that is) . . . .

I would DEFINTLY be interested in this!
bjcorr@delphi.com

1312. Re: 64k internal upgrade for 600XL?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: Ben Corr <bjcorr@delphi.com>
Message-ID: <5NEDYfN.bjcorr@delphi.com>
Source record: 90004

Brent Buescher <buescher@dogbert.ugcs.caltech.edu> writes:

>I got my hands on some 64Kx4 DRAMs a while ago and have been meaning
>to upgrade my 600XL internally. I stuffed 'em in just to check for
>compatibility and the 600XL is quite happy with them. (Ok, I'm a dork,
>I've got a 1200XL kicking around with 256K DRAMs that I haven't
>upgraded yet either) Now I just need to know what I need to jumper to
>get the full 64K active. Are there instructions for this out there
>anywhere?
>
>Brent

Okay, pull U18 and bend out pins 8,9,and 10. Flip the motherboard over and
solder a jumper between pins 8 and 10 (now vacant).Now pull out U5 and U6.
Bend out pin 3 on U5, bend out pin 10 on U6. Reinsert the chips (oops, and
chip U18 also!) Now solder
a jumper from pin 3 of U5 to the exposed part of pin 4 of U2, and from pin 10
of U6
tto the exposed part of pin 5 of U2. That's it.
bjcorr@delphi.com

1313. Re: Atari 600 (not 600XL, 600) ?!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-17 00:00:00 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <5RDhwVG.ftooned@delphi.com>
Source record: 90005

Jesse Lambert <slcsj@cc.usu.edu> writes:

>>As far as I know, it, along with the 1400XL and 1400XLD were vaporware.

I've got a couple of 1400XL's here at FTe...

There is nothing really vaporware about them, except that they didn't
go into full production. 4-layer motherboards, custom power supplies,
plastic injection molding, the works!!

I think that they would have been way too expensive to manufacture, and
Atari was probably better off by dropping them. The 1090's on the other
hand, should have been released.

. Mike(FTe)

1314. Re: Sweet16?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: mstatz@cei.net
Message-ID: <3uggra$7ne@ren.cei.net>
Source record: 89856

In <5TIggtJ.ftooned@delphi.com>, F Tooned <ftooned@delphi.com> writes:
><mstatz@cei.net> writes:
>
>>Sorry to jump in on this conversation, but can you compare for me
>>the Sweet16 and the Turbo816?
>
>Mark,
>
> The Sweet 16 and the Turbo 816 are based upon a similar concept,
>but are completely different in design and operation.
>
> The Turbo 816 was a fairly good sized PCB, with a ribbon cable
>that attached to the 6502 socket in the Atari. It tended to flop around
>inside the machine, and required a few modifications to the Atari motherboard
>to work with the MIO's. I've tried to get one to work with the MIO's, but
>haven't had much success. I don't know of anyone who's managed to get one
>functioning with the "Black Box".
>
> The Sweet 16 is mounted on a board that replaces your existing
>6502, and is fully functional with MIO's and Black Boxes without any mods
>to the Atari PCB's. (Basically plug and play, if your 6502 is socketed)
>
> The Turbo 816 has a "Turbo Bus" feature that allowed plug-in
>boards to be added. DataQue had actually made a few Static Ram cards and
>Clock cards, but they're pretty scarce.

I spent some time on this bit several years ago, when the T816 first
came out - at one point I managed to jack that DataBus into a passive
backplane AT bus, as was able (barely, since I'm not a programmer)
to poke data into a VGA card.

I was in florida then, and a lightning strike took out my hardware.

(It's not NICE to fool with Mother Nature...)

I took that as an omen...

>
> The linear-memory support for the Sweet 16 will be provided on
>the MARS 8 via a SIMM socket. (256K, 1mb, 4mb, or 16mb) Since the MARS
>also has an R-Time 8 compatible clock, nothing else has really been left
>out... Except for an '816 operating system...
>
> More on this later! I'm not gonna say anything else at this point
>until it's fully up to spec...
>

> Thanks for the inquiry. Mike(FTe)

Sounds like what I'm looking for - how about $, avail, etc.?

Also - is this XL only?

Statz

1315. Re: Describe your Atari setup!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: tiesflys@brbbs.com
Message-ID: <znr806104372k@brbbs.com>
Source record: 89857

In article <3uguih$ad8@data.interserv.net> 100272.165@compuserve.com writes:

>
> jeking@xmission.xmission.com (James King) wrote:
>
> >I'd like you all to describe your Atari computer setup. What
> >peripherals, device, odd attachments does it consist of?
>

I'd describe mine, but I'm afraid of boring you all to death.

- A sunny day,
a box of midges,
and a wandering stream...
Man, this MUST be heaven!
><> Steve Kulpa <><

1316. Re: Software piracy, a second opinion

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DBxLF0.86G@jackson.napervilleil.attgis.com>
Source record: 89858

#==========="McMahon, Rory", 7/15/95==========
#
#On 14 Jul 1995 22:32:01 -0400,
#Russ Gilbert <Russ.Gilbert@apk.wariat.org> wrote:
#
#RG>I'm presenting a 'second' opinion about possible commercial
#RG>software on the xmission site. I suppose this is mostly a
#RG>post to M. Current, but I want it to be public.
#
#Agreed...how does one recover from a protected floppy whose media
#has failed due to age and usage that can no longer be replaced. What
#kind of measures does a person take to protect his investment? I
#realize that there are still producers of viable software for the
#8 bit, but where can we draw the line??? I would venture to say that
#most of the developers have moved from this platform in order to eat.

In theory, I agree with the posts here for the most part. But I also
understand human nature. My own example is a case in point. I bought
my first Atari back in about '82. I got a cassette data recorder and
typed in quite a few BASIC programs from magazines. I had to justify
the $50 BASIC cartridge somehow. :-)

I also bought quite a few cartridges for my 8bit. Then in about '85
I bought a used disk drive from a fellow on the net. I got several
disks with it and a few had several commercial programs on them. So
what happens? Did I go out and buy a lot of new software for my great
new disk drive? NO. I played the pirated copies that I got with the
disk drive. I did buy a few new programs but probably less than half
of what I would have bought if I hadn't gotten so many 'free' programs
with the drive. My point is, most people wouldn't buy a lot of software
if they could get most of what they wanted free on an ftp/www site somewhere.
Even if they could buy software that wasn't available anywhere, I don't
think that they would buy much. My take on life is "Why pay 79 cents for
a bottle of water when you can get it free from the tap?". Sure it isn't
quite as good as bottled water, but close enough.

#RG>costly to this A8 community. I would guess that American
#RG>Technavision, B&C, C&T and other retailers have seen an
#RG>INCREASE in sales from the interest and nostalgia produced
#RG>by PCxformer and the availability of 'imageable' copies.

There might be an initial upsurge in sales, but I don't think
that it would be sustainable after people found out that they
could get 'free' copies somewhere on the net.

Note that I am not condoning or condemming the copying of older software. I just think that a freely available supply of it would kill what little sales are left in the Atari 8 market.

In an ideal world a person would only obtain a cracked copy of software to protect their investment in the original (and people would pay for all the shareware software they obtain). But we don't live in a perfect world. Besides, some older software can't be found no matter how hard you look. I'm still trying to get a copy of "Bounty Bob Strikes Back".

Maybe it's just me. Maybe I've grown too cynical in my old age. But one thing is for sure, without a few dealers and without a few individuals willing to sell their old software and without the net, the Atari 8bit would have been dead long ago.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM

1317. Re: Paddle resistance

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.24.00106112@mindspring.com>
Source record: 89859

In article <3uguik$ad8@data.interserv.net> 100272.165@compuserve.com (Thijs Aaten) writes:
>From: 100272.165@compuserve.com (Thijs Aaten)
>Subject: Paddle resistance
>Date: Tue, 18 Jul 1995 18:23:14 GMT

>Hello,

>Is there anybody who can give me the resistance value of an atari
>paddle controller (Ohm) ?

>Thanks,
> Thijs

I just took mine apart and they are 1 MegOhm pots.
Higher than I would have thought.
Bruce Willard
bwillard@mindspring.com

1318. Re: 600XL modulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142425@cup.portal.com>
Source record: 89860

Never had a 600xl, but there's tons of RF modulators at local parts places.
I recognized some at probably 2600, not sure about the rest. Down the street
from Atari headquarters so they could have some. Give me the numbers & as
much dimensional numbers as you can. For instance, the only difference
I can see between a 1200xl RFM & a 5200 is the composite video jack on the
1200, everything else looks identical. HxWxL #of connection etcetera.
Rick

1319. Re: Paddle resistance

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142426@cup.portal.com>
Source record: 89861

Aaten, normal Atari paddles are usually 1 meg if memory serves me, & can go all the way to zero resistance so no other in line resistance is needed.
Rick

1320. Re: Xmission ftp site

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Jul18.153013.24945@wariat.UUCP>
Source record: 89862

(Paraphrase: M. Current thinks R. Morris doesn't want to buy
commercial software he downloaded from xmission.)

Mr. Morris is from New Zealand. He said before that his
order to a US retailer for A8 software was not delivered,
but his money was taken. I don't believe there are any
retailers for A8 in New Zealand. The only Australian vendor
in my 4/94 Vendor list is Super Products vendor, but doesn't
mention any other products sold by this vendor. If M.
Current feels this downloading of files, some of which were
commercial, many probably were not, is piracy and
represents a loss to the A8 vendors and developers, then I
think he's mistaken. Mr. Morris probably would simply do
with whatever he could obtain elsewhere or write himself. I
would guess mail would be painfully slow, phone and shipping
would be prohibitively expensive for him.

I think billions of dollars of US software is going
everywhere over the internet and represents a significant
loss to the US economy. I don't think A8 commercial
software represents any part of this enormous loss. As I
said before, I suspect the availability of some older
A8 commercial software has resulted in a net increase in
vendor sales. This doesn't justify breaking the copyright
law. On this point, I'm not sure the availability of
commercial software for download is a violation of copyright
law. People own legitimate copies of much A8 software.
These copies are, in most cases, copy protected. It is my
belief that the owners of commercial software are entitled
to back it up and use the backup instead of the originals.
In many cases the old originals simply no longer function.
I do not believe there is any copyright violation for an
owner of a particular commercial software downloading a copy
from a BBS, ftp site, or getting it any way they can.

The US Congress is presently writing a new set of copyright
laws. Much of my uncertainty about software copyright laws
will probably be cleared up when the new law comes out.
Probably me and lots of people will not like the new law,
that's just the way I feel about new laws lately.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541

Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1321. ML Assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: u9307672@muss.cis.McMaster.CA
Message-ID: <3ugn97$qqq@muss.CIS.McMaster.CA>
Source record: 89863

I just recently picked up a atari 130xe(?) and I would like to start programing on the thing.. But i don"t have any manuals or any 6502(this is the cpu right??) assemblers? Can anyone help me on one of these topics?.. I know 6502 and many other languages so I am mainly looking for registors and assemblers..

Thanks You for any help!

1322. Re: Software piracy, a second opinion

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142442@cup.portal.com>
Source record: 89864

Arrggh! Our annual piracy flame fest! Has anyone changed their vote from the last 5 years or can we just assume none of us has changed their opinion?<g>
In a lighter note, as much as I'm in favor of protecting intellectual property. If Atari or DataSoft or <fill in the blank> ever showed up to harass James, I'd make the 1,000 mile drive just to sit
in the courtroom & complain to Atari my Asm?ed cartridge is broke, ditto for ROKLEN's GORF. My disks for both AR The City & The Dungeon need replacement also. Montazuma's Revenge went bad, but I managed to back it up myself otherwise Parker Bros should stear clear of the hearing.
Yes, James is in violation of the law, should take the copyrighted stuff off & just leave the choice stuff like MyDOS, ROTO, Burgers, & the shareware stuff like Sparta, SIO2PC, etcetera.
We have an odd situation here, the copyright holders will never file a lawsuit: While they can legally get the stuff off, they are not making money so they couldn't get enough in damages to cover court cost.
As Michael pointed out, the ones that will get hurt are outfits like B & C, they only have an inventory of products that is made less valuble by it being mede available free.
Once again, my standard nag, software is technology, it should be patented *NOT* copyrighted. Further, there is a limit on enforcing a patent, for instance, if you apply for patent protection & fail to to essentially upgrade it (usually through Continuation in Part or CIP for short) eventually your patent expires & you're left with no protection. What I heard was Atari did not get a nickel for copyright infringement in the latest rounds of lawsuits! Guess what? They had patents that covered things like 9 pin joysticks, scrolling, you name it. All of which were violated by Sega. Just doesn't pay to be an artist vs an engineer.
Rick

1323. Re: Describe your Atari setup!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: slcsj@cc.usu.edu
Message-ID: <1995Jul18.084330.56467@cc.usu.edu>
Source record: 89865

On 15 Jul 1995 13:56:41 GMT, jeking@xmission.xmission.com (James King) wrote:

>I'd like you all to describe your Atari computer setup. What
>peripherals, device, odd attachments does it consist of?

My setup: 1200XL, 256K, video output modified.
USD 1050 drive
Indus GT drive (that you sold to me)
Goldstar 13" composite monitor
1027 printer (nonworking)
Generic 9pin printer
SX212 modem
XEGS light gun
Four disk cases/boxes overflowing with disks
SpartaDOS X (integral part of my humble system;
you sold it to me too)

Jesse, always YOUR friend! | 486DX2-66
slcsj@cc.usu.edu and declab too | Atari Jaguar
Check out my WWW pages... | Atari 1200XL 256K ;)
---
http://cc.usu.edu/~slcsj/ - pardon the dust!

1324. Re: Atari 8 bit error cod

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <234_9507211226@flight.org>
Source record: 89866

In message #419, EUGENE WONG writes:

> Can you send me a listing of the BASIC error codes?

I heard there is an FTP site with a bunch of Antic cover disks. Anyone
know more? (then I wouldn't have to type them all...) Also: is there a
STart archive too?
--- -//- ---
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--- -//- ---

1325. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_806068516@rtfm.mit.edu>
Source record: 89936
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

Revised 13-Jul-95

NEW ---- All Repair Shops are now listed here. ---- NEW

---- All Print and Disk Magazines are now listed here. ----

Additions/suggestions/comments/corrections are needed! Please send to:

Michael D. Current
URL:mailto:mcurrent@carleton.edu

Where to get the latest copy of this list:

The home of many FTP archives, automatically updated monthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev

The World Wide Web hypertext version, automatically generated monthly:
URL:http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html

"Flat hypertext" version:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Usenet newsgroups where this list is automatically posted monthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also send for this list by mail.
URL:mailto:mail-server@rtfm.mit.edu, message says:
send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

Conventions
-----------
All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" shareware/freeware/PD developers should also be listed.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, public domain
software/freeware/shareware, (new) commercial software, used (commercial)
```

software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No product can be developed by more than one developer. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information is given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of the more prominent sources I use. Current Notes magazine, and their 8-Bit Editor Rick Reaser. Atari Classics magazine, published by Jim Hood and Bob Woolley. And The Atari 8-Bit Omnibus, published by David A. Paterson.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

8-Bit Magazin (disk magazine)
See: Powersoft

8-Bits Forever (book)
See: GFH Marketing

A.B.B.U.C. e.V.
c/o Wolfgang Burger
Wieschenbeck 45
45699 Herten

Germany
Developer: various hardware and software (also schematics, mailbox,
disk magazine, repair-service, helpline addresses, meetings)
Publisher: Diskmagazin (disk magazine)
Repair Shop.

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY 10471-1222
United States
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

AMC-Verlag
Bluecherstr. 17
W-65195 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension),
STEREO Blaster (several versions), STEREO Blaster PRO, Herbert I, Herbert II,
other games

American Techna-Vision
Mail Order:
15338 Inverness St.
San Leandro, CA 94579-2016
United States
Sales Office:
1903 Fairway Dr.
San Leandro, CA 94577
United States
tel: (510) 352-3787
FAX: (510) 352-9227
Vendor: new hardware, commercial software
Repair Shop. 1050 Disk Drives only

Amethyst Software
211 South Kansas
Danville, IL 61832
United States
Vendor: commercial/PD/freeware/shareware

ANG Software
See also: MegaZine
Ridderkerksestraat 60
3114 RK Schiedam
The Netherlands

tel/FAX: +31-10-4271732
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip),
t-shirts with Atari 8-bit game motives on them
Publisher: MegaZine (disk magazine)
fl10.00/disk

David Aronson
2911 Bree Hill Rd.
Oakton, VA 22124
United States
tel: (703) 620-6183
Vendor: used hardware

Artacyis Publications (James Catalano)
639 West Grace, Suite #336
Chicago, IL 60613
United States
tel: (312) 248-6065
Developer: over 60 original game titles

AS
See: Mirage

Assisting Children to Excel
P.O. Box 1213
Camarillo, CA 93011
United States
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape
sets each in: Reading, Spelling, Math, Economics, Physics, Psychology,
U.S. History, World History, Digital Electronics)

Atari 8-Bit Alive
c/o Damon Walker
RD#1 Box 62
Salem, NJ 08079
United States
tel: (609) 299-4667
URL:mailto:b.walker26@genie.geis.com
Fidonet: Node 1:266/52
Publisher: Atari 8-Bit Alive (print magazine)
bimonthly, $2.79/issue, or $8/three issues

Atari 8-Bit Omnibus (publication)
See: David A. Paterson

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd

Wales LL77 7UR
United Kingdom
URL:mailto:mbitdc9306@newi.ac.uk (David Wyn Davies)
Developer: Swift Spreadsheet (Standard or New), Loopz, Helter Skelter

Atari Classics
5507 Langford Court
Concord, CA 94521-1614
United States
URL:mailto:75126.3446@compuserve.com
URL:mailto:RWoolley@ix.netcom.com (Bob Woolley)
URL:mailto:j.hood9@genie.geis.com (Jim Hood)
Publisher: Atari Classics (print magazine)
bimonthly, 6/yr 1 Year 2 Years 3 Years
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Drive
Pearl, MS 39208
United States
Vendor: shareware/freeware/PD

Atari Video Club
c/o Dan Iacovelli
1411 North 36th
Melrose Park, IL 60160-2726
United States
tel: (708) 345-4127
Vendor: games

ATCOM Micro Center (Barry Keyes)
P.O. Box 294
Newbury Park, CA 91319
United States
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: hardware and software
Repair Shop.

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA 90740-5909

United States
tel: (310) 430-5433
tel: (310) 596-6123
URL:mailto:d.mcalliste2@genie.geis.com
Developer: hardware and software for model railroading applications

Avatar (Ulf Petersen)
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/418260 (ISDN)
tel: +49/4381/418261 (ISDN)
tel: +49/4381/418262 (ISDN)
FAX: +49/4381/418243
URL:mailto:ulf%antic@cle.de
FIDO: Ulf Petersen@2:240/4060.22
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II
Publisher: User-Mag (disk magazine)
bi-monthly

Subject: B

B&C ComputerVisions
1725 De La Cruz Blvd. #7
Santa Clara, CA 95050-3011
United States
tel: (408) 986-9960
FAX: (408) 986-9968
Phone Hours: Tue-Fri 10am-6pm
Retail Store Hours: Thu & Fri 10am-6pm, Sat 10am-5pm
Vendor: new/used hardware, commercial/PD/freeware/shareware

Bensley Consulting
P.O. Box 301
Westfield, IL 62474-0301
United States
tel: (217) 967-5465
URL:mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA 95126-1127
United States
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd.
Panama City, FL 32405-5902
United States
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
P.O. Box 152
Wind Gap, PA 18091
United States
URL:mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St.
Simi Valley, CA 93065-5646
United States
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Branch Always Software
14150 N.E. 20th St., Suite 302
Bellevue, WA 98007
United States
tel: (206) 236-0540
FAX: (206) 236-0257
URL:mailto:brasoft@halcyon.com
URL:http://www.halcyon.com/brasoft/
Developer: ST Xformer 2.55 (for Atari ST), PC Xformer 3.01 (for DOS/Windows)

Bravo Sierra Computers
c/o Ben Smith
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
URL:mailto:bensmith@teleport.com
Vendor: used hardware/software

BRE Software
352 West Bedford, Suite 104
Fresno, CA 93711
United States
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St.
Mansfield, MA 02048-2925
United States
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals,
Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
2012 South 314th St., #314
Federal Way, WA 98003-5622
United States
Vendor: PD/freeware/shareware

Subject: C

C&T ComputerActive
P.O. Box 893
Clinton, OK 73601
United States
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, IA 52245
United States
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Place
Crystal, MN 55427-2259
United States
Developer: various software

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
P.O. Box 5160
San Luis Obispo, CA 93403-5160
United States
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Games Plus
1839 East Chapman Ave.
Orange, CA 92667
United States
tel: (714) 639-8189 Noon-6pm Tue-Fri, Noon-3pm Sat
FAX: (714) 538-1707
URL:mailto:aturco@netcom.com (Art Turco)
Vendor: commercial software

Computer Software Services
See also: Bob Puff
P.O. Box 17660
Rochester, NY 14624
United States

tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Current Notes
122 North Johnson Rd.
Sterling, VA 20164
United States
tel: (703) 450-4761
FAX: (703) 430-2618
URL:mailto:joe.waters@genie.geis.com
URL:mailto:74005.1270@compuserve.com
URL:mailto:jwaters@databank.com
Publisher: Current Notes (ISSN 8750-1937)--published bi-monthly
$24 per year
foreign surface: $30/year
disk subscriptions: $48/year
foreign disk subscriptions: $57/yr
air mail: Canada/Mexico $35; Cen.Am., Caribbean, $42;
S.Amer. Europe, N.Africa, $49; Mid East, Africa, Asia,
Australia, $58

Subject: D

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO 80222
United States
Developer: Daisy-Dot III

Nir Dary
19185 Castlebay Ln.
Northridge, CA 91326
United States
Developer: PAL/NTSC Upgrade

Data 8
P.O. Box 210
Mouth Card, KY 41548
United States
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue
See also: The AGDA Group
1623 West Fourth St.
Mansfield, OH 44906-1701
United States
tel: (419) 529-9797 1pm-5:30pm EST M-F
URL:mailto:dataque.1@genie.geis.com
URL:mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM, Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit, Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

D.G.S.
See also: Lance Tatman
62 Thomson Ave.
Balby
Doncaster
England DN4 0NU
United Kingdom
tel: +44-302-855-026 (10am - 7pm GMT/BST only)
URL:mailto:dx107@cleveland.freenet.edu
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio
Publisher: News-Paper (print magazine)
UK: #6.00 / 4 issues
Europe: #8.00 / 4 issues
USA: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues

Discount Video Too
3223 F. South U.S. Hwy. 1
Fort Pierce, FL 34982
United States
tel: (407) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software

Diskmagazin (disk magazine)
See: A.B.B.U.C. e.V.

DynaComp Software
178 Phillips Rd.
Webster, NY 14580
United States
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983
Vendor: used hardware, commercial/used software
Repair Shop.

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Evangelo's Software
Angelo V.
27 Stiles St.
Elizabeth, NJ 07208
United States
tel: (908) 558-9518
Vendor: comercial software

Subject: F

Far North Computers
59 College Rd., #217
Fairbanks, AK 99701
United States
tel: (908) 456-3700
Vendor: hardware, software

Fine Tooned Engineering
P.O. Box 31270
Mesa, AZ 85275
United States
tel: (408) Get-REAL {438-7325} [Orders] (OLD??)
BBS: (408) 438-6775 (OLD??)
URL:mailto:ftooned@delphi.com
URL:mailto:f.tooned@genie.geis.com

Developer: BASIC XL, BASIC XL ToolKit, BASIC XE, MAC/65, MAC/65 ToolKit,
Action!, Action! ToolKit, Action! RunTime Package, P:R: Connection,
R-Time 8, US Doubler, Multi I/O 130XE Extender, FlashBack!, SpartaDOS X 4.21,
SpartaDOS 3.2g, SpartaDOS ToolKit, 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL,
RAMROD XL2, OSNXL, OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon,
Small Business Management, Small Business Management for the 130,
Express! Professional, MARS 8, Mini I/O II, Sweet 16

John Foskett
26 Auckland Rd.
Kingston-Upon-Thames
Surrey
England KT1 3BG
United Kingdom
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures), Jurrasic

Futura (disk magazine)
See: North of Scotland Atari User Group (NOSAUG)

Subject: G

Games+
610 North Alma School Rd.
Chandler, AZ 85224
United States
tel: (602) 890-0556
Vendor: new/used hardware, new/used software

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Richard Gore
79 Sprotbrough Rd.
Sprotbrough
Doncaster
England DN5 8BW
United Kingdom
tel: (0302) 784642 after 7pm(GMT) weekdays, any reasonable time weekends
URL:mailto:chmrig@leeds.ac.uk
Vendor: commercial software
Developer: Arena, Bubble Zone, Jawbreaker, Mousekattack, GTracker,
Super Print Lab XE, Yorky 256K Memory Upgrade, Golf Tour 95

Subject: H

Historically Brewed (print magazine)
See: Historical Computer Society

Historical Computer Society (David A. Greelish)
2962 Park St., #1
Jacksonville, FL 32205
United States
URL:mailto:historical@aol.com
Publisher: Historically Brewed (print magazine)
6 bimonthly issues: $18 ; or $2 for a sample issue

Horizon Computers
601 South Broadway, Suite B
Denver, CO 80209
United States
tel: (303) 777-8080
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

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Subject: I

IB Computers
9242 S.W. Beaverton-Hillsdale Hwy.
Valley Plaza Shopping Center
Beaverton, OR 97005
United States
tel: (503) 297-8425
Vendor: hardware, software

IceSoft
c/o Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
URL:mailto:bruck@brachot.jct.ac.il
Developer: Ice-T 2.0 XE, 1.1

Subject: J

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107

United States
Vendor: ????

JRC
Vanickova 5
16900
Praha 6-Strahov
Czech Republic
Developer: Turbo Tape, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
URL:mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

K-Products
P.O. Box 22122 A.M.F.
Salt Lake City, UT 84122
United States
tel/FAX: (801) 967-7400
BBS: (801) 967-8738
Vendor: used hardware
Developer: BBS Express! Professional, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,
Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, BBS Express! Professional Update Disks V4.0b,
KPI Hard Disk Drive Interface
Repair Shop.

Nick Kennedy
300 South Vancouver Ave.
Russellville, AR 72801
United States
tel: (501) 967-3843
Developer: SIO2PC

KE-Soft
c/o Kemal Ezcan
Frankenstrasse 24
63477 Maintal
Germany

tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, The Brundles
Publisher: Zong (print magazine)
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

LACE (London Atari Computer Enthusiasts)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London
England SW16
United Kingdom
URL:mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
URL:mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando, Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge with 64KB or 128KB RAM with battery), Centronics interface: Microprint, all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044, Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa, Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus, Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change, Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb, Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums), Chaos Music Composer, Geometria (education), Kurs Fizyki (education), Panther (text editor), Quick Assembler (with some other tools), Szperacz Dyskowy (disk monitor)

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
URL:mailto:e.halliwell@genie.geis.com
URL:mailto:ehalliwe@emh.kunsan.af.mil
Developer: FlickerTerm 80 (beta), ColorViewSquash, ColorSquashView, EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu, Link Basher, Maze-War 3D

Subject: M

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL 60148-2059
United States
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

MegaZine (disk magazine) (c/o Freddy Offenga, a.k.a. Frankenstein)
See also: ANG Software
P.O. Box 164
8800 AD Franeker
The Netherlands
URL:mailto:offen300@hio.tem.nhl.nl

Micro-Discount
265 Chester Rd.
Streetly

West Midlands
England B74 3EA
United Kingdom
tel: 0121-353-5730 4pm-8pm Mon-Fri
FAX: 0121-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger, Menu Print

Mirage / AS
ul. Gen. Abrahama 4
03-982 Warsaw
Poland
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

Moonsoft
See: Black Moon Systems

More Than Games (Rick Detlefsen)
8207 Briarwood Lane
Austin, TX 78757-7642
United States
URL:mailto:74766.1561@compuserve.com
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (not a retail outlet)
Santa Rosa, CA 95407
United States
FAX: (707) 527-0674
URL:mailto:mytek@genie.geis.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software
c/o Bill Kendrick
59 Palm Lane
Novato, CA 94945-2574
United States
URL:mailto:kendrick@vax.sonoma.edu
URL:http://zippy.sonoma.edu/~kendrick/nbs/nbs.html
Developer: sound and animation demos, Cooltris, Sludge, HyperIt! (beta),
Geneocide (beta), ScotchDUP (beta)

News-Paper (print magazine)
See: D.G.S.

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

North of Scotland Atari User Group (NOSAUG)
P.O. Box 10001
Peterhead
Scotland AB42 6ZN
United Kingdom
Publisher: Futura (disk magazine)
$3 cash or #2 IMO for sample issue

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151

United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: P

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
United Kingdom
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!
Publisher: New Atari User (print magazine)
(bi-monthly) Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
USA/Canada - Surface #17.00 #32.00
USA/Canada - Air Mail #23.00 #42.00
Other countries as USA/Canada

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
URL:mailto:itsmarver@aol.com
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300
Repair Shop.

David A. Paterson
P.O. Box 342
Cote-St-Luc, QU H4V 2Y5
Canada
URL:mailto:d.paterson2@genie.geis.com
Developer: CardStax
Publisher: Atari 8-Bit Omnibus
US$5 for 1994 edition

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342

United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Pokey Magazine (print magazine)
See: Stichting Pokey

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St.
Winter Springs, FL 32708
United States
URL:mailto:potter@escmail.orl.mmc.com
URL:mailto:74030.2020@compuserve.com
URL:mailto:jdpotter@genie.geis.com
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Quick, Quick Support Disk 1, Screen Aided Management (SAM),
SAM Budget, SAM Utility Extensions Disk, SAM Designer, Quick Ed, Minesweeper,
Glaggs It!, Rubber Ball, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Powersoft
c/o Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840
Vendor: hardware, commercial/PD/freeware/shareware
especially recent software and hardware from Poland (Avalon etc.)
Publisher: 8-Bit Magazin (disk magazine)

Bob Puff
See also: Computer Software Services
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
United States
URL:mailto:76702.1076@compuserve.com
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, Taskmaster, Parallel Printer Port, TurboLoader kit

Thomas Smailus
READY +TECHNOLOGIES+
2245 College Dr. Apt. 170
Baton Rouge, LA 70808
United States
URL:mailto:tom@ready.rsip.lsu.edu
URL:http://sarah.rsip.lsu.edu/tom/tom.home.html
Developer: Olympics, Word for the Blind, Menu Master (c)1986
Specialized hardware & software systems for the Atari 8bit
PC's and standalone systems.

Revista STAK Atari
Casilla 51552 STGO 1

Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Ronnie Riche
See also: Dale Wooster
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

San Jose Computer
moving?
tel: (408) 995-5080

Software Infinity
642 East Waring Ave.
State College, PA 16801
United States
tel: (814) 238-7967 24hrs
Vendor: commercial/PD/freeware/shareware

STAK Atari (print magazine)
See: Revista STAK Atari

Stichting Pokey (Fred Meijer)
Postbus 425
2920 AK Krimpen ad IJssel
The Netherlands
Publisher: Pokey Magazine (print magazine)
37,50 guilders / year (6 issues, bimonthly)

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Paul Sungenis
URL:mailto:pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: (074) 969 169
URL:mailto:masstorage@closer2.brisnet.org.au
URL:ftp://closer.brisnet.org.au/pub/archive1/8_bit/super/
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Surplus Computer Software
3301 South Harbor Blvd.
Santa Ana, CA 92704
United States
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Subject: T

Lance Tatman
See also: D.G.S.
844 Kern St.
Richmond, CA 94805
United States
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Developer?: education related

Telegames
Box 901
Lancaster, TX 75146
United States
Vendor: commercial software

Toad Computers
570 Gov. Ritchie Highway
Severna Park, MD 21146-2925
United States
tel: (800) 448-8623 Orders
tel: (410) 544-6943 Information
FAX: (410) 544-1329
FAX: (410) 544-0098 FAXBack
BBS: (410) 544-6999
URL:mailto:toad@genie.geis.com (slow response)
URL:mailto:toad@charm.net (fast response)
URL:ftp://ftp.charm.net/pub/home/toad/
URL:http://www.charm.net/~toad/
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
England NE28 6DQ
United Kingdom
Tel: (0191) 2710086 (David Ewens)
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #16.00 plus the following postage:
UK #1.50

Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00
6 copies #11.00
Europe 1 copy #2.20
Europe 6 copies #12.50
Elsewhere 1 copy #2.50
Elsewhere 6 copies #14.00

Subject: U

UltraBasic
10 East 10th St.
Bloomsburg, PA 17815
United States
Vendor: commercial software

User-Mag (disk magazine)
See: Avatar

Subject: V

Video 61
22735 Congo St. N.E.
Stacy, MN 55079
United States
tel: (612) 462-2500 24hrs
Vendor: hardware and software (game-related)

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA 15223
United States
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Subject: W

Dale F. Wooster
See also: Ronnie Riche
7113 W. Pasadena
Glendale, AZ 85303

tel: (602) 846-1575
United States
Developer: TextPRO v5.20x Docs.
printed manual: $12
2-disk set containing program, modules, macros, docs: add $4
2-disk set of more support files: add another $4
Other Docs. available for: early TextPRO v4.5/v5.0, MyDos 4.5,
Rambrandt, Bobterm 1.2 and several others

Subject: Z

Zong (print magazine)
See: KE-Soft

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731
United States
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

1326. Re: Help me add Seagate drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ugstj$njq@nic-nac.CSU.net>
Source record: 89937
Cross-posted to:
comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

> > While this newsgroup is only for Atari systems....

> Ooops someone can't read the heading at the top of the screen, this is
> an amiga group

Ooops.. someone can't read the heading at the top of the screen ;)
This post was threaded to:

Newsgroups: comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,
comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

:)

-bill! (from c.s.a.8bit)
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1327. 600XL modulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3uftcn$2bid@seminole.gate.net>
Source record: 89938

I complete a 64K upgrade on said machine, but before I even started it had problems with the RF modulator, I am wondering is there some place where I can order a replacement? It doesn't display any color, and there is a test point or wire wrap pole in the RF modulator, if I tap it with a screwdriver it will pick up the color signal. So the signal is there, but I suspect it is not be modulated. Can someone tell me or sell me a RF modulator for the 600XL.

My only other question is, after completing the 64K upgrade, will the memory test (RAW section) show 3 rows by 16 blocks? (is that representing 48K RAM, i.e. 1Kbyte per block, or is it arranged in a different manner?) I neglected to do a memory test on the 600XL when it was 16K, which I suspect it would only show one row. (Basically I am wondering if the upgrade was successful if I see 3 rows -- they were all the same shade of gray, which means they were either all bad or all good -- heh).
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

1328. Re: Atari 8bit CDROM Player *is* possible

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: Marek Wojciechowski 19-93 Bp4 <mw@altis>
Message-ID: <Pine.SOL.3.91.950718131233.17281B-100000@altis>
Source record: 89939

On 17 Jul 1995, James King wrote:

[.....]
>The MIO is limited to 256byte, whereas the Black Box (and supposedly the
>soon-to-be-released KP Interface) are supposed to be able to use 1k+ blocks.
[.....]

What is this KP Interface ?

Marek Wojciechowski

-- mw@altis.chem.pg.gda.pl ---

1329. [--- Sparta-DOS Zero Length Files ---], (Was: Re: Sparta Dos Docs)

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: winston@merk.com
Message-ID: <DBwr26.I2u@merk.com>
Source record: 89940

On Friday, July 14, 1995 at 00:08:19 -0400,
bwillard@mindspring.com (Bruce Willard) wrote:

BW> If anyone has doc.s available for Sparta-Dos, please post, or e-mail
BW> to me. Sparta-Dos was the first Dos I ever used with a command line
BW> processor and I was real comfortable with it. Now the years have
BW> passed, and MSDOS, VMS and Unix and now when I try to use Sparta-Dos,
BW> all I seem to accomplish is writing a file on top of itself... 0 bytes
BW> in this new file. 1.1, 2.3, 3.2 or whatever you have docs for would be
BW> appreciated. There was one text file that I thought would help, but
BW> guess what? Yup, 0 bytes after I tried to print it!

Boy, does that sound familiar! The doc.s for Sparta-DOS are being
sold commercially by Fine Tooned Electronics, definitely worth getting a
copy if you plan on using Sparta-DOS extensively.

There are two things that I know of that can cause zero length files
in SPARTA-DOS:

1.) *** USE OF A COMMA IS A DEFINITE NO-NO ! ***

Wrong! : COPY FILENAME.EXT,DEVICE:NEWFILE.EXT

...kiss your file bye-bye!

Right! : COPY FILENAME.EXT DEVICE:NEWFILE.EXT

...notice the single space character between file names.

2.) *** HANGING "OPEN" FILE HANDLE! TYPE "DIR" ! ***

I have been told that Sparta-DOS will not --CLOSE-- a file on an
end-of-input, end-of-file, on open channel condition (such as compiler
ERROR status under CC65 input control...).

Always! ALWAYS!... if you do --NOT-- see a prompt of --->

D1:

... --IMMEDIATELY!-- type -->

DIR

...and you will see an -->

ERROR 129

...at which point the drive will spin and do some directory
maintenance, closing open files, updating the directory, etc. After

this update it will then be safe to proceed. When using SPARTA-DOS,
I "DIR" after doing practically anything.

Also, you wouldn't happen to have an ATARI XF-551 drive would you ?
I have been told that SPARTA-DOS has been optimized for use with the
ATARI 1050 floppy drive under "ultra-speed", whatever that is....

P.S. Try to avoid the COPY command whenever possible. Use the external
programs XCOPY and XMENU for moving files around. Try to avoid
using any of the built-ins in favor of the external Toolkit modules.
I am a total novice when it comes to SPARTA-DOS myself and spent
the first month just creating and wiping files left and right.
There isn't a whole lot of error checking. "COPY D1:FILE D1:"
will destroy the file "FILE" in some versions of SPARTA-DOS.
It takes some getting used to to not clobber a file....
Maybe a real SPARTA-DOS user could offer you some better tips ?
Good luck!

1330. Re: Elfin Magic: The Elf Still Lives!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: RC <rconstan@gate.net>
Message-ID: <Pine.A32.3.91.950718083854.11699B-100000@hopi.gate.net>
Source record: 89941

On Mon, 17 Jul 1995 bosco@host.yab.com wrote:

> In article <3uc6pr$i12@news.gate.net> you wrote:
> : I never knew this group existed, or I would have posted long ago. My name
> : is Randy Constan, and I was the sole propriator of Elfin Magic Software.

> Hey! Glad to hear from you! I remember the ads in Antic mag years
> back. I guess we all assumed you went the route like other Atari vendors

Well, if you mean program PC's to get food on the table, then I confess
that to some extent I've "sold out" too <grin>

>
> You need to get yourself added to the Atari Vendor FAQ!
>
Tell me How. Before I left NY, I made arrangements with Pat Mulvey,
President of the Long Island Atari User Group (Near-US affiliates), to
distribute my 8 bit line should future interest turn up. Let me know what
to do, and I'll try to get it done.

-- (Randy) *
* * *
Second Star to the Right, and straight on till morning...
* * *
*

1331. Atari 8bit CD possible

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: JAMESK@mo.hba.com
Message-ID: <s00b692d.063@wise.net>
Source record: 89942

Replying to Simon Brownlee regarding the cost of creating a CD.

Geez! I should have kept this topic to myself. Not only do I get a handful of folks asking me to go into full professional production, but now I have this joker who thinks that 1) I'm getting ripped off or 2) I'm going to rip off others.

Its going to cost ME $50.00 per CD or less depending if I do more than 5-10 CD's.

I get charged something like $40 for the process and like $10 to extract the data from hard disk.

James King, jamesk@mo.hba.com

Atari 8bit hobbyist!

1332. Re: Xmission ftp site

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510100ac316d7be11d@[137.22.11.119]>
Source record: 89943

Richard MORRIS, richard@stingray.manawatu.gen.nz writes:

>I just discovered xmission at the weekend, and grabbed 6-7Megs of stuff -
>I'm glad it's around because I just can't get anything brand new here, and
>don't like to mail order stuff as I've lots a lot of money that way.

See if this is a fair paraphrase. "Why should I spend my money buying commercial software from Atari vendors when I can get it for free from Jim King's Pirate FTP Site?"

Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

1333. [Help] First help needed

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: dei@karakan.nstu.nsk.su
Message-ID: <3ugibn$97h@nic.nstu.nsk.su>
Source record: 89944

Hi, all!

I have some questions about Atari emulation on PC.
Explain me, please, how can i run Atari programms on PC. I think, that
i must have Emulation program and programm to read the information from
disks in atari floppy drive format. Where can i get this stuff?
Or it is more sophistically? Correct me.

Thanks for answer.

____
E-mail me: dei@karakan.nstu.nsk.su
Drokov Eugeny

1334. Re: [--- Sparta-DOS Zero Length Files ---], (Was: Re: Sparta Dos Docs)

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ugrks$mai@nic-nac.CSU.net>
Source record: 89945

Heh heh heh

No WONDER I stick to MyDOS! ;)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1335. Re: Describe your Atari setup!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: 100272.165@compuserve.com
Message-ID: <3uguih$ad8@data.interserv.net>
Source record: 89946

jeking@xmission.xmission.com (James King) wrote:

>I'd like you all to describe your Atari computer setup. What
>peripherals, device, odd attachments does it consist of?

My setup consists of:

600 XL 256 K
800 XL (stock)
800 XE (stock)
130 XE (stock)

1050 diskdrive - USdoubler
1050 diskdrive - Super Archiver II

1027 Printer
Centronics interface to inktjet

2 1010 cassette players

I'm planning to upgrade the 800 XE to 128 K, it requires only two
extra memory chips and a PAL-chip.

Thijs Aaten

Internet: taaten@cs.vu.nl
CID: 100272,165

1336. Paddle resistance

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: 100272.165@compuserve.com
Message-ID: <3uguik$ad8@data.interserv.net>
Source record: 89947

Hello,

Is there anybody who can give me the resistance value of an atari
paddle controller (Ohm) ?

Thanks,
Thijs

Thijs Aaten

Internet: taaten@cs.vu.nl
CID: 100272,165

1337. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3uf637$g3m@dockmaster.phantom.com>
Source record: 89948

Glenn Saunders (krishna@primenet.com) wrote:
: The mortal Mathy Van Nisselroy wrote:
: : Could some of you guys do somethig about the above mentioned thread?
: : I only have partial Internet access (all I need) and don't know how to stop
: : this nonsence. (please don't explain)
: What is wrong with a Zip thread? They should be usable by the Atari8, right?

As Keeper of the Zip FAQ, I take responsibility for the posting of the FAQ here. It was requested by several (okay, three) Atari 8-bit enthusiasts.

The Zip *DOES* work with the 8-bit Atari; I've successfully tried it with an 800XL, Black Box, and SpartaDOS. SpartaDOS sees it as a plain old hard disk (well, it sees it as several ~16-MB hard disks, but you get the idea). SpartaDOS will format the Zip cartridge; there is no write-protect ability for the entire cartridge/drive partitions, but you can lock and unlock individual files.

I haven't done any extensive testing as my Zip is attached to my Macintosh (where the storage is needed more). However, the posting of the FAQ was, I believe, valid here. If the population here would prefer to not have it posted (the next version is due by the end of the week) say so and I'll take it off the thread.

1338. Re: Atari 8bit CDROM Player *is* possible

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3ufekm$22e8@navajo.gate.net>
Source record: 89949

In article <bwillard.19.002C776A@mindspring.com>,
Bruce Willard <bwillard@mindspring.com> wrote:
>Actually there are several formats for CD's, with ISO9660 being the PC
>standard. For instance, some games come on disks that are readable by a Mac or

ISO9660 is the industry standard, not the PC standard. Rockridge is also
an extension to the ISO9660 standard (which seems to be designed around
MS-DOS) which allows longer mixed-cased filenames for *IX type systems.

I am not sure what Rockridge is actually called, it maybe be ISO9660-1, I
don't know. But it is a standardized method for having larger filenames,
which should work fine for Mac systems, afaik.
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

1339. Atari WWW Museum?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: cecarman@miavx1.acs.muohio.edu
Message-ID: <1995Jul18.020442@miavx1>
Source record: 89950

I've been perfecting my html-writing abilities, and while I've been doing that, I've been thinking about tons of different web pages that would be neat to do.

What about an Atari 8-bit WWW Museum? Pictures of every Atari model (I think there are already available at somebody's web site), pics of all the peripherals, the FAQs available here, links to all the FTP sites, screen captures of different software things like DOS and popular programs (I can do this with my AV PowerPC attached to my Atari 800 for a lot of things), whatever... Is there something like this that already exists? If not, I'd love to put it together with cooperation from this newsgroup (I only have the 400, 800, 810, 830, 850, and 410 as far as peripherals go).... not so much an Atari homepage, but a museum of 8-bit things (with stuff that people could contribute about each computer type, peripheral, etc). What do you all think?
Later,
-Chris Carman
-cecarman@miavx1.muohio.edu
-http://www.muohio.edu/~carmance

1340. Re: 600XL modulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DBxCDA.G4x@iglou.com>
Source record: 89951

In article <3uftcn$2bid@seminole.gate.net>,
Chad Wagner <cmwagner@news.gate.net> wrote:
>I complete a 64K upgrade on said machine, but before I even started it had
>problems with the RF modulator, I am wondering is there some place where I
>can order a replacement? It doesn't display any color, and there is a test
>point or wire wrap pole in the RF modulator, if I tap it with a screwdriver
>it will pick up the color signal. So the signal is there, but I suspect it
>is not be modulated. Can someone tell me or sell me a RF modulator for
>the 600XL.
Maybe there is a bad solder connection in the modulator?
>
>My only other question is, after completing the 64K upgrade, will the
>memory test (RAW section) show 3 rows by 16 blocks? (is that representing
>48K RAM, i.e. 1Kbyte per block, or is it arranged in a different manner?)
>I neglected to do a memory test on the 600XL when it was 16K, which I
>suspect it would only show one row. (Basically I am wondering if the
>upgrade was successful if I see 3 rows -- they were all the same shade
>of gray, which means they were either all bad or all good -- heh).
If you run the memory test with Basic turned off (hold down the Option
key while turning on the computer), it should show 3 rows of blocks.
With Basic turned on you will see only 2 1/2 rows of blocks.

--
Bill Marcum bmarcum@iglou.com
SEX IS NOT OBSCENE, CENSORSHIP IS!

1341. Re: Atari 600 (not 600XL, 600) ?!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DBxCJz.GAC@iglou.com>
Source record: 89952

In article <bwillard.21.003027CE@mindspring.com>,
Bruce Willard <bwillard@mindspring.com> wrote:
>1090's? What were those? I thought I knew all of the Atari model numbers, even
>the ones not released, but that's a new one.

The 1090 was an expansion box that would have connected to the 800XL
parallel bus and accepted plug-in cards. It was rumored that they would
use IBM-compatible cards.

--
Bill Marcum bmarcum@iglou.com
SEX IS NOT OBSCENE, CENSORSHIP IS!

1342. Re: Elfin Magic: The Elf Still Lives!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DBxCs4.GpD@iglou.com>
Source record: 89953

In article <Pine.A32.3.91.950718083854.11699B-100000@hopi.gate.net>,
RC <rconstan@gate.net> wrote:
>On Mon, 17 Jul 1995 bosco@host.yab.com wrote:
>>
>> You need to get yourself added to the Atari Vendor FAQ!
>>
>Tell me How. Before I left NY, I made arrangements with Pat Mulvey,
>President of the Long Island Atari User Group (Near-US affiliates), to
>distribute my 8 bit line should future interest turn up. Let me know what
>to do, and I'll try to get it done.
>
Write to Michael Current (mcurrent@carleton.edu), who just posted the
latest version of the 8-bit vendor list.

--
Bill Marcum bmarcum@iglou.com
SEX IS NOT OBSCENE, CENSORSHIP IS!

1343. Re: Software piracy, a second opinion

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510102ac31bf23dea3@[137.22.11.119]>
Source record: 89954

Russ.Gilbert@apk.wariat.org writes:

>I'm presenting a 'second' opinion about possible commercial
>software on the xmission site. I suppose this is mostly a
>post to M. Current, but I want it to be public.

Nothing "possible" about it, there are dozens of commercial software titles
on the Jim King/XMission Pirate FTP Site.

>point is, the putting up of commercial software on an ftp
>site was not deemed illegal in this particular case. Mr.
>King is himself a system administrator.

I believe you're correct, simply making pirated software available is not
illegal. You have to be taken to court by the copyright holders of the
pirated software. In this case, there are dozens of people/companines
whose rights are being directly infringed upon, including Atari, Nintento,
Sega, LucasArts, and MicroProse off the top of my head. Whether XMission
and/or Jim King wish to make it easy to be taken to court by all those
people is their choice, indeed.
(Atari could always use some more cash from winning another court case, ask
Sega.)

Whether Mr. King himself is a system administrator is immaterial, although
I don't believe he helps run XMission.

> Commercial software for the 8-bit is often not available,
>or it is available but in protected versions. There are
>many people who own legitimate copies of ancient or newly
>bought A8 software that would like to have a backup or
>'image' capable copy. The commercial software I saw on
>xmission was not current software, that is it is not the new
>software from Poland or Mr. Gore or other recent software
>developers. I guess it is not a voting matter, but I
>appreciate the xmission ftp site, never downloaded from it.
>I think M. Current is being incorrect in thinking Mr. King's
>provider will substantially care about the ancient
>commercial titles available on xmission. I do think the
>hassle and expense will cost A LOT of people this site.

Most commercial software for the 8-bit IS avaiable through commercial
sources. Just start calling vendors, you'll find most titles you've heard
of are out there. And you'll find nearly all the pirated titles available
from Jim King/XMission are available commercially.

The need for archival copies of legally obtained software is legitimate.
Copyright law allows for it. That's why there are commercial products for

archiving copy-protected software. But I doubt everyone getting their pirated software from Jim King is doing it for archival purposes. No, they're grabbing the stuff because it's free, and they don't have to pay any of those nasty 8-bit Atari vendors for stuff they can get for free from Jim King on XMission.

The pirated software he's making available does appear to be mostly older titles, as you say. Titles available commercially from American Techna-Vision, B&C ComputerVisions, Best Electronics, Toad Computers, Video 61, etc., etc., etc. Why should we support them? We don't need them anymore. Is this the prevailing attitude around here nowadays? Are you developers feeling better about releasing new commercial software?

> Anything that decreases the sales of
>today's A8 retailers and discourages new development is also
>costly to this A8 community.

I couldn't agree with you more.

Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

1344. Upgraded (XE Compat.) 800xl wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-18 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <3uf633$79e@news.xmission.com>
Source record: 89955

Looking to save myself some time by trading or purchasing an upgraded 800xl. Must be XE compatible and have a
minimum of 256k RAM.

Anyone?

1345. Re: Describe your Atari setup!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: rgoolevi@news.etc.bc.ca
Message-ID: <1995Jul19.093534.249@news.etc.bc.ca>
Source record: 89867

: I'd like you all to describe your Atari computer setup. What
: peripherals, device, odd attachments does it consist of?

Alright, Here is my MAIN comp: im sure to miss a few!!

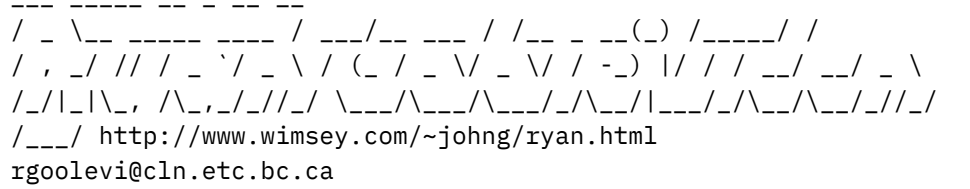
130xe -> 320k with 4 OS switch, Original, Omnimon, Omniview, BOSS XL
MIO 1.1 1MB
2 40MB Hds (2nd as backup) on an adapted 4000a controller
4 1050's : 1 Happy, 1 USD, 2 permanent write.
14400 Modem, 2400 modem, XM301 Modem
1010 tapedeck
a BOX of about 30 joysticks I got for $7 :)
Atari trackball
Atari XE Lightgun
Paddles
Koalapad
Zenith Greenscreen monotor and external audio amp for main work, and
colour tv for games and demos :)
130XE -> 320K
800XL -> 2 OS's - Original, Boss xl
SpartaDOS X 4.21
R-Time 8
Assorted original games on tape, disk and cart.
some on tape: Synapse games like Pharaohs curse, Shadow world, Slime
on cart: Flight sim II, Bug hunt, (i have 13, cant remember all!)

: In addition, mail me a photograph, and I'll get it scanned in and added
: to a web page.

There is a pic of me on my homepage :)
http://www.wimsey.com/~johng/ryan.html click on my photo album..

I am also a registered PRO! sysop, and have a BBS ready to go... its just
that I really dont know if there is going to be lots of people calling a
2400bps board in Canada??

Anyone yays out there for me to get my ass in business and put the bbs
up? Just gotta press the buttton!



rgoolevi@cln.etc.bc.ca

1346. Re: Yamaha video chips

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <RrPgYFg.lmcclure@delphi.com>
Source record: 89868

In a message dated 7-13-95, Brent Buescher said:

"They are based on the TI video chip in the TI/99, Colecovision,
and MSX computers and were originally developed by yamaha for
MSX-II or MSX-III or somesuch."

The U.S. TI-99/4A's used the 9918, while I believe TI-99/4A's sold in Europe used the 9928. (The main difference between these two was how the output was encoded...plug a 9928 into a U.S. TI and you'll get a nice 16-greyscale output. Add some additional decoding circuitry, and you could get nice, crisp, analog RGB. The Colecovision and the Coleco Adam computer used the 9928. I lifted a 9928 from a surplus Adam video board to put in one of my TI consoles, but never got around to putting in the mod for analog RGB. However, I traded my NX-1000R for a TIM board which has a 9958, so there is not much point in doing the mod now. <grin>

The 9938 first appeared in the MSX series in the MSX-2 machines. The 9958 was used in the MSX2+ series and the Turbo-R (the pinnacle of the MSX series).

"I think the third party super TI/99 (don't remember the
name, I just had a friend who was a TI fanatic) which was
pretty snazzy for its day (back when Amigas and STs ruled
the earth) used one from that series, probably the same
one as the Sega Master Console."

That "super TI" would be a Myarc Geneve 9640. They have a 12Mhz 9995 CPU, 512K standard RAM, use a PC keyboard, a 9938 VDP, and fit into the standard TI PEB for I/O support.

I have heard more than once that Sega used the 9938 or 9958, but if so, they severely limited the capabilities of both, as even they 9938 is capable of better graphics than you see on a Sega Genesis.

"Does anybody know if they support external video through
like the original TI chips?"

While I cannot say for certain, I would be surprised if they don't.

BTW, there is another chip in the Yamaha 99xx VDP series...the 9990. However, unlike the others, it is not backward compatible with the previous chips. Although this would be nothing of concern for use with the Atari 8-bits, I also understand its pricing is not very competitive with other chips of similar capabilities.

1347. Re: Xmission ftp site

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FGTIFIVKUp@stingray.manawatu.gen.nz>
Source record: 89869

In <v01510100ac316d7be11d@[137.22.11.119]> Michael Current wrote :

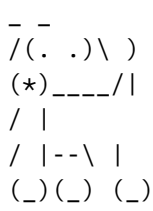
>Richard MORRIS, richard@stingray.manawatu.gen.nz writes:
>
>>I just discovered xmission at the weekend, and grabbed 6-7Megs of stuff -
>>I'm glad it's around because I just can't get anything brand new here, and
>>don't like to mail order stuff as I've lots a lot of money that way.
>
>See if this is a fair paraphrase. "Why should I spend my money buying
>commercial software from Atari vendors when I can get it for free from Jim
>King's Pirate FTP Site?"

Sorry - I didn't see my typo at first - make that, I've _lost_ a lot of
money that way - I certainly wouldn't mail order any computer stuff anymore,
I'm sick of being ripped off!!! And also, quite a lot of the stuff I ftp'd
is also available at umich - I thought things like later versions of Sparta
DOS were not commercial? I thought I had seen something in the docs about
being released into PD or thereabouts - I don't deny I grabbed a few games
aswell, though.

And there aren't _any_ Atari vendors that I know of in New Zealand - so how
can I buy the stuff? Without getting ripped off by mail order companies
that is.

Richard.

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

1348. For Trade: 800XL, 410 Tape Drive, Okimate 10 Color Printer

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: ana-ng@ix.netcom.com
Message-ID: <3uhlbi$cml@ixnews7.ix.netcom.com>
Source record: 89870

Hi Guys,

I have the 800XL, 410 Tape Drive, and Okimate 10 Color Printer up for trade. I'm looking for a Double Density Disk Drive. Please E-Mail to ANA-NG@ix.netcom.com.

Thanks
-Steve

1349. Re: Atari 600 (not 600XL, 600) ?!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: heller@blue.crayola.cse.psu.edu
Message-ID: <3uhq9h$ecj@psuvax1.cse.psu.edu>
Source record: 89871

F Tooned (ftooned@delphi.com) wrote:
: Jesse Lambert <slcsj@cc.usu.edu> writes:
:
: >>As far as I know, it, along with the 1400XL and 1400XLD were vaporware.
:
: I've got a couple of 1400XL's here at FTe...
:

OH yeah? Well I have a few $$$ here for one.

And the 1450's had DSED drives eh? So...how come no one has slapped
one into a 1050 drive? or...why hasnt anyone put the logic from a 1450
floppy board on a card and hooked it up to an 800xl? (eproms and all?...)

: There is nothing really vaporware about them, except that they didn't
: go into full production. 4-layer motherboards, custom power supplies,
: plastic injection molding, the works!!

4 layer? I thought they were 3. And are the roms split up in half
like the 1450's? Why were the 800xl and 600xl one chip yet the 1450
seems more like a super modified 1200xl...they even use the same MMU
...also why don't the 1400's have L1 and L2?
:
: I think that they would have been way too expensive to manufacture, and
: Atari was probably better off by dropping them. The 1090's on the other
: hand, should have been released.

Yes, of course..which revision are you refering to however?
The idea of having a special serial card so the 400/800 users can put
a 1090 to use was a great idea!...however, it seem that Atari kept down
scaling the 1090 from 8 slots to 5...from High speed modems and harddrives
to 80column cards and hacker project boards.

Now, one final note... I would love to OWN a working 1450XLD before I
die...or atleast get to old... I would love the cases (just the cases)
to ANY 14xx series... heck even a straight 1200 (not xl) would be nice..
and some 815's.. heheh etc... =)

(Speaking of 1200XL's..does anybody actually have a 1200XL with the
1200XL OS and not the 1200 os? All mine are 1200 OS.)

:
: . Mike(FTe)

Karl, thinking of how DAMN nice it must be to be have "a couple" 1400xl's.

1350. Re: PBI and 1200XL- Anybody?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: heller@blue.crayola.cse.psu.edu
Message-ID: <3uhqom$ecj@psuvax1.cse.psu.edu>
Source record: 89872

drake thomas (phd posi) (tdrake1@umbc.edu) wrote:
: OK all you hardware-oriented 8-bit Atarians....

: Has anybody actually and successfully performed the Bob Woolley PBI hack to
: their 1200XL and lived to tell about through their MIO or Black Box??

: Other than Bob, himself, I don't know of anyone who has actually done one!

I've done the OS upgrade...I am still working on the PBI concept...
I havnt decided if I want to mount a pin edge connector on the 1200XL
or use a 50 pin Centronics type/SCSI/APPLE thingy..... of course..if
I could find a maybe 1 inch wide 2 sided card edge board... ...

Karl

1351. WTB: 800XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <3uholj$eh7@news.umbc.edu>
Source record: 89873

Anybody willing to sell me their 800XE, repeat, 800 XE or know where you
can get one? ~~~~~ ~~~~~~

Tom

--
-=-
Thomas Drake | From an Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

1352. Re: 600XL modulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3uhj7q$199@blackice.winternet.com>
Source record: 89874

> cmwagner@news.gate.net (Chad Wagner) writes:
> I complete a 64K upgrade on said machine, but before I even started it had
> problems with the RF modulator, I am wondering is there some place where I
> can order a replacement? It doesn't display any color, and there is a test
> point or wire wrap pole in the RF modulator, if I tap it with a screwdriver
> it will pick up the color signal. So the signal is there, but I suspect it
> is not be modulated. Can someone tell me or sell me a RF modulator for
> the 600XL.
>
> My only other question is, after completing the 64K upgrade, will the
> memory test (RAW section) show 3 rows by 16 blocks? (is that representing
> 48K RAM, i.e. 1Kbyte per block, or is it arranged in a different manner?)
> I neglected to do a memory test on the 600XL when it was 16K, which I
> suspect it would only show one row. (Basically I am wondering if the
> upgrade was successful if I see 3 rows -- they were all the same shade
> of gray, which means they were either all bad or all good -- heh).
> --
> Chad Wagner
> cmwagner@gate.net
> eg435@cleveland.freenet.edu
>
>>>>

You should see 3 rows of 16 blocks, just like the 800XL and
XE. As for the RF Modulator, I have 3 scrapped out 600XL's here. You
are welcome to one of the Modulators for postage (just the Modulator).
Drop me EMail. rbmier@winternet.com

Rich Mier

1353. Re: ML Assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ui98q$t38@nic-nac.CSU.net>
Source record: 89875

Go for _Mapping_The_Atari_XL_Edition_ as a WONDERful reference.
_De_Re_Atari_ is also a great explanation of a lot of stuff and is good
with theory.

An excellent (looking- I haven't tried yet, don't know 6502/65816 yet!)
assembler / debugger (6502 only for debugger at the moment) is John Harris'
"MAE 95" available via FTP (atari.archive.umich.edu/atari/8bit).

There's also the _Complete_And_Essential_Map_ which, I've heard, isn't TOO
much more than Mapping The XL rewritten.. of course, I think Mapping XL
NEEDED to have been rewritten from the start! I mean, taking the old
Mapping and simply adding the XL stuff (and corrections) to the END!?
Tsk tsk..

But oh well.
Hmm.. I still need to get _Complete_ one of these days.. (and some 6502
and 65816 assembly books!!! :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1354. Re: Xmission ftp site

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ui9sg$bn@nic-nac.CSU.net>
Source record: 89876

Although pirating A8 software doesn't hurt the US economy or general
software industry very much / at all, you must remember that the A8
vendors are VERY fragile.

I myself would, if I ever get around to writing SELLABLE software ;) ,
NOT attempt to sell it! I could be pessimistic, but I think I'd get
at best a very small handful of purchasers.

Of course, if I ended up making some huge multi disk or CD ROM based
(hey, it might happen! ;)) game with a lot of animation and digital sound
and video taped acting sequences and ray traced images and stuff, then
I might consider it.. but hell, Geneocide (which is more or less going
to contain all of that) is going to be FreeWare, so.. :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1355. Re: Software piracy, a second opinion

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3uiafd$jj@nic-nac.CSU.net>
Source record: 89877

Whoa! That's pretty cool! They had a patent on scrolling!? Heh.. i'd hate to see game systems WITHOUT it though! I mean, look at PC's!!! :) Sheesh.. stick some SPRITES and hardware scrolling somewhere in that xGA card, JEEZ!! ;)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1356. Xmission site: Going, going, gone!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3uhv5c$dgr@news.xmission.com>
Source record: 89878

Due to a very severe verbal scathing by Michael Current (via Email), I've decided to pull the plug on my Xmission ftp site.

No, I'm not going to randomly go through and attempt to remove select files to make it "politically correct", but am going the more severe route, which is to remove the entire FTP site altogether.

Why should I continue to pay $25-35/month just to get barraged with comments like:

Michael Current: "Most to all (sic) of which remain available commercially (until you and your kind finally put the remaining 8-bit Atari vendors out of business). (sic)

I took personal offense at that remark - indicating that _I_ was somehow personally responsible for the collapse of the 8bit Atari.

Not only have I strived to provide as much 8bit Atari support as possible (SysOp of Delphi's Atari 8bit area, Sysop of the Atari Connection BBS, maintainer of the Xmission ftp site, frequenter of the Pro!/USF networks, frequenter of the FidoNet (had to call long distance to keep in touch there), frequenter of the Carina net (another long distance call), and purchaser of EVERY (NOT just a few, but EVERY) 8bit title available from B&C, American Technavision AND Toad computers - let alone all the stuff I've purchased from FTE, CSS and all the small developers (Daisy Dot III, Textpro, Colorview, Small Business Systems, etc..)

In addition, I've answered EVERY peice of mail directed at me by newbies and those looking for help!

Oh, and dont let me forget about the couple of weeks I spent working on M. Currents 1meg XE, just to be "beaten-up" about that as well -- as if I had somehow marketed myself as an 8bit hardware expert to begin with. I offered to examine the 1meg, because I've built several myself, but couldnt resolve his problem, then offered to look at it just for the cost of shipping and any parts I had to purchase. Oh well, that's the price of being somebody who doesnt care about the 8bit world, eh?

To be called a pirate is a heinous insult indeed, especially coming from somebody I had respected previously (Michael Current).

Oh well, enough of my lecturing. I guess I just needed to get that all off my chest. I thought I was doing pretty good supporting this orphaned machine. Maybe its finally time to call it quits and stick with my 486/80 permanently! It is what I make my living on, afterall!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!
Maybe its time for another hobby!

1357. Copyright discussion (Xmission site)

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <3uj1nc$s9@usenet.INS.CWRU.Edu>
Source record: 89879

It has been said that the people who have nothing better to do and post the most win arguments by sheer volume on the internet. I am arguing, but will try to shut up about this, at least for a while (after this post.) To show where I'm coming from, I recall a recent call to Epson, Inc. I was trying to obtain or find availability and cost of a proprietary hard drive for an Epson Equity laptop. XT vintage. The sales person said "You people who pick up these old machines at garage sales crack me up." The hard drive was no longer made or sold. I was offended.

What we're talking about here is obsolete, out of print, no longer supported hardware and software. An out of print book is microfiched, put in a library, and loaned out. Out of print software is what? Just simply lost? I checked the CP/M group to see what the FAQ said about good, out of print, software. This FAQ simply said it was no longer available, but that the Boston Computer Society had some copies they would provide (legitimate copies, I guess.)

Out of print software, no longer supported, no longer produced, represents no loss to the producer if the producer no longer sells it. The vendors of this software might experience a loss in sales, but their interest is not that of the copyright holder. M. Current mentioned Atari Corp. and Microprose and a few other companies whose copyrighted software was being passed around. How are these companies loosing revenue if they will tell you 'we no longer support that', IF you can contact them them.

(Russ Gilbert, posting from Cleveland Freenet, but hangs around Russ.Gilbert@apk.wariat.org most of the time.)

1358. Re: Software piracy, a second opinion

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: bosco@yab.com
Message-ID: <3uj2hb$2sl@news.yab.com>
Source record: 89880

Rick_Michael_Cortese@cup.portal.com wrote:
: protection. What I heard was Atari did not get a nickel for
: copyright infringement in the latest rounds of lawsuits! Guess what?
: They had patents that covered things like 9 pin joysticks, scrolling,
: you name it. All of which were violated by Sega. Just doesn't pay to
: be an artist vs an engineer.

I heard that they settled out of court and Atari was paid something like
40 million dollars and Sega was to buy $40 million in Atari stock.
That happened last year when Atari Corp was listed for a week or so in
the AMX as one of the top ten movers.

1359. Re: Atari 600 (not 600XL, 600) ?!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142450@cup.portal.com>
Source record: 89881

I'll answer the question about why no one stuck a 1450XLD drive into a
1050. They are IBM style drives and actually use an 8031 micro to interface
between the 6502 & drive circuitry. Probably a little closer in design
to a buss oriented XF551 then a 1050.
Rick

1360. Re: Lecturing of J. King.

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: currentd@carleton.edu
Message-ID: <1995Jul19.084432@carleton.edu>
Source record: 89882

In article <3uhv5c$dgr@news.xmission.com>, jeking@xmission.xmission.com (James King) writes:
> Oh, and dont let me forget about the couple of weeks I spent working on
> M. Currents 1meg XE, just to be "beaten-up" about that as well -- as if I
> had somehow marketed myself as an 8bit hardware expert to begin with. I
> offered to examine the 1meg, because I've built several myself, but
> couldnt resolve his problem, then offered to look at it just for the cost
> of shipping and any parts I had to purchase. Oh well, that's the price
> of being somebody who doesnt care about the 8bit world, eh?

To this, I have to reply. I spent over four weeks working on his machine trying to figure out what was wrong with it. At the start, I knew nothing about the hardware of a 130XE. Now, now I more than I wanted to know. I would think that as someone who has built hardware upgrades, you'd know how to read the schematics for the motherboard, and wonder why the data input from his Newell board was wired the way it was. (Aside: Yes there is a rather large mistake in the directions. Data bits 4-7 wire-pin connections are reversed for the antic chip) Did you not wonder why the original directons he sent you had that marked? Not even as you were blindly following them? You want to care about the 8bit world, then learn a bit about what you're trying to do before doing it. Sheesh.
Oh, I could go on, but frankly, it's not worth it.

-=Dan

OBARQuestion: What's the name of the gargoyle in the Dungeon?

1361. Re: Paddle resistance

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3uj5i0$1ko@news2.delphi.com>
Source record: 89883

100272.165@compuserve.com (Thijs Aaten) writes:

>Hello,

>Is there anybody who can give me the resistance value of an atari
>paddle controller (Ohm) ?

1 Meg Ohms

-Bry

1362. Re: Atari 600 (not 600XL, 600) ?!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: buescher@shed.inel.gov
Message-ID: <BUESCHER.95Jul19083938@shed.inel.gov>
Source record: 89884

>>>>> "Rick" == Rick Michael Cortese <Rick_Michael_Cortese@cup.portal.com> writes:
In article <142450@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:

Rick> I'll answer the question about why no one stuck a 1450XLD drive
Rick> into a 1050. They are IBM style drives and actually use an 8031
Rick> micro to interface between the 6502 & drive circuitry. Probably a
Rick> little closer in design to a buss oriented XF551 then a 1050.

The poster of the question about hooking up a 1450XLD style drive to an XL
may also not be aware that CSS (Bob Puff) has the great floppy board add on
for the black box, which lets you hook up IBM style drives to the PBI.
It's not in any sense derived from the 1450XLD technology, though.

Brent

1363. Re: Describe your Atari setup!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3uj63l$oep@blackice.winternet.com>
Source record: 89885

> jeking@xmission.xmission.com (James King) writes:
> I'd like to start the following thread. Hopefully we can come up with an
> interesting WEB page.
>
> I'd like you all to describe your Atari computer setup. What
> peripherals, device, odd attachments does it consist of?
>
>>>>>

I'll give this a shot but I'm sure I will forget something laying
in the back closet.

320K XE
1 Meg MIO (Upgraded from 256K with 8-1 Meg DIL RAMs.)
40 Meg Seagate Hard Drive
XF551 with Dual Bob Puff upgrade (Presently not in use, no room)
1050 with Super Archiver and BitWriter (In use)
2400 Bauc Ataptec Modem
Epson LX-800 printer (Panasonic KPX 2123 if needed).
ComputerEyes Video Digitizer
SDX, R-Time8, EXPRESS! Cart.'s

Other equipment, not in use: (and Not for sale)
2 - Indus GT Disk Drives
3 - 810's, 1 with a Happy
800XL with 256K RAMBO
Several 800's
Couple of 48K 400's, 1 with 'B-Key' keyboard
Roller Ball Controler
Joy Stick Compatible Mouse

This is by no means all of my Atari equipment. I also have a
1040 STe (4meg) and a FALCON 030 4/85, both with large SCSI Hard
Drives and extras.

Rich Mier

1364. Re: Describe your Atari setup!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.806172702@gmi.edu>
Source record: 89886

kendrick@zippy.sonoma.edu (William Kendrick) writes:

>Kevin- GET SIO2PC!!! :)

>If you've got a PC and an Atari ANYWHERE near each other (like, what,
>25 feet??), unless you have a BlackBox and FloppyBoard or something,
>you REALLY aren't living w/o an SIO2PC setup!

You know, I've been thinking about doing this for quite a while,
but never had the time to actually do it. I guess I've been waiting
for PCXformer to improve more, since I don't have too much use
(besides backing up 8bit stuff and downloading) for 8bit emulation
on my PC right now.

Hmmm, on second thought, maybe I will. (You obviously feel very
strongly about sio2pc, eh Bill? ;-) Does anyone have the info
on where I can get sio2pc? I guess I can weed through the 8bit
FAQ if necessary.

/Kevin

>-bill!
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
>William (Bill) Kendrick / | \ ** New Breed Software **
>http://zippy.sonoma.edu/~kendrick

1365. Polish assembler on xmission

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: toastman@armory.com
Message-ID: <3ujoq3$b7a@news.scruz.net>
Source record: 89887

Well I've come across two assembler programs on the xmission site. one is mae_94, and the other is qassembl. Qassembl looks nice but it's all in Polish or some other slovic language. Is anyone translating this to english, or sdoes someone have a brief doc file written in enough english so that I could try to use it, or should I just get another assembler?

(The QA.COM itself is in english but most of the source and some of the other .COM files are not.)

--
Burnt <toastman@deepthought.armory.com>

1366. Re: Software piracy, a second opinion

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Jul19.000849.10115@wariat.UUCP>
Source record: 89888

It has been said that the people who have nothing better to do and post the most win arguments by sheer volume on the internet. I am arguing, but will try to shut up about this, at least for a while (after this post.) To show where I'm coming from, I recall a recent call to Epson, Inc. I was trying to obtain or find availability and cost of a proprietary hard drive for an Epson Equity laptop. XT vintage. The sales person said "You people who pick up these old machines at garage sales crack me up." The hard drive was no longer made or sold. I was offended.

What we're talking about here is obsolete, out of print, no longer supported hardware and software. An out of print book is microfiched, put in a library, and loaned out. Out of print software is what? Just simply lost? I checked the CP/M group to see what the FAQ said about good, out of print, software. This FAQ simply said it was no longer available, but that the Boston Computer Society had some copies they would provide (legitimate copies, I guess.)

Out of print software, no longer supported, no longer produced, represents no loss to the producer if the producer no longer sells it. The vendors of this software might experience a loss in sales, but their interest is not that of the copyright holder. M. Current mentioned Atari Corp. and Microprose and a few other companies whose copyrighted software was being passed around. How are these companies loosing revenue if they will tell you 'we no longer support that', IF you can contact them them.

--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1367. Copyrights (Xmission site)

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <3uj1o1$11u@usenet.INS.CWRU.Edu>
Source record: 89889

It has been said that the people who have nothing better to do and post the most win arguments by sheer volume on the internet. I am arguing, but will try to shut up about this, at least for a while (after this post.) To show where I'm coming from, I recall a recent call to Epson, Inc. I was trying to obtain or find availability and cost of a proprietary hard drive for an Epson Equity laptop. XT vintage. The sales person said "You people who pick up these old machines at garage sales crack me up." The hard drive was no longer made or sold. I was offended.

What we're talking about here is obsolete, out of print, no longer supported hardware and software. An out of print book is microfiched, put in a library, and loaned out. Out of print software is what? Just simply lost? I checked the CP/M group to see what the FAQ said about good, out of print, software. This FAQ simply said it was no longer available, but that the Boston Computer Society had some copies they would provide (legitimate copies, I guess.)

Out of print software, no longer supported, no longer produced, represents no loss to the producer if the producer no longer sells it. The vendors of this software might experience a loss in sales, but their interest is not that of the copyright holder. M. Current mentioned Atari Corp. and Microprose and a few other companies whose copyrighted software was being passed around. How are these companies loosing revenue if they will tell you 'we no longer support that', IF you can contact them them.

Russ.Gilbert@apk.wariat.org (posting from Clev. Freenet)

1368. Re: Atari WWW Museum?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: johnh@newberry.microserve.com
Message-ID: <3uk216$9oo@nuclear.microserve.net>
Source record: 89890

In article <1995Jul18.020442@miavx1>, cecarman@miavx1.acs.muohio.edu wrote:
>I've been perfecting my html-writing abilities, and while I've been doing that,
>I've been thinking about tons of different web pages that would be neat to do.
>
>What about an Atari 8-bit WWW Museum? Pictures of every Atari model (I think
>there are already available at somebody's web site), pics of all the
>peripherals, the FAQs available here, links to all the FTP sites, screen
>captures of different software things like DOS and popular programs (I can do
>this with my AV PowerPC attached to my Atari 800 for a lot of things),
>whatever... Is there something like this that already exists? If not, I'd love
>to put it together with cooperation from this newsgroup (I only have the 400,
>800, 810, 830, 850, and 410 as far as peripherals go).... not so much an Atari
>homepage, but a museum of 8-bit things (with stuff that people could
>contribute about each computer type, peripheral, etc). What do you all think?

Sounds like a good idea to me. I particularly like the idea of screen captures that could be used as wallpaper in Windows. DOS (hey, anyone else still use the 2.6 version?) and popular games (Mule?) would be great.

Good luck on your venture.

1369. Atari 8-bit stuff -- FOR SALE/TRADE

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <3uj9ns$f28@usenet.INS.CWRU.Edu>
Source record: 89891

updated 07/16/95

I have the following Atari 8-bit computer equipment for sale or trade.

Everything is sold as is. Unless specified, all items have been tested and are in perfect working order.

Buyer has ten (10) days to send payment, and pays all shipping costs, which will be sent via U.S. Snail. The shipping cost depends on both the weight of the package and the distance that it is traveling. The buyer has the choice of either first class or parcel post (slower, but cheaper).

Payment must be made in U.S. funds, by either check or money order, drawn from a U.S. bank branch. Canadian buyers must send a Canadian Postal Money Order, payable in U.S. funds. This is the only way I have found to deal with my friends to the north (my bank is very picky, but the U.S. Post Office will cash a Canadian Postal M.O.)

* = (after price) Tentatively sold/traded. Inquiries welcome.

*****

LOT #1

ATARI 400 COMPUTER with RCA cable, and 410 Data Recorder.

This is a complete system, except for RF switchbox and power supply.

$14.00 *

*****

LOT #2

ATARI 600XL COMPUTER with original power supply, and RCA cable.

I will also throw in a second ATARI 600XL (haven't checked it out yet, so I don't know if it works or not), FREE.

This is a complete system, except for RF switchbox.

$29.00 *

*****

LOT #3

ATARI 800XL COMPUTER with original power supply, and RCA cable.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox.

$49.00

*****

LOT #4

ATARI 65XE COMPUTER with original power supply, and RCA cable

This is a complete system, except for RF switchbox.

$39.00

*****

LOT #5

ATARI 130XE COMPUTER with original power supply, and RCA cable.

This is a complete system, except for RF switchbox.

MINIMUM OPENING BID OF $64.00

*****

LOT #6

ATARI 1050 (127K) DISK DRIVE, with original power supply, and one (1) Molex connector cable.

$39.00

*****

LOT #7

ATARI 1050 (127K) DISK DRIVE, with one (1) Molex connector cable.

This disk drive doesn't include the power supply.

$34.00

*****

I am interested in accepting 8-bit computer and/or pre-Nintendo video game systems and/or cartridges in trade towards any of these items. Systems I am interested in include, but are not limited to, the following list:

ATARI 2600
ATARI 5200
ATARI 7800
ATARI 8-BIT COMPUTERS
BALLY ASTROCADE
COLECOVISION
COLECO ADAM COMPUTER
COMMODORE 64 COMPUTER
COMMODORE VIC-20 COMPUTER

FAIRCHILD CHANNEL F
INTELLIVISION
MICROVISION
ODYSSEY2
SEGA MASTER SYSTEM
TEXAS INSTRUMENTS T.I. 99/4A COMPUTER
TOMY TUTOR
TRS-80 COLOR COMPUTER
VECTREX

Please send a list of what you have, and I'll let you know what I can offer. Please be specific, and indicate whether or not items (cartridges and/or systems) include the box and/or instruction manual. Please also mention how many, and what kind, of controllers are included.

Request system reservations at: dw901@cleveland.freenet.edu
or VGA2000@ix.netcom.com

Michael J. Novak Jr.

--
Interested in BUYING/SELLING/TRADING personally owned video games for:
GENESIS, SEGA CD, 32X, GAME GEAR, SUPER NINTENDO, GAME BOY, and ATARI JAGUAR?
For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at: dw901@cleveland.Freenet.Edu or VGA2000@ix.netcom.com

1370. Surprise...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: matt@mmd.com
Message-ID: <matt-1907951206330001@155.65.126.231>
Source record: 89892

Hi folks,

I just stumbled upon this newsgroup. I still have an old Atari 400, and 1200 XL, two 1050 drives, and a bunch of floppies with software collecting dust in my closet. I was tempted just to pitch the whole thing...but from what I read here, there is still an interest in these old dinosaurs. Is there anything useful I can do with these machines, except for hooking them up to my TV to play (occasional) Star Raiders?

Jim

1371. Re: Software piracy, a second opinion

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.28.002D70DF@mindspring.com>
Source record: 89893

From: bwillard@mindspring.com (Bruce Willard)
Subject: Re: Software piracy, a second opinion
Date: Wed, 19 Jul 1995 16:00:15 -0400

In article <1995Jul19.000849.10115@wariat.UUCP> Russ.Gilbert@apk.wariat.org
(Russ Gilbert) writes:
>From: Russ.Gilbert@apk.wariat.org (Russ Gilbert)
>Subject: Re: Software piracy, a second opinion
>Date: 19 Jul 1995 00:09:34 -0400

>Out of print software, no longer supported, no longer
>produced, represents no loss to the producer if the producer
>no longer sells it. The vendors of this software might
>experience a loss in sales, but their interest is not that
>of the copyright holder. M. Current mentioned Atari Corp.
>and Microprose and a few other companies whose copyrighted
>software was being passed around. How are these companies
>loosing revenue if they will tell you 'we no longer support
>that', IF you can contact them them.
I have to agree. I have strong beliefs against pirating, and have about 100
or so PC programs I have purchased. I do have a couple that I did not purchase
because they were *no longer available or supported*.

I feel strongly we should support the Atari vendors still out there, but
truthfully the majority of the software they now have in stock were
close-outs, buy-outs or trade-ins from us. The availability of old software
for the Atari is one of the attractions of going back to it. Nostalgia gets
you hungry for all those old games, as well as the feeling of sitting down to
program and make something happen in front of you. I was looking for a
program that was listed as being available in catalogs, but was not when I
called. I found it on XMission. Is this wrong or pirating? I don't think so.

Principles are important. I feel strongly about many things, but in this case
I don't feel there is justification for forcing personal views on
others. Piracy is responsible, in part, for the closing of many software
houses, and while I did it 10 years ago when I first had an Atari, I now
regret it and would not do it again *if* it would have an effect on the
programmer or software publisher. However, this is no longer the case.
IMHO.

Bruce Willard
bwillard@mindspring.com

Bruce Willard
bwillard@mindspring.com

1372. 8bit to TV or SC1224

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.66.000FBD23@cfcsc.dnd.ca>
Source record: 89894

A friend has loaned me his 800XL, and I've hooked it up to my TV via the TV<->Game switchbox but nothing seems to happen. Channel 3 on the 8bit and channel 3 on the TV, or channel 2 on the 8bit or TV, neither works. I then tried to hook up my sc1224 but the pins don't match! I also tried an old mono monitor (with an RGB plug) but it didn't work either (because it's mono?) Has anyone run into a similar problem? is it something simple I am missing?
thanks.merci
for any light shed on this
-ken

1373. Re:DigiKey has MAX232, any other suppliers?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: tim.keiper@exar.com
Message-ID: <9507192040.AA09197@endeavour.exar.com>
Source record: 89895

>For people who might want to build the SIO 2 PC
>interface/adapter/cable, I just wanted to say that DigiKey has the
>RS-232 transmitter/receivers.
>
>The discription:
> High-Speed, +5V Pwrd, Dual RS-232 Transmitters and Receivers
>The part number is MAX232ACPE-ND, the price is 4.32 for one.
>
>Now, for those who know about these chips, there's a version of this
>chip that doesn't say high-speed, and is cheaper, but I wonder if it
>would work at 19.2 kbps.

From the MAXIM book:
max232 - 20Kbs (Should work ok on normal length cables)
max232A - 116Kbs (Use this for the logn distance transfers!)

You should check out JDR Microdevices 800-538-5000 (In San Jose CA):

max232CPE - $1.99

They also have a part: max233CPP Desc: Max232 with no external parts required
for $5.39.

Call them and get a catalog!

Tim Keiper

1374. Halle Project 1993 Demo & Peter Dell

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199507200106.SAA16665@zippy.sonoma.edu>
Source record: 89896

(sorry if this gets posted twice)

Ok, Peter Dell is a name I recognize, and I think it's from this group.
I'd like to say to you, Peter: VISDOM PART 2 RULES!!! :)

Ok, anyone who has seen Rzog Plazma from ... damn, I can't remember, either
"Sweet Illusion" or "Bitter Reality" will probably agree that that's one
of the NICEST looking wiggle plasmas around. (Not as true a plasma as
many of the others there are, like the two from Cool Emotions, but very
fun to watch none-the-less.)

Now, what Peter did with his demo, VISDOM II - the last demo on Side A of
the Halle Project 1993 demo disk (unfortunately you need PAL to see it
though!) - includes the following:

(1) a big 160x192 resolution logo saying "VISDOM" at the top of the
screen. Each letter is composed of an outline (two shades of white)
and filled with many shades of a color. Each letter (6 total) is
filled with a DIFFERENT COLOR. That's 6 moving shaded colors, plus
2 outline colors, plus the black background. That's 9 colors per
scanline in 160x192 mode! WOW! (I know how it's done though ;)
Dog biscuit to whoever figures it out :))

(2) A nice, large four color scroll line at the bottom (actually, it does
that metal effect many scrollers do where the top half is one set of
shades and the bottom is another). (Easy DLI trick + VBI scroller).
It's also a long (and multi-speed and color-changing) scroller! :) :)

(3) In the middle... this part is the great part.. It starts out blank,
the goes to white, and then this wiggley image appears. It's
comparable to Filet Lazma from (Sweet or Bitter.. I forgot again)
but with 16 shade graphics, like Rzog Plazma.

BUT!!! The LEFT HALF IS ONE COLOR (16 shades) AND THE RIGHT HALF IS
ANOTHER (another 16 colors!) And this is a dynamical, wiggley-shaped
image!

WOW!!!

Anyway.. GET a PAL ANTIC chip. Plug it in, fix your Vhold.. screw the OS
fix for now, and BOOT UP HALLE 1993 AGAIN! :) See what you missed the
first time!!!! :)

Peter Dell is COOL!

Oh yeah, and the middle changes.. and has a cool help screen too! :) :)

Anyone got a copy of VISDOM I ? I wanna see it!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1375. Re: Describe your Atari setup!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-19 00:00:00 UTC
From: ral@iglou.com
Message-ID: <ral.20.000A18DB@iglou.com>
Source record: 89897

In article <3ukj6v$3k6@news.xmission.com> jeking@xmission.xmission.com (James King) writes:

>My CURRENT Atari 8bit setup consists of:

800 xl w/ Rambo 256K upgrade
1050 w/ Happy upgrade
256K MIO w/ 30meg HD on an Adaptec 4000a
XEP-80
Maganvox 80 column mono monitor
Sanyo color monitor
R-time 8 cart
14.4k Infotel modem

In addition, I have a 600xl with 64K upgrade, stock 800 and stock 1050 and several spare hard drives (10-30 megs)

1376. Re: Describe your Atari setup!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DC11wK.85s@iglou.com>
Source record: 89806

```
My system:
256K 800XL
256K MIO
20 meg SCSI hard drive (Seagate ST225N)
XF551 floppy drive
Commodore 1701 monitor
Epson T-1000 printer
--
Bill Marcum bmarcum@iglou.com
SEX IS NOT OBSCENE, CENSORSHIP IS!
```

1377. Re: Polish assembler on xmission

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DC12zG.90z@iglou.com>
Source record: 89807

In article <3ujoq3$b7a@news.scruz.net>,
Burnt Toast Man <toastman@armory.com> wrote:
>Well I've come across two assembler programs on the xmission site. one is
>mae_94, and the other is qassembl. Qassembl looks nice but it's all in Polish
>or some other slovic language. Is anyone translating this to english, or
>sdoes someone have a brief doc file written in enough english so that I could
>try to use it, or should I just get another assembler?
>
There's a good assembler called kasm in the umich ftp archive. If you
can't get onto umich, try
ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit
I tried mirrors.archive.umich.edu; first I got a site that only mirrored
the Mac files, then even that was too busy to connect.
--
Bill Marcum bmarcum@iglou.com
SEX IS NOT OBSCENE, CENSORSHIP IS!

1378. Vaguely Atari Related

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19950720152832MIS0160@MVS.UDEL.EDU>
Source record: 89808

Our local newspaper runs a cartoon titled "Dilbert". It's obvious that the cartoonist is very computer literate. Most of the plots revolve around programming. The cartoonist is named Scott Adams. Is this THE Scott Adams who had a lot of the early interactive fiction titles for the Atari 8bit?

Roger Cole
INTERNET: Roger.Cole@MVS.UDEL.EDU

1379. FAQ fixed

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510100ac34785c6635@[137.22.11.119]>
Source record: 89809

To everyone who noticed my FAQ came out wacky the last time it was posted (okay, not a single person even mentioned it, but *someone* must have noticed!), I've resolved the problem. I won't post it an extra time, I'll just wait until the next regular posting, scheduled for around Aug. 1. The various FAQ archives will contain the messed-up copy until that time.

You can always e-mail me if you want the latest revision before then.

Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

1380. Re: Describe your Atari setup!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3umjqg$1708@seminole.gate.net>
Source record: 89810

I know it isn't much, but here goes...

(1) Atari 800, stock, 48K RAM
(2) Atari 800XL, stock, 64K RAM
(1) Atari 800XL, "Pre-SuperVideo" <apparently a one capacitor which
doesn't fix anything, but I haven't looked into it. This is going
to be my SV 2.1 machine>, 64K RAM
(1) Atari 600XL, 64K RAM
(1) Yorky 256K, plug-and-play style PBI RAM upgrade, 256K RAM.
(2) Atari 1050 Disk Drives
(1) Indus GT
(1) XF551
(1) Atari 850 Interface Module (black metal casing)

and soon an SIO2PC cable to my 486DX40, 850MB HD, and all the 'extras'.
(Sound card, CD-ROM, etc, blah blah blah).
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

1381. Re: ML Assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <3ulm3a$i8e@no-names.nerdc.ufl.edu>
Source record: 89811

Probably the best way to begin programming the 8-bit Atari is in machine language with the following products:

* OSS' Mac/65 Assembly Language Cart
* Mapping the Atari (revised edition) by Ian Chadwick
* De Re Atari (been out of print for years and I'd kill for a copy)
or
Your Atari 400/800
* Atari OS Programmer's Reference
* Machine Language for Beginners (compute! books) -- contains description of the 6502 instruction set and addressing modes

It may surpise you to know that the 6502's register set looks as follows:

```
BIT #
7 6 5 4 3 2 1
-------------
Accumulator | | 8 bits wide
X register | | 8 bits wide
Y register | | 8 bits wide
Stack Pointer | | 8 bits wide
-------------
F E D C B A 9 8 7 6 5 4 3 2 1
-----------------------------
Program Countr| | 16 bits wide
-----------------------------
```

Yes, the program counter is the ONLY 16 bit register.

Q: So how does the 6502 manipulate the stack with only an 8-bit stack pointer?
A; The stack's range is fixed from $0100 to $01FF. It defaults to $01FF at RESET and counts down -- it pushes the byte and then decrements the SP.

Obviously this means that you are limited to a non-relocatable, $100 byte stack -- that ain't a lot.

Hope this helps...

-Michael Ellis

1382. Re: Xmission ftp site

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510104ac341ffdcbc1@[137.22.11.119]>
Source record: 89812

Richard MORRIS, richard@stingray.manawatu.gen.nz writes:

>Sorry - I didn't see my typo at first - make that, I've _lost_ a lot of
>money that way - I certainly wouldn't mail order any computer stuff anymore,
>I'm sick of being ripped off!!! And also, quite a lot of the stuff I ftp'd
>is also available at umich - I thought things like later versions of Sparta
>DOS were not commercial? I thought I had seen something in the docs about
>being released into PD or thereabouts - I don't deny I grabbed a few games
>aswell, though.

There's is no commercial software on Merit/UMich. In particular, you're correct that SpartaDOS 3.2f and 3.2g were released as shareware by Fine Tooned Engineering.

>And there aren't _any_ Atari vendors that I know of in New Zealand - so how
>can I buy the stuff? Without getting ripped off by mail order companies
>that is.

I'm sorry that you've been ripped off, I'm sure not every vendor is a saint. My suggestion: Report them, spread the word about your experience...and try another vendor! Surely you haven't been ripped off by all the mail order vendors yet, and I hope most would give you fine service.

There's lots of commercial software available in Europe. Since I don't feel like mail-ordering from Europe, does that give me a right to get pirated copies of those titles? No, the US is part of the Berne Convention (international copyright treaty) just like everyone else. If I want those European games, I'll have to either "risk" mail-ordering them from Europe, or wait until someone like Software Infinity, Trans World Exchange, B&C ComputerVisions or Best Electronics imports it here. Why should these vendors import European titles if they are going to be made available on pirate FTP sites?

Richard, I hope you'll try another mail order source, and by all means avoid the one(s) you've been ripped off by!

1383. Re: PabQWK, what to change

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3ukcar$qv@news.xmission.com>
Source record: 89813

Mathy Van Nisselroy (mathniss@link.xs4all.nl) wrote:
: Howdy All

: Here's a list of things I don't like about PabQWK.
: (I'll have a look at the *.NDX structure PabQWK uses soon.)

: Maybe James King can use them, should he try to improve PabQWK.

I havent yet received the source code from Pab Sungenis. I'll have to
get in touch with him and see where that stands.

: BTW James, is your BBS still running.

No. My BBS is currently down until I purchase the Carina or Forem package.
I'm no longer going to have ANYTHING to do with BBS Express PRo! and its
owners/programmers.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1384. PC Xformer 2.51

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: withers_n@ix.wcc.govt.nz
Message-ID: <3ukjku$qfp@golem.wcc.govt.nz>
Source record: 89814

Thanks to all those who E-mailed me re PC Xformer. I now know why some of
my programs won't run properly!
I am thinking of getting a 5.25 floppy drive to read Atari DD disks.
Do I need a 1.25 meg drive or will an older 130k drive do the job.?
Thanks again, Nick Withers.
withers_n@ix.wcc.govt.nz ** extl377@csc.canterbury.ac.nz
ARS ZL3TRK

1385. Re: Describe your Atari setup!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <3ukpn6$1q9@news1.halcyon.com>
Source record: 89815

Here's my rather prosaic system:

Unexpanded 800XL w/Ben Poehland audio upgrade (i.e. one capacitor added)
1050 disk drive
Commodore 1702 monitor
SIO2PC
Unused hardware in storage: 800 w/810 disk drive

James Hague
junkster@halcyon.com

1386. Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: michael@anest4.anest.ufl.edu
Message-ID: <michael-1907952034380001@dialup-c3.cis.ufl.edu>
Source record: 89816

I have a design for a new 8-bit OS and am writing to see if anyone would
be interested in this.

Here are some key features of the design:
* multitasking OS
* support for 256K RAM
* pseudo-virtual memory
* provides multi-application I/O control of CIO and the IOCB (for maximum
compatibilty with 3rd party hard disks, modems, etc.)
* different screen drivers (ANTIC MODES: 02, 0E, 0F and possibly GTIA)
* each application gets a virtual 64K of (banked)RAM to use

The primary limitation of this design is that it will NOT run existing
programs. Applications will have to be written in a manner that is
compliant with the
OS. I don't see this as a bad thing, however, since current (current=past
;-)) software basically TAKES OVER the computer anyway.

Any thoughts?

-Michael Ellis

1387. Re: 1050 Disk Drive Problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.31.000C93F5@mindspring.com>
Source record: 89817

In article <3ukl7e$1g67@seminole.gate.net> cmwagner@news.gate.net (Chad Wagner) writes:
>From: cmwagner@news.gate.net (Chad Wagner)
>Subject: 1050 Disk Drive Problems
>Date: 20 Jul 1995 00:14:38 -0400

>Basically the drive doesn't want to write, here is what I tested and observed:

>read head is ok.
>write protect sensor is ok.
>track 0 sensor is ok.
>stepper motor is ok.
>spindle motor is ok.
>busy light is ok.

>And here is what I observed when trying to format a disk:

>spindle motor is on.
>stepper motor is not stepping.

>Basically is sat at track 0 posititon and then the OS timed out but the
>drive kept on going (busy light was on, and spindle motor was on after the
>OS gave up). Can someone suggest the next logical step? Any ICs I should
>look for voltage on? Any test points? Anything will be appreciated.

You could check to make sure the head is not damaged. Also, there is a pad on
the arm above the head that comes off sometimes. If it's off, then the disk
does not make good enough contact to write.

Bruce Willard
bwillard@mindspring.com

1388. Re: Describe your Atari setup!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3ukj6v$3k6@news.xmission.com>
Source record: 89818

My CURRENT Atari 8bit setup consists of:

576k XE
256k MIO
800megs of hard disk space (divided between 4 hard disks)
ATR8000 with 3.5"and 5.25" floppy drives
Happy 810
XF551
Happy 1050
820 printer (dedicated label machine)
Commodore 1702 monitor
XEP80
Magnavox 80 mono monitor (for XEP80)
Hayes Ultra 14.4 modem
IBM ProPrinter II
SIO2PC 3.19 connected to my 486/80 16meg Ram, 1.2gig hard disk(s),4 x CDROM

My FAVORITE system consists of: (currently stored in my shed)

1 x Stock 800 (CSS MUX Master)
1 x XEGS (Mux slave 1)
1 x 256k 800xl (Mux slave 2)
1 x 576k XE (Mux slave 3)
2 x 256k MIO (one with 500megs HD, one with 300megs HD)
2 x Hayes Ultra 14.4k
1 x PR:C (slave 3)
1 x ATR8000 (slave 2 w/MIO)
2 x Commodore 1702 monitors (slaves 2,3)
1 x Standard composite color monitor (master and slave 1 - switch boxed)
1 x IBM ProPrinter II
1 x Star NX1000 (dont I still owe somebody $10.00 for that?)
1 x 850 interface (slave 1)

and of course slave 2 connected to my PC via SIO2PC
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1389. 1050 Disk Drive Problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3ukl7e$1g67@seminole.gate.net>
Source record: 89819

Basically the drive doesn't want to write, here is what I tested and observed:

read head is ok.
write protect sensor is ok.
track 0 sensor is ok.
stepper motor is ok.
spindle motor is ok.
busy light is ok.

And here is what I observed when trying to format a disk:

spindle motor is on.
stepper motor is not stepping.

Basically is sat at track 0 posititon and then the OS timed out but the drive kept on going (busy light was on, and spindle motor was on after the OS gave up). Can someone suggest the next logical step? Any ICs I should look for voltage on? Any test points? Anything will be appreciated.

--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

1390. Rich Gore, where are you?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <BVDBAp1.ransom22@delphi.com>
Source record: 89820

If anyone has the e-mail address of R. Gore, please post it here.

Thanks.

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1391. Re: Interested in NEW ATARI 8-bit OS?y

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: buescher@shed.inel.gov
Message-ID: <BUESCHER.95Jul20173604@shed.inel.gov>
Source record: 89821

>>>>> "James" == James King <jeking@xmission.com> writes:
In article <3ulm27$898@news.xmission.com> jeking@xmission.com (James King) writes:

James> In article <michael-1907952034380001@dialup-c3.cis.ufl.edu>,
James> michael@anest4.anest.ufl.edu (Michael Ellis) says:
>> I have a design for a new 8-bit OS and am writing to see if anyone
>> would be interested in this.

James> I'd be greatly interested in the new OS - seeing as how all of
James> my 8bit hardware consists of upgraded devices (RAM, 800megs HD,
James> etc..)

I've thought long and hard about whether it would be worthwhile to start putting together a unixish OS for the eight-bit and have basically come to the conclusion that I'm better off in every way running linux on a PC and using the 8-bit for 8-bit stuff.

BUT it could be kind of cool to have a multitasking OS with virtual consoles, etc. running on an 8-bit.

I think the way to do it would be to hack the virtual machine that executes the pseudocode that the small C family of compilers (cc8, ACE C, Deep Blue C, and another whose name I forget) use to include memory management and other nice features that a multitasking OS would need and then write the OS on top of that. That way we could make banked, and possibly also virtual, memory look flat to the pseudocode as well a potentially being able to support pretty much any expanded memory scheme. Additionally, the virtual machine could be rewritten for the 65816 (and flat 65816 memory) for a significant performance increase. The biggest advantage, though, would be having high-level language support from the beginning so that small unix utilities could be easily ported. The disadvantage is that performance would be mediocre, though I've been pretty satisfied with using cc8 for small projects.

Brent

1392. Re: Surprise...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <RTFjQx9.ransom22@delphi.com>
Source record: 89822

Jim Matt <matt@mmd.com> writes:

>I just stumbled upon this newsgroup. I still have an old Atari 400, and
>1200 XL, two 1050 drives, and a bunch of floppies with software collecting
>dust in my closet. I was tempted just to pitch the whole thing...but from
>what I read here, there is still an interest in these old dinosaurs. Is
>there anything useful I can do with these machines, except for hooking
>them up to my TV to play (occasional) Star Raiders?

What, Star Raiders isn't a good enough reason by itself to keep
the ol' Atari around? :)

Seriously, Atari 8-bits can still do the things they always could:
you can do your word processing on them, you can do spreadsheets and data
bases, you can play games, etc. They're real computers, and there is a lot
of software available for them at a low price.
And, if you download FlickerTerm-80 or ICE-T (I prefer the former),
you can do your telecommunications on them in 80-columns, with ANSI or
VT-100 terminal emulation.
I use computers a LOT, and I do everything I use computers for,
except run my BBS, on my Atari 8-bit.

check the FAQ and the Vendor/Developer List (posted here regularly)
for more information on what can be done, and where you can buy additinal
equipment and software.

I do hope you keep your 8-bit around, and discover all you can do
with it.

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1393. Re: Vaguely Atari Related

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: gholder@emory.edu
Message-ID: <3un6ht$3eg@moe.cc.emory.edu>
Source record: 89823

MIS0160@MVS.UDEL.EDU (Roger Cole) wrote:
>
>Our local newspaper runs a cartoon titled "Dilbert". It's obvious that
>the cartoonist is very computer literate. Most of the plots revolve
>around programming. The cartoonist is named Scott Adams. Is this THE
>Scott Adams who had a lot of the early interactive fiction titles for
>the Atari 8bit?
>
No, Dilbert's Scott Adams is not the gaming Scott Adams. However,
Dilbert's Scott says that if anyone knows where the old Scott Adams is,
he has a lot of misdirected email for him! :)

Scott Adams (the Dilbert one) has a wonderful Web page set up through
his publisher, which I highly recommend. It's called the Dilbert Zone. I don't
have the URL handy, but do a YAHOO on Dilbert and you'll find it. There
is an archive of recent strips, a history of the development of Dilbert, and
a bunch of stuff by Adams about himself, how he works, and what his life
is like. The above info on the gaming Scott Adams if from his FAQ.

Gary Holder

1394. Re: 8bit to TV or SC1224

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142507@cup.portal.com>
Source record: 89824

You are using the single RCA jack in between the two DIN plugs right?
If that's what you're using, then you do have a problem. If the monitor
cable that came with the 800XL is a 5 pin DIN cable, then the output is
for a composite monitor. You can run this into your VCR video inputs or
if your monitor/tv supports it, into the RCA jacks there. IMO you get
a much cleaner signal from the composite into VCR then going through the
antenna/switch box.
Rick

1395. Game endings...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: Dag.Hugdahl@flight.org
Message-ID: <70a_9507210106@flight.org>
Source record: 89825

On <11 Jul, 15:19>, William Kendrick wrote to All :

WK> Man, I hated that game! :) Too difficult half of the time, and yet
WK> ANOTHER
WK> game with NO ending! <sigh>

Speaking of games with no endings, does Koronis Rift have an official ending? I've gotten as far as level 20 with saucers on the ground, etc., but is there and ending to this game?

-Dag-
---------- -//- ----------
Internet: Dag.Hugdahl@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

1396. WANTED: Amdek Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: Dag.Hugdahl@flight.org
Message-ID: <70b_9507210106@flight.org>
Source record: 89826

On <12 Jul, 02:16>, Marlin Bates, IV wrote to All :

MBI> Yes, I would like to get an AMDEK 3" disk drive. You know the ones
MBI> advertised on the back of Antic and ANALOGS oh so many years ago.

I've got one of these. Very interesting drive and very professional. I
had considered selling it about a year or so ago but now have decided to hold
onto it because it is unique. Too bad the 3" disks are impossible to find...

-Dag-
---------------------------- -//- ----------------------------
Internet: Dag.Hugdahl@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

1397. Re: Copyrights (Xmission site)

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Jul20.165143.16615@wariat.UUCP>
Source record: 89827

That last post of mine got posted 3 times. This was not on purpose. The
Clev. Freenet made errors when posting and later automatically posted
the errored out messages.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1398. Stuff fer sale!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: Lowry Stiles <102447.2701@CompuServe.COM>
Message-ID: <3ukmaonht1@mhadg.production.compuserve.com>
Source record: 89898

I am new to this group but I was(am?) an Atari user from way back...
But anyway I got some 8-bit stuff Id like to get rid of:
1 65XE (Doesnt work) $10.00
1 130XE with selectable 392/190KB memory an RS-232 port and a custom interface or controlling devicies(I used mine for robotics)
2 1050 Disk Drives
Tons of soft[A
[C[C[CTOns of software all of it including a CAD program for 130XE's only.
$20.00

OOps I left out the prices for the 130XE and 1050's
Trick 130XE - $50.00
1050's - $10.00 ea.
I will haggle on all prices.
contact me at:
102447,2701@compuserve.com
THanks
Lowry Stiles AKA Psyclone

1399. Re: 1050 Disk Drive Problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3ul8cr$1hm6@hopi.gate.net>
Source record: 89899

In article <bwillard.31.000C93F5@mindspring.com>,
Bruce Willard <bwillard@mindspring.com> wrote:
>You could check to make sure the head is not damaged. Also, there is a pad on

Other than visually inspecting, I don't know how. It looks good.

>the arm above the head that comes off sometimes. If it's off, then the disk
>does not make good enough contact to write.

It's there, and it seems to be making good contact.

--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

1400. Re: Describe your Atari setup!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.240.000EB73D@genesis.informatik.rwth-aachen.de>
Source record: 89900

Hello !!!

My setup : Atari 800 XL (256kB MegaRam III)
Atari 800 XE
Atari 800
Atari 600 XL with 1064 (64 kB RAM)
Atari 1050 with Happy-Enhanchment
Atari 1050 with Speedy-Enhanchment
Atari 1050 (2x with no Enhanchment)
Atari 410
Atari 1010
Atari 1027 (2x)
Engl-Freezer
Robotron K6313 (9-pin printer)

Matt
P.S. AMIGA A2k, Amiga CDTV, Atari 260 ST with ICD-controller,
ROBOTRON KC 85/3, C= 128D, ROBOTRON EC 1834

1401. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <3ulm27$898@news.xmission.com>
Source record: 89901

In article <michael-1907952034380001@dialup-c3.cis.ufl.edu>, michael@anest4.anest.ufl.edu (Michael Ellis) says:

>I have a design for a new 8-bit OS and am writing to see if anyone would
>be interested in this.

I'd be greatly interested in the new OS - seeing as how all of my 8bit hardware consists of upgraded devices (RAM, 800megs HD, etc..)

My only concern is that no current software would work with it.

1402. Re: Polish assembler on xmission

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <3ulmsu$3e5@nyheter.chalmers.se>
Source record: 89902

In article <3ujoq3$b7a@news.scruz.net>,
Burnt Toast Man <toastman@armory.com> wrote:
>Well I've come across two assembler programs on the xmission site. one is

If you have a 130XE or expanded 800XL (128k) you should definately check
out mae_95! or wait a week or so until I put mae_96 up there.
If you have access to a postscript printer there is also a postscript version
of the manual there ready for printing, (similar content to the original
text-only doc's but in my opinion easier and more comprehensive to read.)

Oh, if mydos is your only game you could also check out a german macro-
assembler called 130+ if you are confident in understanding german.

WFR: Fredrik Lundholm
d1dol@dtek.chalmers.se

1403. xmission

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: spn@hitec.com
Message-ID: <3ulng7$frr@news1.svc>
Source record: 89903

Hi all,
I'm having trouble logging into the xmission ftp site...is there a specific username/pw that is
required for access there?

--Steve Lugovsky

1404. Atari CD being created this weekend

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: JAMESK@mo.hba.com
Message-ID: <s00e3666.029@wise.net>
Source record: 89904

For those of you interested in getting a copy of my
Atari 8bit based CD, send $50.00 to the following
address:

James King
4729 South 4180 West
Kearns, Utah 84118-4011

1405. Wanted: Express Cartridge & other 8-bit carts!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-20 00:00:00 UTC
From: mbates@stocko.com
Message-ID: <mbates-2007951156390001@ppp12.stocko.com>
Source record: 89905

I would like to get the cartridge which has a version of Express! (term program) on it if anyone is willing to sell.

I am also interested in any and all 8-bit carts I don't have.

If you would like to see a list of what I have to trade and what I need please visit my home page. The URL is in my .sig!

Thanks
-Marlin
---------- ---*** All hail the Fuji!
---*** Do the MATH!
---*** OLD E-MAIL: MBATES@NETCOM.COM New email: mbates@stocko.com
--*-*-* Marlin Bates, IV Digital Graphics Rep. Taylor Made & Canon
-*--*--* For a current list of Classic Home VideoGames I own & have
------* for trade check out: http://www.stocko.com/Fujidom

1406. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-21 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <p-BDIl5.ransom22@delphi.com>
Source record: 89828

Michael Ellis <michael@anest4.anest.ufl.edu> writes:

>The primary limitation of this design is that it will NOT run existing
>programs. Applications will have to be written in a manner that is
>compliant with the
>OS. I don't see this as a bad thing, however, since current (current=past
>;-)) software basically TAKES OVER the computer anyway.

Personally, I don't have a use for an OS that can't run the
existing apps. I mean, I already have that on my IBM clone, which is MUCH
more powerful than the Atari could ever hope to be. When I use my Atari,
I use it because I like what it is. I don't need a new CPU or OS or video
chip or any of those other things that people talk about but which would
fundamentally alter what my computer IS.

-Joe
--
_____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1407. Re: 1050 Disk Drive Problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-21 00:00:00 UTC
From: mstatz@cei.net
Message-ID: <3uobvb$ftu@ren.cei.net>
Source record: 89829

In <3ungvv$f90@psuvax1.cse.psu.edu>, heller@cerulean.crayola.cse.psu.edu (Andrew K Heller) writes:
> Are these the results from the 1050 Diagnostic program?
>If not, run the diags... if so...
>
> Karl

1050 Diagnostic Program?

If there is such an animal, where can I find it?

Statz
mstatz@cei.net

1408. Re: 1050 Disk Drive Problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-21 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3uovgn$ql6@navajo.gate.net>
Source record: 89830

In article <3ungvv$f90@psuvax1.cse.psu.edu>,
Andrew K Heller <heller@cerulean.crayola.cse.psu.edu> wrote:
> Are these the results from the 1050 Diagnostic program?
>If not, run the diags... if so...

No those are my results. I will have to run the diagnostic program, I got it
from Bruce Willard the other day.

> does the stepper step when trying to write to a disk that has been
>formated?

When reading the stepper motor does work as expected. It actually reads
and boots fine, but when trying to write it doesn't.

--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

1409. Re: Rich Gore, where are you?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-21 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <p-JBwf8.ransom22@delphi.com>
Source record: 89831

Joe Walsh <ransom22@delphi.com> writes:

>If anyone has the e-mail address of R. Gore, please post it here.

Bob Wooley got Rich Gore's address for me. So, no need to post
it here.

-Jo
--

_____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1410. WTB: Atari 800 Hardware/Programming stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-21 00:00:00 UTC
From: rstand@mail.utexas.edu
Message-ID: <3umrnh$bru@geraldo.cc.utexas.edu>
Source record: 89832

I'm looking for the following:

Hardware
========
Atari Disk Drive
Atari Printer

Software
========
Atari Microsoft BASIC
Atari Assembler w/docs
Atari Macro Assembler w/docs

I'm new to the Atari 800, and I want to learn how to program for it in
Assembler.

So if you have any of the above, email me your prices!!!

Robert

--- Robert Standefer **rstand@mail.utexas.edu** ---
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--- Signature idea borrowed from Intensity ---

1411. 8-bit auction ends 7/22/95

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-21 00:00:00 UTC
From: tsmcsys@ix.netcom.com
Message-ID: <3umrgg$pup@ixnews7.ix.netcom.com>
Source record: 89833

LAST CHANCE! Auction ends FRIDAY.......
Get your bids in today!

ATARI 8 bit auction!
Cleaning house, ALL 8-bit stuff going. Make a bid, you pay
shipping. All products AS IS! True description of item is listed!

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
DO NOT REPLY TO THIS NEWSGROUP!
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Send offers to:
tsmcsys@ix.netcom.com
OR
TMortimer@aol.com

Hardware:

2- Atari 800XL's 1 with Newell 256K and Omniview upgrade
Both DOA!
1- Atari 1050 Floppy disk drive & Spare belt
Worked last time XL was online.
1- Atari 1030 300 Baud modem (yeah, 300 baud!)
Worked last time XL was online
1- Taihaho Computer Cassette
Worked last time XL was online
1- Okimate 10 Color Printer w/ Atari interface
Works (self test on thermal paper, no ribbon)
1- Atari touch Tablet (no software)
????????
1- Atari Trackball
????????
1- Composite video monitor cable
(Atari Monitor jack to RCA type A/V plugs)

SOFTWARE- 5 1/4" floppy

Home Pak
WP, COMM, Home inventory
HACKER
game
Planetfall
game
The Neverending Story
game
The Eidolon

game
Bonus for high bidder
All shareware and DOS floppies I have Too much to list

SOFTWARE-8 Bit Cart.

Basic Computer Language
Star Raiders
Donkey Kong w/docs.
Centipede
Pac-Man
Missle Command
Popeye w/docs.

Best offer by 7/22/95 (12:01 am EDT) or whole batch goes into the
Trash
(6:00 am EDT 7/22/95). You pay shipping or pickup Central Florida.
Prefer
to keep software in lots, ie. disk and cartrage, but will separate.
Will
separate hardware due to shipping costs.

ONLY 5 DAYS LEFT! GET YOUR BIDS IN TODAY

Current high bids;
Hardware items $20/$10 separate items...
Software Cratridges $25

1412. Re: Vaguely Atari Related

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-21 00:00:00 UTC
From: Depeche <depeche@rtd.com>
Message-ID: <DC1nDu.73n@lcpd2.SanDiegoCA.ATTGIS.COM>
Source record: 89834

```
> In article <19950720152832MIS0160@MVS.UDEL.EDU> Roger Cole writes:
> Our local newspaper runs a cartoon titled "Dilbert". It's obvious that
> the cartoonist is very computer literate. Most of the plots revolve
> around programming. The cartoonist is named Scott Adams. Is this THE
> Scott Adams who had a lot of the early interactive fiction titles for
> the Atari 8bit?

See the Dilbert Webpage, http://www.unitedmedia.com/comics/dilbert/.

The answer is a resounding NO.

Dep
--------------------------------------------------------------------------
(My opinions are mine alone. I do not represent my employeers.)
--------------------------------------------------------------------------
```

1413. Re: 1050 Disk Drive Problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-21 00:00:00 UTC
From: heller@cerulean.crayola.cse.psu.edu
Message-ID: <3ungvv$f90@psuvax1.cse.psu.edu>
Source record: 89835

Bruce Willard (bwillard@mindspring.com) wrote:
: In article <3ukl7e$1g67@seminole.gate.net> cmwagner@news.gate.net (Chad Wagner) writes:
: >From: cmwagner@news.gate.net (Chad Wagner)
: >Subject: 1050 Disk Drive Problems
: >Date: 20 Jul 1995 00:14:38 -0400

: >Basically the drive doesn't want to write, here is what I tested and observed:

: >read head is ok.
: >write protect sensor is ok.
: >track 0 sensor is ok.
: >stepper motor is ok.
: >spindle motor is ok.
: >busy light is ok.

: >And here is what I observed when trying to format a disk:

: >spindle motor is on.
: >stepper motor is not stepping.

Are these the results from the 1050 Diagnostic program?
If not, run the diags... if so...

does the stepper step when trying to write to a disk that has been
formated?

I'll check my 1050 Service manual.

Karl

1414. Re: Polish assembler on xmission

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-21 00:00:00 UTC
From: heller@cerulean.crayola.cse.psu.edu
Message-ID: <3unh44$f90@psuvax1.cse.psu.edu>
Source record: 89836

Bill Marcum (bmarcum@iglou.iglou.com) wrote:
: There's a good assembler called kasm in the umich ftp archive. If you
: can't get onto umich, try
: ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit
: I tried mirrors.archive.umich.edu; first I got a site that only mirrored
: the Mac files, then even that was too busy to connect.

I always go in through amiga.archive.umich.edu never been busy for me
..and the only problem is that it doesnt "cd .." correctly.... always
takes you to the root of the mount. Unless they fixed it recently.
Also, you used to be able to pull all new uploads from there as well..
unless they fixed that recently.

Karl

1415. Help get my son online (so he'll write!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-21 00:00:00 UTC
From: dabell@wco.com
Message-ID: <dabell-2107951643500001@merc25.calon.com>
Source record: 89837

Our older son, a recent college graduate, lives on the other side of the country from us (we're in CA, he's in VA), and the only way we can possibly get him to write letters is to get him online. I know this because he used to write us regularly via his now-dead college account. He has a 1200XL and I can also give him either an 800XL or 120XE (or both! What the hell...). He also has a 1050 disc drive (and I can give him two more), a printer, and that's it. No modem presently, and, of course, no communications software.

Okay, here's the deal. I'm willing to get him outfitted, but I need some guidance. (This should be a little familiar to Bill Kendrick, as I originally discussed this with him.)

First, does it matter which of the three computers he uses? My recollection is that the 1200XL actually had a modem port, but I'm not sure. (Or was it the 130XE? Hmm.)

Second, can I buy just about any modem on the market and be confident that it will work, so long as I have the right cable? And what IS the right cable, by the way? RS-something or other, right?

Third, I've followed the discussions and downloaded the latest FAQ, which I have printed up and will send him, and get the impression that Flickerterm 80 is the comm software of choice, although I guess BobTerm and Ice-T have their partisans. Anyway, whichever I get, just *how* do I get it without already having the modem and software to download them? I can get it on my Mac, but then what? I don't recall any Mac emulators for the A-8. Can the software be obtained on disc? If so, how? Here in the house, we do have an Atari 8, a Mac PowerBook with an internal modem and an external modem which my younger son uses with his ST. Could some configuration of those end up with the comm software on a floppy?

Fourth, which online service is most A-8 friendly? It seems like I see more Delphi and Genie addresses than others (at least of the commercial services).

Fifth, are there any other pertinent questions I have failed to ask?

I am receptive to answers to any or all of the above via email or here. I hope to hear from someone. Assuming we get it together right, I expect you will soon have another member on this forum. (Although you'll also have one less, probably, that is, me.) Thanks for reading all this and contributing to the togetherness of a far-flung family (violin music swells in the background).

Alan

--

____
ALAN BELL 3768 Sonoma Avenue Santa Rosa, California 95405
===============<dabell@wco.com>=707-546-6988==============

1416. Re: ML Assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-21 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DC2C3o.Fq3@aston.ac.uk>
Source record: 89838

```
;There's also the _Complete_And_Essential_Map_ which, I've heard, isn't TOO
;much more than Mapping The XL rewritten.. of course, I think Mapping XL
;NEEDED to have been rewritten from the start! I mean, taking the old
;Mapping and simply adding the XL stuff (and corrections) to the END!?
;Tsk tsk..

Must disagree, Bill. I have this book and it's got some good info in it.
I recommend it.
```

1417. Re: Help get my son online (so he'll write!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-21 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199507220458.VAA06650@zippy.sonoma.edu>
Source record: 89839

(posted and e-mailed)

Alan! A few things:
(1) WHOA! You're in Santa Rosa! DID I KNOW THAT!? I'm in Novato!!!
(2) Heheh.. wco.com.. West Coast Online. I saw some "flyers" put up in
Rohnert Park by a very UNsatisfied customer. :) (It started with:
"Thinking of getting an Internet account? Then don't go to WCO!" :))

Now.. to answer your questions:

(1) None of the Atari's had built in modem ports. The 1400XL and 1450XLD
had built-in modems though (ooh, 300bps! :)). See #2:
(2) You can get just "any modem", but stick to a 14.4k or slower, since
we can't go any faster than 14.4k bps (and most modem interfaces
barely keep up with that, if at all! 9600 is usually the safest, most
trustable speed you can get with most less-expensive interfaces).
Oh.. you'll need an RS232 interface, like an Atari 850 or
ICD "P:R:Connection". Others, like Black Boxes and MIOs are also
hard drive interfaces and are much more expensive.
You might want to give him the 800XL too, to be safe.
(3a) Yes, FlickerTerm 80 is so far the fastest, but it flickers.
That might get annoying, or it might not. It has the advantage of:
again, speed; and a bit wider font than IceT or other 80col. terms.
But, IceT is great for 9600 so I've heard, doesn't flicker.
Both have their advantages over each other, but they seem to be
gradually turning into very similar programs.
BobTerm is becoming less and less useful, but is about the best
program to do file transfers with, unless you are forced to do Kermit
protocol (vs. Xmodem, Ymodem, etc. protocol) transfers. DON'T do
Kermit transfers unless you REALLY NEED TO! They're HIDEOUSLY slow!
Oh, the program for doing Kermit is called "Kermit" :).
(3b) Getting the files from the Mac to the Atari may prove difficult.
Find someone willing to mail (via post) a floppy disk with, say,
MyDOS 4.53 (DOS of choice for many) or SpartaDOS 3.2* (DOS of choice
for the other half) and all three or four terminal programs (INCLUDING
DOCUMENTS! or have them print the docs for you).
(4) Dunno which online service is the friendliest, but (for now >:^))
steer far from America Online and Prodigy, as they use graphical
interfaces which require special software- and they only provide
it for MS-Windows and Macintosh. <sigh!>
(5) I don't think so! Good luck! Oh - one thing, maybe we can get
together some time - there're a few other 8-bitters (some not as
active as others) up here: Ben Corr, the guy who made that Genlocker
(ALWAYS forget his name!!!), Cameron Tully-Smith, Carl Bevil, myself.

Again, good luck!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1418. Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-21 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <5PAioJ0.ransom22@delphi.com>
Source record: 89840

Thanks to James King's question of what each of our Atari systems consist of, I've gotten a better feel for what people use. Although many people included things NOT in their currently used system, many of the rest were much more than I'd expected.
You see, my system is very much "bare bones" in comparison to those. None of my hardware is modified. For the most part, I like it that way. The only thing I'd really like is a bit more RAM (at least enough to set up a RAM disk the size of a SS/SD floppy) so that I can compile my Mac/65 source code in RAM, greatly decreasing the amount of time that process takes. But, other than that, I have no use for the many upgrades spoken about. I really don't need a hard drive for my 8-bit; floppies work fine for me. I don't really care much for putting a second POKEY in there, nor for swapping out GTIA for something "better," nor for replacing the CPU with an more modern chip -- all of those things, to me, would make the machine no longer an Atari, but something else.
Yet, there is a yearning among my fellow 8-bit hobbiests for such upgrades. I don't denigrate such longings, they're just not for me. But, I do wonder why.
So, folks, why DO you want 1 MB of RAM in your Atari? Why do you want an 85816 CPU? Why do you want to put a different video chip in there? Perhaps more to the point -- in what way will the usefulness of your computer be increased by doing those things? What are you going to use that 3 MB RAM-Disk for? What about that new CPU? The video chip? The other upgrades?

Again, I do want to have 256K or so of RAM, because I see a need for itt, and by adding that memory I won't lose anything, yet I will gain a lot of utility -- once it is in there, I'll be able to do what I am doing now, only faster. So, I definitely see the need for some upgrades. Others, I don't understand. Please help me see what you all are getting (or hope to get) out of the upgrades you have done (or plan to do).

-Joe
--

---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1419. RS-232 for an 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-21 00:00:00 UTC
From: rory@iglou.com
Message-ID: <DC2xBD.9pB@iglou.com>
Source record: 89841

I'm interested in making my 800XL a terminal, by hooking it up with a serial connection to a PC runnning unix. Has anyone ever tried to do a setup like that? I've heard of it done on c-64's, but I'm wondering if 800XL's can also.

1420. Re: Richard Gore's E-Mail Address

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-21 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <x1EAox6.ransom22@delphi.com>
Source record: 89842

Ivan Mackintosh <ivan@rcp.co.uk> writes:

>Here's Richard Gore's e-mail:
>
>chmrig@leeds.ac.uk
>
>-
>Ivan

Thanks, Ivan.

-Joe
--
_____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1421. Re: 1050 Disk Drive Problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-21 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3up2e1$6pr@blackice.winternet.com>
Source record: 89843

> cmwagner@news.gate.net (Chad Wagner) writes:
> Basically the drive doesn't want to write, here is what I tested and observed:
>
> read head is ok.
> write protect sensor is ok.
> track 0 sensor is ok.
> stepper motor is ok.
> spindle motor is ok.
> busy light is ok.
>
> And here is what I observed when trying to format a disk:
>
>
>>>>
I'm trying to remember! Damn, sounds lilke a problem I saw
when the drive had a bad motor and 'Sucked' down the 12 V power.
The drive still turned only it was drawing too much current. Could also
happen if one of the 12 volt filter Caps. was going bad (open). Too
many possibilities.

Rich Mier

1422. Re: Question: SIO protocol, What's the answer?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-21 00:00:00 UTC
From: hans@macbeth.umd.edu
Message-ID: <3upi7n$srj@macbeth.umd.edu>
Source record: 89844

Dos 2.5 should not try to read sector 1024 from your disk unless it thinks
that you have an enhanced density (1040 sector) disk. It may have used
a status command ("S") to determine this.

Hans Breitenlohner
hans@umd5.umd.edu

1423. Re: Atari 8bit CDROM Player *is* possible

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-21 00:00:00 UTC
From: tom@rsip.lsu.edu
Message-ID: <3up1tq$m5r@monk.rsip.lsu.edu>
Source record: 89845

In article <3ufekm$22e8@navajo.gate.net>, cmwagner@news.gate.net (Chad Wagner) writes:
} In article <bwillard.19.002C776A@mindspring.com>,
} Bruce Willard <bwillard@mindspring.com> wrote:
} >Actually there are several formats for CD's, with ISO9660 being the PC
} >standard. For instance, some games come on disks that are readable by a Mac or
}
} ISO9660 is the industry standard, not the PC standard. Rockridge is also
} an extension to the ISO9660 standard (which seems to be designed around
} MS-DOS) which allows longer mixed-cased filenames for *IX type systems.

It is important to know that ISO 9660 file system structure and MS-DOS file system structures are not equal. ISO 9660 is limited in the depth of the directory tree and file names can only be 8+3 and use characters A-Z,_,0-9 whereas DOS allows more other characters in file names.

Rockridge is an extension/revision of the High Sierra format which is more the unix type file names (upper and lower case, not length limited). When you have a rockridge disk, it contains the unixy names along with iso9660 names so it can be read from a pc or a workstation (and a mac???)

--

Thomas Smailus Email: tom@rsip.lsu.edu Phone: (504) 388-5248
URL: http://www.rsip.lsu.edu/tom/tom.home.html

Any information in this message is my opinion and not assocaited in
any way with Louisiana State University or the Remote Sensing Lab.

1424. Re: Atari CD :...costs

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-21 00:00:00 UTC
From: tom@rsip.lsu.edu
Message-ID: <3up25d$m5r@monk.rsip.lsu.edu>
Source record: 89846

In article <s00b692d.063@wise.net>, JAMESK@mo.hba.com (James King) writes:
} Replying to Simon Brownlee regarding the cost of
} creating a CD.
}
} Geez! I should have kept this topic to myself. Not only
} do I get a handful of folks asking me to go into full
} professional production, but now I have this joker who
} thinks that 1) I'm getting ripped off or 2) I'm going to
} rip off others.
}
} Its going to cost ME $50.00 per CD or less depending
} if I do more than 5-10 CD's.
}
} I get charged something like $40 for the process and
} like $10 to extract the data from hard disk.
}
} -----------------------------------
} James King, jamesk@mo.hba.com
} -----------------------------------

The cost of a blank 74minute cd is around 9$ these days, and you only
need to set up once for makeing copies, so I think if someone does do this,
(I've been kicking around the idea), we could sell the disks for $25-30 to
cover the labor and system usage.

Thomas
--

Thomas Smailus Email: tom@rsip.lsu.edu Phone: (504) 388-5248
URL: http://www.rsip.lsu.edu/tom/tom.home.html

Any information in this message is my opinion and not assocaited in
any way with Louisiana State University or the Remote Sensing Lab.

1425. Re: ML Assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-21 00:00:00 UTC
From: buescher@shed.inel.gov
Message-ID: <BUESCHER.95Jul21121333@shed.inel.gov>
Source record: 89847

>>>>> "Chris" == Chris Lam <lamcw@aston.ac.uk> writes:
In article <DC2C3o.Fq3@aston.ac.uk> lamcw@aston.ac.uk (Chris Lam) writes:

Chris> ;There's also the _Complete_And_Essential_Map_ which, I've
Chris> heard, isn't TOO ;much more than Mapping The XL rewritten.. of
Chris> course, I think Mapping XL ;NEEDED to have been rewritten from
Chris> the start! I mean, taking the old ;Mapping and simply adding
Chris> the XL stuff (and corrections) to the END!? ;Tsk tsk..

Chris> Must disagree, Bill. I have this book and it's got some good
Chris> info in it. I recommend it.

Yeah. I think the structure of the XL/XE edition of Mapping the Atari is
actually pretty appropriate: it allows one book to cover pretty much all
the major implementations of the Atari 8-bit hardware and OS.

Brent

1426. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-21 00:00:00 UTC
From: buescher@shed.inel.gov
Message-ID: <BUESCHER.95Jul21140200@shed.inel.gov>
Source record: 89848

>>>>> "Joe" == Joe Walsh <ransom22@delphi.com> writes:
In article <5PAioJ0.ransom22@delphi.com> Joe Walsh <ransom22@delphi.com> writes:

Joe> None of my hardware is modified. For the most part, I like it
Joe> that way. The only thing I'd really like is a bit more RAM (at
Joe> least enough to set up a RAM disk the size of a SS/SD floppy) so
Joe> that I can compile my Mac/65 source code in RAM, greatly
Joe> decreasing the amount of time that process takes. But, other than
Joe> that, I have no use for the many upgrades spoken about. I really
Joe> don't need a hard drive for my 8-bit; floppies work fine for me.

A hard drive is very nice if you make the 8-bit your primary machine,
otherwise it is somewhat superfluous. In retrospect I would have bought a
floppy board instead so I could use contemporary high density ibm-style
3.5" disks with my atari which would be of much more utility to me at this
point than 150 megs of mass storage... Anybody wanna swap me a floppy
board for a 150 meg SCSI drive? I will say, however, that I'd take the
Black Box over SIO2PC any day, though I'm not sure if it's worth the added
expense--- if anyone wants to make me a decent offer on my Black Box & hard
drive system, I'd be glad to see it in the hands of someone who could make
real use of it.

Joe> Yet, there is a yearning among my fellow 8-bit hobbiests for such
Joe> upgrades. I don't denigrate such longings, they're just not for
Joe> me. But, I do wonder why. So, folks, why DO you want 1 MB of RAM
Joe> in your Atari? Why do you want an 85816 CPU? Why do you want to
Joe> put a different video chip in there? Perhaps more to the point --
Joe> in what way will the usefulness of your computer be increased by
Joe> doing those things? What are you going to use that 3 MB RAM-Disk
Joe> for? What about that new CPU? The video chip? The other
Joe> upgrades?

I'm not sure why people want a 65816 except that it is a neat hack. For
those who program a lot in assembly, it's probably really cool to have all
those new opcodes. The motivation for the stereo upgrade is similar. Also
some european demos and music software use the stereo upgrade.

The reason for the PAL modification is to be able to run European software
and demos that expect the vertical blank to be at 50hz. It's not really an
"upgrade".

The Super-Video upgrade, on the other hand, simply fixes a lot of ugly
PROBLEMS with the video amplifiers on XL and XE machines. If you use a
monitor with an XL or XE it is a "must-do". You don't know what you're
missing! There's also a little audio fix for XLs and XEs that Ben Poehland
published in Atari Classics that a lot of people have done. You might

prefer to think of these "upgrades" as "fixes" since they don't add any new "features".

And as for talk of 80-column boards, those who use an 8-bit as their primary machine would probably prefer a fast 80-column display on their 8-bit for telecommunications and text editing than to switch to another computer for those tasks.

If you can see the rationale for a 256K - 64K = 192K RAMdisk what is so difficult to understand about someone wanting or needing a bigger one?

Let's see, what other upgrades are there? If you've ever used a floppy drive modified for ultraspeed sector skewing, you don't want to go back to stock, trust me. And the old US doubler was pretty inexpensive. The US+ OS from CSS is supposed to be very nice since it puts RAMdisk support and ultraspeed floppy support in the OS so it's transparent to the user and so that these features can be used with software that doesn't work with SpartaDOS which is the only "stock" DOS that supports ultraspeed (I think there's a patch for MYDOS, but I don't have it). The Mars-8 when it comes will put common, handy stuff like a real-time clock, SpartaDOS X, and the old OSS languages (with some bug fixes, I've heard) all one board, built in. I think the utility or at least added convenience of those is pretty obvious.

I think what you don't understand is that there really are people who still use their 8-bit as their primary machine. I don't anymore, but I love taking a soldering iron to my machines and fiddling around. I would agree with you that I don't see much need for a hard drive or an '816 or an 80-column adapter for someone like me or you, but things like floppy upgrades, video fixes, OS upgrades, smaller RAM upgrades (at the very LEAST for 130XE compatibility so you don't have to have a junky XE around to run "130XE-only" stuff) seem pretty essential to the contemporary 8-bitter...

Brent

1427. 600XL trigger weirdness...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-21 00:00:00 UTC
From: buescher@shed.inel.gov
Message-ID: <BUESCHER.95Jul21175846@shed.inel.gov>
Source record: 89849

Thanks Ben for the instructions on upgrading my 600XL. It works great! With the monitor jack restored (Super Video) it makes a really neat little system!

There is one strange thing. Out of everything I tested with it, one game--- Final Fight on cartridge (one of the XEGS releases, I think)--- flakes out. It registers a lot of false triggerings of the joystick trigger. I couldn't test it on another 600XL since it requires more than 16K of memory, but I tested it on an 800XL and an 800 and it works fine. I swapped out every single chip on the 600XL motherboard to no avail. Final Fight is the ONLY program I've found that does this--- EVERYTHING else seems fine. The memory tests out fine with the self test routine in ROM. Does anybody have any clue what the problem could be? Is there some flakiness in the 600XL's joystick inputs?

This is hardly critical. I don't really like Final Fight, I just happen to have picked it up at a thrift store and had it on hand to test the machine with.

Brent

1428. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-22 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142529@cup.portal.com>
Source record: 89756

Joe, in the modified system vein & why. I have a tendancy to keep all my source code on a single disk. This is mostly because I use Action! as my language of choice. As a matter of style, I prefer to have things like alternate character sets included in the progam as byte arrays rather then loaded from disk. Takes more then a few bytes to do it this way, ditto for things like graphic 15 screens, they bloat to 30k. Couple of character sets, a MicroIllustrator byte array or two, Action! run time package & a dozen versions of my program, next thing you know I'd be getting a little short of disk space & a 64k ram disk with DUP.SYS on it wouldn't cut it for compiling from ramdisk. I have a MAC65 cart, but I don't use it that much. When I first got MAC65 I thought I was going to define a ton of macros, but never got around to it. I imagine if I did define a bunch of macros it wouldn't be as bloated as Action source, but then as far as I can tell nobody really uses the macro cabability of MAC65 to it's fullest. If I spent more time in MAC then Action I probably wouldn't need the extra features, but I don't think I'll go back for anything but writing small code blocks for use in Action or Basic. Since I don't use MAC that much, I absoultely need a monitor/debug type program ergo Omnimon.
I wish I could remember the name of the guy who wrote Caverns of Kafka, Brian Bonito maybe? Anyway I read he developed it on something like an Atari 400 with a cassette! There's a strong correlation between big systems and things like great bbs's, power applications, etcetera, but I don't think there is one between a pumped system & a great user/programmer.
I think I have my Atari collection under control now, something like 5 800XLs, only two are stock, a 130XE, an 800, 4 1050's one US Doubled, old two board 810 serial number around 1000, ATR8000 with [1-5.25" 360k, 1-3.5" 720k, 5.25" Teac switchable between 720 & 360k, one Mitsubishi 5.25" 720k] & my pet favorite, 1200xl with two OS & 256k. But I'd readily admit, except for maybe the 1200xl, a US Doubler, & my SIO2PC cable, everything is surplus over what I really need. Surplus or not, I'm not giving this stuff away just yet, but if anything it takes creative time away from me since I and anyone else with this much junk spends more time maintaining it then using it!
Rick

1429. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-22 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142530@cup.portal.com>
Source record: 89757

JH; Just an opinion, but I think what is really needed is a streamlined language for the big two platforms. I'm guilty of this myself, wrote a basic in C, but what seems to be happening is compiler writers are writing compilers in C for programers writing applications in C. This redundancy of bloating is sick. I always love it when mags like DDJ compile the "Hello World" message or some other trivial program & report the size of the finished code. I think the bigest I saw was something like 30k for a Prolog but don't quote me on that.
Rick

1430. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-22 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <142533@cup.portal.com>
Source record: 89758

> So, folks, why DO you want 1 MB of RAM in your Atari? Why do you want
>an 85816 CPU? Why do you want to put a different video chip in there?
> Perhaps more to the point -- in what way will the usefulness of your
>computer be increased by doing those things? What are you going to use
>that 3 MB RAM-Disk for? What about that new CPU? The video chip? The
>other upgrades?

I think there are at least two major categories of users here. Some users still do productivity work on their Atari's, and thus increased capabilities will result in increased productivity. The second group of of users just enjoys playing with the machine and doing things mostly for the enjoyment of doing them -- as opposed to really needing the results of the operation. I basically straddle both of these definitions. That being said, I think most of the proposed upgrades are useful, and don't remove anything from the design I love so much. I wouldn't draw the line until something _replaced_ an existing element of the machine, instead of _adding_ to it. For example, adding a new video chip that gives additional modes I would consider a good thing, whereas I would have no interest in pulling the ANTIC chip out of the machine and replacing it with something else -- no matter how neat it was. Along these lines, I wouldn't have any interest in this newly proposed OS that isn't compatible with existing programs. (For the record, I will be willing to port, or help port MAE to a new environment, because I feel it would be important).

Anyway, to specifically address the various upgrade ideas:

New CPU-
Most of my 8-bit time is spent programming, and the 816 is an extremely cool chip. It increases both productivity and enjoyment of programming for me, and even opens up some new tricks for the Atari hardware. (Things like pointing the Direct page into the hardware registers. GED will get 25% or so more colors as a result.) It can also double the speed of existing applications, and it's hard to see this as anything but a benefit. I'd never want to replace the CPU with a 68000 or anything else, but the 65816 is fully upward compatible, with the exception of code which used undocumented opcode quirks of the 6502.

Video Chip-
40 column video is really limiting for a lot of applications. Anything that provides a nice 80 column screen, with hooks into E: so that existing software can use it, (some software will need upgrades), helps out those applications. It would be great for dual-screen debugging also. (Run the debugger on the video chip, while watching your program on the ANTIC screen. I used to use the Austin-80 card for this). For the users that don't have other machines, I'm sure many would welcome a

256+ color mode in decent resolution for viewing graphics.

RAM-
Well, it seems like I've never really needed this. I could put multi-megabytes of liner RAM on my 816 machine, but I have only 32K of upper memory currently. I also have only 128K of base memory, like a stock 130XE, and don't think that I have ever run out.

Hard Drive-
I consider the reliability, convenience, and safety of the data significantly more important than the increased speed, but even on the speed issue, well... you can pry my HD from my cold, dead fingers.

John Harris - jharris@cup.portal.com

1431. Re: ML Assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-22 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3urhfq$s3a@nic-nac.CSU.net>
Source record: 89759

Chris - by no means was I saying it's completely a rip-off of Mapping XL..
(but even if it WAS, I want it! :)). I was saying that I've heard that
a lot of it was (hence my "tsk tsk") but that Mapping XL NEEDED to be
rewritten because the format they put it in (Mapping + fixes + XL stuff)
was REALLY sad, IMO...

Now.. we need to tell those Complete&Essential guys to rewrite THEIR
book to "support" the Sweet16! :) :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1432. Re: ML Assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-22 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3urhmk$sa1@nic-nac.CSU.net>
Source record: 89760

Michael, in case you didn't know (but I'm sure you did.. maybe I just like pointing this out to everyone, JUST IN CASE someone missed it the other 100s of times myself and others blathered on about this)...

The Sweet16 has 16-bit registers (X,Y,A) as well as a "B" register (not supported as an addressing mode, you must use a "transfer-A-B" instruction.. but still.. an extra register! :))

Page 0 can be relocated :)

Page 1 (stack) can be relocated :)

Page 1 (stack) can be 64K ($10000) long, not just 1 page! ($100) :) :) :)

Cool, huh? :)

I told a Polish guy I was talking to (from the "Tight" group) about the S16 and he WANTS ONE (kept changing the topic of #atari8 in IRC to "I want S16!" :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1433. Re: Two bits

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-22 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.35.000A736B@mindspring.com>
Source record: 89761

In article <Pine.3.89.9507221039.D4909-0100000@oeonline.oeonline.com>
ejeid@oeonline.oeonline.com (Erik J Eid) writes:
>From: ejeid@oeonline.oeonline.com (Erik J Eid)
>Subject: Two bits
>Date: 22 Jul 1995 10:05:44 -0500

>2) I recently checked alt.games.video.classic (I think) and saw
>references to a VCS/2600 emulator. I know this may not be quite the
>place to ask (though I figure fans of the 8-bits are probably fans of the
>VCS), but is this a rumor or reality? The messages had expired, so all I
>got to see were subject lines...

The VCS emulator is out there. It's made by Activision and is called Atari
2600 Action Pack. My understanding is that although it comes with 15
Activision games, any 2600 cart will work if you can transfer the code from
the cart to a file. It doe not work well with Windows 95 ot NT, just 3.1.
I bought it and when I opened the package, it said it was only for Win3.1, and
not supported for Win95 or NT. I tried it with Win95 and they were right. It
runs once, and then you can't access the game again. If you have Win3.1, Sam's
has it on CD for $14.00.

Bruce Willard
bwillard@mindspring.com

1434. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-22 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.36.000ED4A7@mindspring.com>
Source record: 89762

In article <142529@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:
>From: Rick_Michael_Cortese@cup.portal.com
>Subject: Re: Modifying Atari 8-bit Systems
>Date: 22 Jul 1995 10:20:04 -0700

>I wish I could remember the name of the guy who wrote Caverns of Kafka,
>Brian Bonito maybe? Anyway I read he developed it on something like an
>Atari 400 with a cassette!

I first started assembly with a 400, 410, and asm/ed. Nothing more fun
than assembling to casette! As a matter of fact, most of the programs I wrote
using the 410. When I got a 1050, I spent more time playing all the games I
couldn't use before.

Bruce Willard
bwillard@mindspring.com

1435. Re: 4P"%8)502!2%4@"

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-22 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3urok6$3gk@nic-nac.CSU.net>
Source record: 89763

```
(1) Nice title
(2) What the HELL does this have to do with Atari8 computers?

Dumbass

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
```

1436. Re: Describe your Atari setup!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-22 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3upv3h$o3b@nic-nac.CSU.net>
Source record: 89764

James King called one of his computers "576K XE"

I think the Atari name for that would be something like the "580 XE" :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1437. Atari to PC with myutil

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-22 00:00:00 UTC
From: twheeler@indirect.com
Message-ID: <3uqbtc$i8u@globe.indirect.com>
Source record: 89765

Hi
My father has used an Atari 800 for years and now wants to also use a ibm
he has some text files he wants to use on both machines I am going to visit
in a few weeks and was going to help the FAQ says to use util so I got the
file but there is no doc with it where are they available?

TIA

Tim

1438. Antic/Analog archives

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-22 00:00:00 UTC
From: ejeid@oeonline.oeonline.com
Message-ID: <Pine.3.89.9507221044.C4909-0100000@oeonline.oeonline.com>
Source record: 89766

From: CALLUM.LERWICK@f47.n282.z1.fidonet.org (CALLUM LERWICK)

> I heard there is an FTP site with a bunch of Antic cover disks. Anyone
> know more? (then I wouldn't have to type them all...) Also: is there a
> STart archive too?

The ClarkNet Archive has about five years' worth of Antic and Analog
monthly disks. FTP to ftp.clark.net and go to the /pub/atari/antic and
/pub/atari/analog directories.

I don't know about a STart archive...

/*----------+------------------------+--------------------*/
/* Erik Eid | Albion College Graduate | Computational Math */
/*----------+--------------------+---+--------------------*/
/* EJEID@OEONLINE.COM (primary) | EEID@ALPHA.ALBION.EDU */
/*------------------------------+-----------------------*/

1439. Two bits

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-22 00:00:00 UTC
From: ejeid@oeonline.oeonline.com
Message-ID: <Pine.3.89.9507221039.D4909-0100000@oeonline.oeonline.com>
Source record: 89767

1) I remember many years ago seeing a presumably pirated version of Super Pac-Man (the one where Pac-Man eats fruits behind doors that unlock with eaten keys) for the 8-bit. Was it ever actually released? Does anyone know of any existing copies out there?

2) I recently checked alt.games.video.classic (I think) and saw references to a VCS/2600 emulator. I know this may not be quite the place to ask (though I figure fans of the 8-bits are probably fans of the VCS), but is this a rumor or reality? The messages had expired, so all I got to see were subject lines...

Tanx!

```
/*----------+------------------------+--------------------*/
/* Erik Eid | Albion College Graduate | Computational Math */
/*----------+---------------------+---+--------------------*/
/* EJEID@OEONLINE.COM (primary) | EEID@ALPHA.ALBION.EDU */
/*------------------------------+-----------------------*/
```

1440. Amiga to Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-22 00:00:00 UTC
From: u9217375@muss.cis.McMaster.CA
Message-ID: <3ur7kn$ljm@muss.CIS.McMaster.CA>
Source record: 89768

Does anybody have a program that lets me send files from my amiga to the atari through a cable? I have such thing for my c64 and its great for cross-assembling, And I would also like to do the same with the atari..

specs of the c64 version: Small program at $033c waiting for a program file and I modified it to jump to the start address of the program I am sending!

Is there such a thing for the atari?!

Please Help!

1441. Re: Idea to reduce blue in CV!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-22 00:00:00 UTC
From: potter@escmail.orl.mmc.com
Message-ID: <3uruaa$se7@theopolis.orl.mmc.com>
Source record: 89769

In article <3ubtbu$qqk@news.scruz.net>, toastman@armory.com (Burnt Toast Man) writes:
|> Now, Colorview currently displays a 4096-color pic by cycling
|> through three Gr9 screens: one red gr9, one green gr9, and
|> one big old blurry blue gr9. ack.
|>
|> I'm thinking... who says the blue one has to be gr9? If it
|> were a gr8, you could make the border TOTALLY black, and make
|> only the remaining 8 colors blue. I know that will reduce the
|> amount of colors to a lousy 2304, but that's enough. In fact,
|> the documentation to a JPEG viewer I have says that the human
|> eye can distinguish less differences in blue than any other
|> wavelength, so this works out rather nicely.

The 4096 colors is 16 x 16 x 16. Replacing the blue screen with a GR.8
would reduce that to 16 x 16 x 2 or 512. The border would still be a sick
red/green mix. The underlying problem with GR.9 is that no color (save
white) goes entirely to black when the luminance is 0. With hardware
mods this might be possible...

What you read in the JPEG docs is correct to some degree. When I've tried
reducing the number of bits representing blue elsewhere, it has not always
performed as good as I had hoped.

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

1442. Re: JView/CSView: Lose the blues idea!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-22 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <142557@cup.portal.com>
Source record: 89770

Burnt Toast Man,

Your original post said Gr.8, instead of Gr.10, and that confusion may have added to the cause for the limited response.

Otherwise, my guess would be that the loss of blue shading ability would be noticable, and that the red and green screens would still tint the areas that are supposed to be black. It would just be brownish instead of blueish. (Would be darker and closer to black though). I think the only significant benefits might be to pics with large dark areas, or as an overall increase in contrast. I'd still like to see it done though, and just maybe the results would be really nice.

As you say, it should cost very few bytes to have this mode as a selectable option.

John Harris - jharris@cup.portal.com

1443. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-22 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3upthk$igg@lastactionhero.rs.itd.umich.edu>
Source record: 89771
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw------- lenn 10710 Jul 16 11:24 ./8bit/Utilities/col80.arc
-rw-rw-rw- 32766 286 Jul 21 04:12 ./8bit/Languages/mae96.txt
-rw-rw-rw- 32766 67442 Jul 21 04:05 ./8bit/Languages/MAE96.ARC
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

1444. Atari 800 with carts forsale

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-22 00:00:00 UTC
From: jap10@po.CWRU.Edu
Message-ID: <3ur6qe$bcb@usenet.INS.CWRU.Edu>
Source record: 89850
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

I have a working Atari 800 computer which I would like to sell. It
includes the
built in video cable, power supply, two joystiks and the progam recorder
(untested program recorder).

The following cartridges are included:
Missile Command CXL4012
Defender CXL4025
Qix CXL4027
Basic Computing Language CXL4002
Star Raiders CXL4011
Q*bert Parker Brothers
Atari Lab Starter Set with Light Module cartridge AED80014, box and some parts

Also included are some untested tapes: 1Blank Tape, Scram CX4123, and
Federation from AIM software.

Price: $30 + shipping

e-mail: jap10@po.cwru.edu
--
Joe
jap10@po.cwru.edu

1445. Re: Interested in NEW ATARI 8-bit OS?y

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-22 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3upvi4$ogh@nic-nac.CSU.net>
Source record: 89851

Brent- I agree with a high level language to support this.. but one problem is not everyone likes to stick to high level languages - or any particular high level language...

But, an Action!-ish language and a simple assembler (or a version of MAE_95?!) would be very very nice - of course with all of the support built in....

ahh... but doing it that way would be the downfall of the thing UNLESS EVERYONE who wrote a program for it supplied the source code... what if we wanted to upgrade or change the way things work??? Recompiling would have to take place once the compilers and assemblers have been updated. <sigh!> And what if you accidentally ran a program compiled under WHATEVER v.0.1 but your system is currently executing managers and other software running WHATEVER v.0.2 !?!? Opps!! :(

Sooooo... we SHOULD do it like Diamond GOS did it.. but of course, cart. is out of the question, otherwise the userbase would be TINY! :) (D'oh!) And... if we were to make a good, powerful OS, we'd need to use banked or large linear (65816) RAM to do it... 64K is cramped - esp. with task swapping (and lets try not to do it the dangerous way like we do now, with SnapShot (although SnapShot IS cool! :)))

Soooo... it should be a Sweet16 program, unless people can really stand 6502 with banked. (I don't really think I can.. but of course, I'm getting a Sweet16 :) :))

Anyway.. I'm babbling now..sorry.. kinda tired.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1446. Re: RS-232 for an 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-22 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3upvkh$oh5@nic-nac.CSU.net>
Source record: 89852

Errr.... you could do NULL modem, maybe. Get an R: (RS232) interface like
the Atari 850 or P:R:Connection.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1447. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-22 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <3uq43b$nul@news1.halcyon.com>
Source record: 89853

Joe Walsh <ransom22@delphi.com> wrote:
> You see, my system is very much "bare bones" in comparison to those.
>None of my hardware is modified. For the most part, I like it that way.

Same here. I did the mere trifle of an audio upgrade (one capacitor) because I hadn't done any wire-clippers and soldering iron kinda stuff in a while and thought it would be fun. The 65816 holds some interest because I programmed it at my day job for a while. Otherwise, I don't have a need.

There's also the peculiar way that needs expand as computer capabilities do. I never had any problems with memory on my 800, though sometimes I wish I had a modest RAMdisk so assemblies would be faster. 48K used to feel limitless and it still does. Now I'm trying to squish a Macintosh program to make it run in 8 megabytes. People just casually throw about phrases like "800 meg hard drive" and "16 megs of RAM"--which is ridiculous IMO--and yet these vast spaces feel tighter than 48K. The huge specs don't seem to satisfy anyone; they're never enough. I just saw a columnist ragging on the just-out-the-door Power Macintosh 9500 for being too slow (i.e. only 15% faster than a same clock speed unreleased P6). Good grief.

James Hague
junkster@halcyon.com

1448. please id atari chip set

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-22 00:00:00 UTC
From: dwjurkat@rodan.syr.edu
Message-ID: <3uptsi$bps@newstand.syr.edu>
Source record: 89854

I bought an Atari chip set and would like to know which chip is which.

C014805-22

C012294B-01

C014795

C012296D-01

C014806-12

They should be the 6502, PIA, GTIA, ANTIC, and POKEY.

Also if anyone knows what are the standard "Number-Names", as given
in the data books. I'd like to see the data sheets for them.
Thanks, dj.

1449. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-22 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3ur4jr$29s@news.xmission.com>
Source record: 89855

Joe Walsh (ransom22@delphi.com) wrote:
: Thanks to James King's question of what each of our Atari systems
: consist of, I've gotten a better feel for what people use. Although many
: people included things NOT in their currently used system, many of the
: rest were much more than I'd expected.

For me personally, I needed the extra RAM, 800megs hard disk space to run
a decent 8bit Atari BBS.

I not only wanted extra speed from the ramdisk (most programs loaded FROM
RAM), but wanted a ton of storage for "ARCHIVING" all of my beloved 8bit
software. <oops, hope M. Current doesnt send the software police after me
for archiving my own disks onto hard disk>

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1450. Task Swapping for this OS discussion

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199507232140.OAA17570@zippy.sonoma.edu>
Source record: 89656

For folks interested in task swapping, here is some stuff I came up with
a few months ago for the ADOS project. The URL to this document is:

http://zippy.sonoma.edu/~kendrick/nbs/tasklaws.html

accessible from the (small) ADOS page:

http://zippy.sonoma.edu/~kendrick/nbs/ados.html

Here is the document (tasklaws.html) as shown my Lynx web browser:

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

--snip--
TASK SWAPPING LAWS

These are the "laws" as I describe them to which a task-swapping
GUI-style environment should obey.

These laws are based on the Macintosh System 7 environment and will
hopefully be used in ADOS or K-OS for the Atari 8-bit platform (or
Atari Sweet-16-based machines).

Terms:

The terms and acronyms used in the law descriptions are as follows:

* CLI: Command Line Interface
An environment where the user tells the interface to execute
programs by giving it their name (and location) and the parameter
list to send to the program.
Examples:
+ MS-DOS
+ Unix
+ SpartaDOS
* GUI: Graphical User Interface
An environment using bitmap- or text-based graphics, usually
using:
+ Windows
+ Icons
+ A pointer (usually mouse-driven)
+ Menu-bars

* OS: Operating System
A set of routines which are installed in hardware (ROM) or loaded
at boot-up (stored on disk and transferred to RAM).
* F-Man: File manager
A program which presents the user with some sort of access to
his/her files and applications. In a GUI, this would of course be
a windowed system.
Examples:
+ MS Windows 3.1 Program Manager
+ MS Windows 3.1 File Manager
+ Macintosh Finder
* E-Man: Environment manager (or "shell")
A program or OS routine(s) which bridges the space between the
user interface (CLI, GUI, etc.) and the programs.
The E-Man would place commands and parameters in a list and then
jump to or execute a program. The program would then act
accordingly.
Examples:
+ MS Windows 3.1 File Manager: File types (depending on thier
extender (.TXT, .GIF, .WAV, etc.)) would be associated to
certain programs (Text Editor, Graphic Viewer, Sound Player,
etc.). When the user tells File Manager to open a file, it
would launch the application and tell it to open that
specified file.
+ Finder: (Acts the same as Windows 3.1 File Manager except it
determines type and associated program as "resource" data and
is almost never determined by the user.)
+ Unix: Unix converts (variables, wild-carded file lists, etc.)
the command and parameters and executes it.

Opening an Application

In a GUI F-man or P-man, this would be double-clicking the
application.

This can also be performed from within other non-F-man applications. A
C-compiler might have other "external" programs it uses such as
editors, linkers, etc.

IF THE APPLICATION IS ALREADY "RUNNING"

Simply jump into it

IF THE APPLICATION ISN'T "RUNNING"
1. Load it into memory
2. Jump into it
3. Tell it to do its installation routine
4. And tell it to do its default load-up action (ask the user to open
an existing file; create a new file; do nothing; etc.)

Opening a File(s)

In a GUI F-man, this would be either double-clicking the file(s) or "dropping" the files into the application.

Non F-man and P-man programs can also perform the task of loading other applications.

For example, a World Wide Web browser can jump into a text processor to view HTML source files or into an MPEG player to play MPEG animations.

IF THE FILE'S APPLICATION IS UNKNOWN (N/A IF "DROP" IS PERFORMED)

Report an error or prompt the user for an application to process the file with

IF THE FILE'S APPLICATION IS LOADED OR NOT LOADED
1. Load or jump to the application
2. Tell the application to open the file(s)

Special Case: Direct Returning from an Application

A good F-man should be able to process multiple files at once. For example, the user can select a half dozen text files, double click the whole lot, and the associated application (hopefully a text editor) would load up all of the files.

Another example is say 3 text files and 3 graphics files are selected and then "opened" (double clicked). The F-man would load the text editor, tell it to load the text files and also tell it to return to the F-man (or E-man, assuming the F-man would be piping a batch of commands to the E-man; E-man is useful for smaller machines because the F-man would be a large, complex program, and the E-man would simply be the actual program launching routines, without the user interface). Once the F-man has been reloaded or jumped back into, it would then load the graphic viewer, tell it to load the graphics files, and either stay in the graphic viewer, or return to the F-man or E-man and it would choose which application to load.

EXIT (OR RETURN)

Along with other basic commands such as launch, do nothing, and open files, this would be another option which would return to the previous system level (E-man or F-man (see above)).

Special Case: Auto-quitting an Application

A good F-man should also support a "shut down" feature for quickly exiting from all applications (properly) and quitting the F-man (either back to the lower level environment (DOS for example) or allowing for powering down).

It's also useful for the F-man to be able to see what programs are idle (without open windows or files) and let you quit them when you try to open a new application but are lacking the memory to do so.

QUIT

The program will simply act as if you selected it's own "Quit"
command; prompting you to save open files (if any), if you're sure you
want to quit, and closing up support files (preferences, data files,
etc.).

Last updated: March 9, 1995.
Comments, questions, suggestions? E-mail me!

--snip--

Oooh.. as you can see, it's been a while since I touched this work..
Rereading it was a nice refresher for me. :) I still agree with everything.
Sorry for some of my sentence structure, esp. those who aren't that great
at English.

As it says above :) e-mail me (or simply follow-up to this post) if
you have any questions or comments!

-bill! (again)
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1451. Task swapping note...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3uugs0$app@nic-nac.CSU.net>
Source record: 89657

BTW, I did do some simple task swapping stuff in TurboBASIC XL to simulate and test some of how task swapping could be acomplished using a RAMdisk..

I think with 65816's "big ram" capabilities, use of a RAMdisk (or HD) would only be needed for "virtual memory" - ie, when people want to run more stuff than they can fit in their Sweet16'd XL, or if their Sweet16'd XL doesn't have a Sweet16-compatible RAM upgrade.

I believe one example was done mainly with a CLI-type interface, and the other with a very braindead pull-down-menu interface (which was more limited than the first test when it came to what it could do!.. the first test included an editor! :) you could 'shell' out of it and it'd auto-matically save your text file and then reload it when you returned to the editor (which in itself needed to be reloaded from a "VRAM" directory on the RAMdisk ;))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1452. Help: Need name of old Atari game

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: J LeBeau <jlebeau@dnai.com>
Message-ID: <3ute6r$hp5@hilbert.dnai.com>
Source record: 89658

Help. Need name of old Atari game circa 1984-85. It ran on my old Atari 800. I think it may have been from Broderbund, but I'm not sure.

Here's what I remember:

1) It had excellent (for the time) graphics and animation.
2) It was a climbing type of game with 4 or 5 "levels" per screen.
3) It had animated cartoons between screens.
4) Your character was a little bug-eyed creature that would walk left or right and climb up and down ladders (or elevators?).
5) The "bad guys" would throw these slow moving swords, knives, and spinning weapons at you; your job was to duck under or jump over these while climbing up to higher levels.

Vague, I know? But that's all I can remember. Any thoughts? Like I said, very nice graphics, slow moving action, very hard to get past more than three or four screens.

Please help with any thoughts.

jlebeau@dnai.com

1453. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: junkster@chinook.halcyon.com
Message-ID: <3uufp7$4gi@news1.halcyon.com>
Source record: 89659

Glenn Saunders <krishna@primenet.com> wrote:
>
>There is probably more of a chance that there
>could be new and GOOD software for the Atari with a new OS and C compiler
>than just using the old or patched OS with the 65816 and having to write
>stuff from scratch.

This is silly. Not much of an operating system is needed for the 8-bit machines, certainly not something in the UNIX or OS/2 sense. Much too complex and unnecessary, IMO. And both Action! and 6502 assembly are simple and clean languages; once again, C is too complex of a solution.

I think the reason there isn't much good software being released for the 8-bit machines is simply because no one is writing any.

James Hague
junkster@halcyon.com

1454. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: junkster@chinook.halcyon.com
Message-ID: <3uug58$4q8@news1.halcyon.com>
Source record: 89660

Glenn Saunders <krishna@primenet.com> wrote:
>
>A good OS should have the following:
>
>At least a cooperative multitasker, preferably preemptive with priorities
>Interprocess communications language
>The ability to support ANSI C
>New graphics API to support things like autoscrolling larger images,

Bleah. In spirit, this sounds like the ravings of a circa-1979 mainframe zealot about how useless those new Atari and Apple computers are. Just change your fourth item to "JCL support."

James Hague
junkster@halcyon.com

1455. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <RvKAxcR.ransom22@delphi.com>
Source record: 89661

Michael Ellis <michael@anest4.anest.ufl.edu> writes:

>I think you have a valid sentiment, there -- nobody wants to change the
>essence of the Atari 8-bit. In fact, I am merely looking to enhance it.
>It is for this reason that I would use the Atari's built-in ROM to
>accomplish device-independeent I/O, etc. The new OS would be completely
>disk-based (no hardware modifications whatsoever), so running your old
>software is a simple matter of NOT loading the OS.

Okay, I understand that now. :) But, what utility will a person
get out of such a new OS? Is there going to be enough software avaiable
to justify purchasing (assuming it is not freeware) and learning a new
OS?

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1456. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199507240243.TAA20224@zippy.sonoma.edu>
Source record: 89662

Joe-

If I had the ability to make a new OS as described by what the ADOS team feels would be a good OS or utility/resource package (ie, routines that ADOS-specific programs would use- a la MS Windows 3.1) >I< would make it free!

Also, the learning would not be how to use the OS, unless you were to program apps. for it (and btw, I feel apps. should be easily programmed in a high level language- esp. since that's easier to understand, upgrade and alter) (also, I think the OS might due well to be made in a high-level language, but one with low overhead.. Action! or some new, not-yet-existant language).

AND - the interface the OS presents (and the programs use) should NOT ONLY be SIMPLE to use (point/click, menu-bars, etc.) BUT be USER-REDEFINABLE!!!

ie, I might want my menu bars to appear at the top of the screen- every time I change programs, the bar changes with it... OR, I might want the menu bars within the windows...

if one did not have this support in the beginning with the OS, they should AT LEAST leave the possibility open. ie, if I wanted to specify my program's (or even part of the program's) menu-bar, I'd do it in a way where >I< did not care what the "OS" did... as long as it did SOMETHING which presented a menu to the user.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1457. action! ref. doc

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199507240246.TAA20251@zippy.sonoma.edu>
Source record: 89663

I looked at some Action! reference file I got from, I think, UMich.
It had a few mistakes, but on the whole was a nice doc. I don't know
who made the original, but I edited it up, mentioned FTE's current
ownership of Action!, and put a new copy onto Umich. (actref.doc)
(blurb is: actref.txt)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1458. Demo Competition soon - means more new demos!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199507240356.UAA20883@zippy.sonoma.edu>
Source record: 89664

Look out for demos from the following groups (and more) coming within the
next two weeks (I hope!):

Slight - Bitter Reality fame
Hard Soft - Veronika, Cool Emotions fame (hi Tamas!)
Tight - Gumi and Krawko and others
Shadows - Sweet Illusions fame

does anyone know who else will be there?

Also, has there been a Halle Project 1885 fair yet? And is there a demo to
go with it!?!? I want it! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1459. Re: Help: Need name of old Atari game

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.40.0007BBA7@mindspring.com>
Source record: 89665

In article <3ute6r$hp5@hilbert.dnai.com> J LeBeau <jlebeau@dnai.com> writes:
>From: J LeBeau <jlebeau@dnai.com>
>Subject: Help: Need name of old Atari game
>Date: 23 Jul 1995 12:10:03 GMT

>Help. Need name of old Atari game circa 1984-85. It
>ran on my old Atari 800. I think it may have been
>from Broderbund, but I'm not sure.

>Here's what I remember:

>1) It had excellent (for the time) graphics and
>animation.
>2) It was a climbing type of game with 4 or 5 "levels"
>per screen.
>3) It had animated cartoons between screens.
>4) Your character was a little bug-eyed creature that
>would walk left or right and climb up and down ladders
>(or elevators?).
>5) The "bad guys" would throw these slow moving
>swords, knives, and spinning weapons at you; your job
>was to duck under or jump over these while climbing up
>to higher levels.

It sounds a lot like DROLL, although I don't remember for sure, I think it may
have been Broderbund. I remember the game well. I'd like to get a copy.
The knives, axes , etc. were slow but there sure were a lot of them! Really
good music and opening screen.

Bruce Willard
bwillard@mindspring.com

1460. Re: JView/CSView: Lose the blues idea!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ust0g$1p7@nic-nac.CSU.net>
Source record: 89772

Hmm - why not some Gr.10 mixed modes? (not just CV-9-9-10 like proposed,
but how about CV-10-10-10... 9 colors per screen, 1 in each could be
raw black, the rest 8 would be shades of RGB.. perhaps the ability to
change it from RGBRGBRGB down the screen to RGBRGB ACROSS the screen would
REALLY reduce the flicker)

Hmm.. perhaps I'll play with this idea ???? :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1461. Re: RS-232 for an 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3ut5uf$289m@hopi.gate.net>
Source record: 89773

In article <DC2xBD.9pB@iglou.com>, GMAN <rory@iglou.com> wrote:
>I'm interested in making my 800XL a terminal, by hooking it up with a serial
>connection to a PC runnning unix. Has anyone ever tried to do a setup like
>that? I've heard of it done on c-64's, but I'm wondering if 800XL's can also.

Actually I have done it. I did it with a standard NULL modem cable, and an
850 interface, and Bobterm. I configured a tty in gettytab under BSD, and
on my serial.rc (I believe that is it) I did something with stty. I think
it was stty /dev/ttyd0 -clocal, which told BSD that a return would activate
the terminal (basically a carrier is not needed). I don't know what you
want to do, like an SIO device or what, but this is the way I did it.

--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

1462. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: michael@anest4.anest.ufl.edu
Message-ID: <michael-2207952015130001@dialup-c4.cis.ufl.edu>
Source record: 89774
Body handling: HTML body converted to readable text

In article , Joe Walsh wrote:

> Personally, I don't have a use for an OS that can't run the
> existing apps. I mean, I already have that on my IBM clone, which is MUCH
> more powerful than the Atari could ever hope to be. When I use my Atari,
> I use it because I like what it is. I don't need a new CPU or OS or video
> chip or any of those other things that people talk about but which would
> fundamentally alter what my computer IS.

I think you have a valid sentiment, there -- nobody wants to change the essence of the Atari 8-bit. In fact, I am merely looking to enhance it. It is for this reason that I would use the Atari's built-in ROM to accomplish device-independeent I/O, etc. The new OS would be completely disk-based (no hardware modifications whatsoever), so running your old software is a simple matter of NOT loading the OS.

Once again, the advantage of a new operating environment is that you can accomplish today's new, complex computing tasks on the original Atari. A fascinating notion indeed!

-Michael Ellis

1463. JView/CSView: Lose the blues idea!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: toastman@armory.com
Message-ID: <3usgga$5cl@news.scruz.net>
Source record: 89775

I received no response to my last message, so here is a much more articulate repost.

Currently, Colorview currently displays a 4096-color pic by cycling through three Gr9 screens: one red gr9, one green gr9, and one big old blurry blue gr9. Complaints have been raised that the blue layer generates blue haze even when it is completely dark. The result of this is that dark pictures, especially space scenes, look a lot bluer than they're supposed to look.

I'm thinking that this problem could easily be eliminated by changing the blue layer into a Gr10 screen, in which all of the color registers may be manipulated. We would only have eiught blue scales to work with, but that still gives us 2048 colors. If one is really concerned over the compromise, one can put an option to turn off blue Gr10.

I've looked at a reference manual, and found that it is possible, and in fact I remember APACVIEW switching between Gr9 and Gr11 in a feeble attempt to produce 256 colors.

In Gr10 mode, the background register becomes colors 8-11, and colors 0-7 are readily available. Put a black in register 0, put blues in registers 1-7, and leave the background the way it is... and for optimization, put a $7F in the PRIOR register, so that we can get into the blue palette with a simple INC $D01B, and out with a DEC.

Converting existing works is easy A simple post-processing process after decompression will make the blue layer Gr10 compatible. Before putting the picture on the screen, all one has to do is take all the bytes in the blue layer and give them an AND #$77 and a ROR. That's child's play, just waiting to be put into the next version of Jview or CSView.

It is my belief that all this can be implemented into CSView OR Jview without adding more than 1K of code to either program. Actually, I'd be surprised if it took more than 256 bytes. 128, even.

Well, I'm awaiting the "COOL! I'll get right on it!"s by the programmers out there. Thank you for your attention.

--
Burnt <toastman@deepthought.armory.com>

1464. Re: please id atari chip set

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: jjessop@ix.netcom.com
Message-ID: <3uskj5$lpf@ixnews7.ix.netcom.com>
Source record: 89776

In <3uptsi$bps@newstand.syr.edu> dwjurkat@rodan.syr.edu (Jurkat)
writes:
>
>I bought an Atari chip set and would like to know which chip is which.
>
>C014805-22
>
>C012294B-01
>
>C014795
>
>C012296D-01
>
>C014806-12
>
>They should be the 6502, PIA, GTIA, ANTIC, and POKEY.
>
>Also if anyone knows what are the standard "Number-Names", as given
>in the data books. I'd like to see the data sheets for them.
>Thanks, dj.

You will not find "standard" ID numbers or specs for custom chips from
Atari. They were designed by Atari and built only for Atari.....ok not
the 6502 but the 6502 "Sally" was modified per Atari specs. Not to be
confused with the 6502C, not an Atari item.

Jerry

1465. Select Peripherals For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199507230522.AA216476974@relay1.geis.com>
Source record: 89777

I have a few "select" peripherals around here I'd like to sell if anyone is interested. These items are all in "Like New" condition, with all docs & accessories:

1.) Hayes 1200-baud modem, $15.
Not state-of-the-art any more but works fine, not in original packaging but with docs/transformer/phone cable (no serial cable). Uses standard Hayes commands but they must be in upper case.

2.) Supra 2400-baud modem, $30.
As new in original box, little used, with all original accessories except the serial cable. Uses standard Hayes commands, not case-sensitive.

3.) Frontier Software Printer-Q, $30.
VERY rare item in the USA! This is a 128K parallel print buffer with many neat features. Upgradable to 1-meg total RAM in 128K increments using 1-meg DRAM chips. It uses the exact same case hardware as the Supra 2400 modem above, classy brushed aluminum look. Frontier is a British company, this was a test unit I evaluated for them but they decided not to market it in the USA. With docs, Centronics cable & power supply. This is a useful item for people who get timeout errors printing long documents from the printer port on the XEP-80, that's what I used it for.

4.) U/S Doubler 1050 floppy drive, $45.
In original Atari carton with ICD docs, SIO cable, power transformer. Also includes the original Atari chips that were removed when the Doubler was installed (these are needed to troubleshoot/test the drive if it ever fails, the Atari test software doesn't work on modified drives).

Prices on all items above include postage in the USA.

Early bird gets the worm!

- Ben Poehland b.poehland@genie.geis.com

1466. Re: Atari 600 (not 600XL, 600) ?!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: jjessop@ix.netcom.com
Message-ID: <3usl9q$m0o@ixnews7.ix.netcom.com>
Source record: 89778

In <3uhq9h$ecj@psuvax1.cse.psu.edu> heller@blue.crayola.cse.psu.edu
(Andrew K Heller) writes:
>
>F Tooned (ftooned@delphi.com) wrote:
>: Jesse Lambert <slcsj@cc.usu.edu> writes:
>:
>: >>As far as I know, it, along with the 1400XL and 1400XLD were
vaporware.
>:
>: I've got a couple of 1400XL's here at FTe...
>:
>
> OH yeah? Well I have a few $$$ here for one.
>
>And the 1450's had DSED drives eh? So...how come no one has slapped
>one into a 1050 drive? or...why hasnt anyone put the logic from a 1450
>floppy board on a card and hooked it up to an 800xl? (eproms and
all?...)
>
>
>: There is nothing really vaporware about them, except that they
didn't
>: go into full production. 4-layer motherboards, custom power
supplies,
>: plastic injection molding, the works!!
>
> 4 layer? I thought they were 3. And are the roms split up in half
>like the 1450's? Why were the 800xl and 600xl one chip yet the 1450
>seems more like a super modified 1200xl...they even use the same MMU
>...also why don't the 1400's have L1 and L2?
>:
>: I think that they would have been way too expensive to manufacture,
and
>: Atari was probably better off by dropping them. The 1090's on the
other
>: hand, should have been released.
>
> Yes, of course..which revision are you refering to however?
>The idea of having a special serial card so the 400/800 users can put
>a 1090 to use was a great idea!...however, it seem that Atari kept
down
>scaling the 1090 from 8 slots to 5...from High speed modems and
harddrives
>to 80column cards and hacker project boards.

>
> Now, one final note... I would love to OWN a working 1450XLD before
I
>die...or atleast get to old... I would love the cases (just the cases)
>to ANY 14xx series... heck even a straight 1200 (not xl) would be
nice..
>and some 815's.. heheh etc... =)
>
> (Speaking of 1200XL's..does anybody actually have a 1200XL with the
>1200XL OS and not the 1200 os? All mine are 1200 OS.)
>
>
>:
>: . Mike(FTe)
>
> Karl, thinking of how DAMN nice it must be to be have "a couple"
1400xl's.

Humm....a little rough on the guy!

Their were a couple of versions of the 1400/1450 main PCB done. The most common is a 4 layer version (power and ground in the middle) that supported both the 1450 and 1400. The 1450 controller board plugged in via a ribbon cable to the main PCB. There a quite a few 1400/1450's floating around......I have one also (1400).

Additional ROM was needed to support the drive controller and built in speech. The console was going to be expensive to produce and really provided nothing new performance wise.

The 1090 expansion box did not support IBM cards and was very unreliable due to timing problems with the XL PBI. The only working cards produced were a ram expansion and I believe a version of the "1099?" CPM emulator.

Jerry

1467. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <JJGjJOR.ransom22@delphi.com>
Source record: 89779

James Hague <junkster@coho.halcyon.com> writes:

>Same here. I did the mere trifle of an audio upgrade (one capacitor)
>because I hadn't done any wire-clippers and soldering iron kinda stuff in
>a while and thought it would be fun. The 65816 holds some interest
>because I programmed it at my day job for a while. Otherwise, I don't
>have a need.

Right-o. RAMdisks are nice, if you're into compiling large programs.
And, for someone who has programed a 65816 in a prior job or something, having
a machine with that processor might be nice. But for the average Atari
user? I dunno. I really don't. Personally, I see no need for it in what
I do. But maybe I am missing something entirely. Hopefully, someone will
respond and let me know. :)

>There's also the peculiar way that needs expand as computer capabilities
>do. I never had any problems with memory on my 800, though sometimes I
>wish I had a modest RAMdisk so assemblies would be faster. 48K used to
>feel limitless and it still does. Now I'm trying to squish a Macintosh
>program to make it run in 8 megabytes. People just casually throw about
>phrases like "800 meg hard drive" and "16 megs of RAM"--which is
>ridiculous IMO--and yet these vast spaces feel tighter than 48K. The
>huge specs don't seem to satisfy anyone; they're never enough. I just
>saw a columnist ragging on the just-out-the-door Power Macintosh 9500 for
>being too slow (i.e. only 15% faster than a same clock speed unreleased

heh. that's the shame of it all. About six months ago we upgraded
Carole's (my SO) 486DX-50 box to 32 MB of RAM so she could more easily do
the stuff she needs to do in CorelDRAW! She doesn't run out of memory any
more, but come ON! 32 MEGAbytes? Geez! And here I am wishing for another
128K! :)

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1468. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <BrHgRwT.ransom22@delphi.com>
Source record: 89780

<Rick_Michael_Cortese@cup.portal.com> writes:

>over what I really need. Surplus or not, I'm not giving this stuff away just
>yet, but if anything it takes creative time away from me since I and anyone
>else with this much junk spends more time maintaining it then using it!

That's a statement with enough to talk about that it merits its own
thread! :)
Computer use is a hobby...and those who use "orphaned" computer
systems are (on average) far more likely to spend all their free time at
their hobby than others. It's a bummer when things don't work as planned,
but it is also fun to go through the process of taking care of the darling
little things. :) yesterday I spent a few hours trying to get my Okimate 10
to print like I know it can. In one sense, it was a poor way to spend time -
far better to actually have it printing useful things than fiddling with
settings and such. yet, in onother sense, it was fun and satisfying to do
that work.
Like I said, it merits its own thread.... :)

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1469. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <BrPgxwb.ransom22@delphi.com>
Source record: 89781

<Rick_Michael_Cortese@cup.portal.com> writes:

>JH; Just an opinion, but I think what is really needed is a streamlined
>language for the big two platforms. I'm guilty of this myself, wrote a
>basic in C, but what seems to be happening is compiler writers are
>writing compilers in C for programers writing applications in C. This
>redundancy of bloating is sick. I always love it when mags like DDJ
>compile the "Hello World" message or some other trivial program & report
>the size of the finished code. I think the bigest I saw was something
>like 30k for a Prolog but don't quote me on that.

Oh, definitely! :) Even the Borland C++ compiler I use is guilty
of code bloat, and I believe (tho am willin to be corrected) that it is
a fairly good compiler. I've written tiny programs on it that compiled
to a size that wouldn't even FIT in an Atari -- yet I could do the ame
thing in Atari BASIC and have tons and tons of RAM left over.

er, same, above, not "ame"

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1470. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <BvAjxcQ.ransom22@delphi.com>
Source record: 89782

John D Harris <jharris@cup.portal.com> writes:

>I think there are at least two major categories of users here. Some users
>still do productivity work on their Atari's, and thus increased
>capabilities will result in increased productivity. The second group of
>of users just enjoys playing with the machine and doing things mostly for
>the enjoyment of doing them -- as opposed to really needing the results of
>the operation. I basically straddle both of these definitions. That

Sounds like a fair estimation. I fall into the second category,
as I don't get paid for anything I do on the Atari. Even if I write a
really cool program, it wouldn't be to get paid. I'd be doing it because
I love the platform (thus I am not doing it on my IBM clone), and because
I love programming.
yet, I see the need for more RAM, so perhaps those of us who don't
use Atari's to earn money still have valid reasons for upgrades...

>New CPU-
>Most of my 8-bit time is spent programming, and the 816 is an extremely
>cool chip. It increases both productivity and enjoyment of programming
>for me, and even opens up some new tricks for the Atari hardware.
>(Things like pointing the Direct page into the hardware registers. GED
>will get 25% or so more colors as a result.) It can also double the
>speed of existing applications, and it's hard to see this as anything
>but a benefit. I'd never want to replace the CPU with a 68000 or
>anything else, but the 65816 is fully upward compatible, with the
>exception of code which used undocumented opcode quirks of the 6502.

So I could plug in the 65816 upgrade from FTE, and just run it in
6502 mode (or whatever it is called), and end up running all my old
applicatins twice as quickly? I didn't know that -- I thought it wouldn't
handle that stuff as well as that. What about old games and such that are
dependent on the speed of the processor?

>Video Chip-
>40 column video is really limiting for a lot of applications. Anything
>that provides a nice 80 column screen, with hooks into E: so that
>existing software can use it, (some software will need upgrades), helps
>out those applications. It would be great for dual-screen debugging
>also. (Run the debugger on the video chip, while watching your program
>on the ANTIC screen. I used to use the Austin-80 card for this). For
>the users that don't have other machines, I'm sure many would welcome a
>256+ color mode in decent resolution for viewing graphics.

I can see the use of a new video chip for programming and other
such things. But, I seriously doubt whether it is a worthwhile thing for

a programmer to support == the market would be tiny. It would be as if
I wrote a progam in Atari LOGO, then distributed the source code -- few would
ever see my work, because too few people have Logo.
So, the video upgrade is good for those who would use it for their
own, single-user purposes, but I don't think those who buy them will find
much software not of their own making to run on it... (Talking about the
graphics portion, of course, not the E: uses).

>RAM-
>Well, it seems like I've never really needed this. I could put multi-
>megabytes of liner RAM on my 816 machine, but I have only 32K of upper
>memory currently. I also have only 128K of base memory, like a stock
>130XE, and don't think that I have ever run out.

That's interesting! Was this the case prior to your owning a HDD?
I can see how hooking a HD up to the Atari could make the utility of extra
RAM rather low (RAMDISKS are faster than HDD, sure, but not THAt much faster
to justify the expense). But what about before you had the HD? Didn'T it
bug the heck out of you to have to compile from disk and to disk all the
time?
Then again, I am spoiled by working on the decadent platforms with
tons of ram and fast hard drives. I bet if I had only used the floppies
for compiling, I'd be much more tolerant of the speed...

>Hard Drive-
>I consider the reliability, convenience, and safety of the data
>significantly more important than the increased speed, but even on the
>speed issue, well... you can pry my HD from my cold, dead fingers.

heh. Well, yes. :) I would probably have one if it wouldn't mean
redesigning my computer desk, which really can't support a black box and all
the attachments and such. Space is cramped as it is! :)

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1471. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <JPBChed.ransom22@delphi.com>
Source record: 89783

James King <jeking@xmission.xmission.com> writes:

>For me personally, I needed the extra RAM, 800megs hard disk space to run
>a decent 8bit Atari BBS.

That makes perfect sense to me -- as a fellow SysOp, I couldn't
imagine running a BBS from floppy. :)

>I not only wanted extra speed from the ramdisk (most programs loaded FROM
>RAM), but wanted a ton of storage for "ARCHIVING" all of my beloved 8bit
>software. <oops, hope M. Current doesnt send the software police after me
>for archiving my own disks onto hard disk>

So your BBS has its programs and support and whatnot in RAM, which
makes you need 512K in your machine? Do I understand that right? Or is
there some other reason for your relatively large RAM?
Also, on another topic, what happened to Xmission? Did I miss a post?
I ftp'd there yesterday, and found all the directories gone -- everything
is archived by year now. Why?

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1472. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <BPJDJ0X.ransom22@delphi.com>
Source record: 89784

Bruce Willard <bwillard@mindspring.com> writes:

>I first started assembly with a 400, 410, and asm/ed. Nothing more fun
>than assembling to casette! As a matter of fact, most of the programs I wrote
>using the 410. When I got a 1050, I spent more time playing all the games I
>couldn't use before.

So what you're saying is that getting a disk drive was the cause
of a productivity decrease? Beware, MIS professionals! If your bosses
hear that, you'll all be using tape drives! :)

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1473. Re: ML Assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3uu2sj$stu@nnrp2.primenet.com>
Source record: 89785

The mortal Brent Buescher Jr wrote:
: Yeah. I think the structure of the XL/XE edition of Mapping the Atari is
: actually pretty appropriate: it allows one book to cover pretty much all
: the major implementations of the Atari 8-bit hardware and OS.

Yes, but nobody really programs for the 800 anymore. So it's worth
focusing on the XL/XE exclusively.

1474. Re: Interested in NEW ATARI 8-bit OS?y

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3uu3em$stu@nnrp2.primenet.com>
Source record: 89786

The 65816 should be capable of at least a task-switching environment. A Apple][GS-ish system, essentially a MAC Junior, is possible on such a system. To limit a 65816 Atari to the current OS is to hold it back, IMHO.

One of the reasons there is ANY remaining userbase for the CoCo3, for instance, is that OS9 (which was NOT the original OS for the CoCo) became popular and although the machine is slow by today's standards, it is an elegant OS and can do a whole lot more than a nonmultitasking OS.

Even users of 7mhz Amiga 500s with 512K can do more with their machines than an 8mhz 286 user can do by virtue of the better operating system.

If the Atari is going to survive, I think it needs something new and exciting. If it means losing some backwards compatibility, so be it.

1475. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3uu3tr$stu@nnrp2.primenet.com>
Source record: 89787

The mortal James King wrote:
: My only concern is that no current software would work with it.

If an ANSI C system were developed in conjunction with the new OS then you could port a lot of mainstream apps over (albeit fighting against the limitations of Atari GFX). There is probably more of a chance that there could be new and GOOD software for the Atari with a new OS and C compiler than just using the old or patched OS with the 65816 and having to write stuff from scratch.

I think one kluge with the gfx is to implement a scrollable display. If a C program wants a 640x400 display then make it a 320x200 window which is scrollable. In a 65816 system, ANTIC could have a free run of main RAM and you could open very large scrollable screens. This is how the Amiga works when you try to open a screen larger than your display resolutions. It should be built into the OS so you don't have to custom code the scroll routines with each app.

Other gfx tricks like GED or ColrView might also be possible as a builtin OS routine to be used as a pseudo graphics mode. ColrView could become a standard mode like a HAMjr. Maybe on a 65816 you could actually have some cycles leftover after opening a ColrView display to be useful for more than just static screens.

1476. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3uu4hu$6v@nnrp2.primenet.com>
Source record: 89788

The mortal Michael Ellis wrote:

: Once again, the advantage of a new operating environment is that you can
: accomplish today's new, complex computing tasks on the original Atari. A
: fascinating notion indeed!

Yes, you can do a lot even with a 1.79mhz clock as long as you have a
good CPU (which the 65816 is) and a good OS.

A good OS should have the following:

At least a cooperative multitasker, preferably preemptive with priorities
Interprocess communications language
The ability to support ANSI C
New graphics API to support things like autoscrolling larger images,
perhaps even making GED and CV into automatic modes.
At least some basic GUI functions.
A filesystem that supports larger partitions and a break away from 8.3
filenames, maybe also a cache in "fast" ram.

1477. Re: Help get my son online (so he'll write!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3uu4pu$6v@nnrp2.primenet.com>
Source record: 89789

Primenet is a unix shell account system, however, for dodos it has a vt100 menu layer you can use to navigate through the net.

The biggest problem for any bargain-basement guy wanting to get online with the Atari8 is the lack of an affordable high speed serial interface (Curces Bob Puff!!!). With 14.4s around $99 or even less, this is a big problem. Once users realize they have to suffer the slings and arrows of 9600 sans hardware flow control or pay big bux for a Black Box they usually ditch the Atari8 :(

1478. Re: Atari 600 (not 600XL, 600) ?!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3uu55k$6v@nnrp2.primenet.com>
Source record: 89790

The mortal Brent Buescher Jr wrote:
: The poster of the question about hooking up a 1450XLD style drive to an XL
: may also not be aware that CSS (Bob Puff) has the great floppy board add on
: for the black box, which lets you hook up IBM style drives to the PBI.
: It's not in any sense derived from the 1450XLD technology, though.

I noticed your conspicuous usage of past tense here. A while back
someone said that Puff hasn't manufactured new hardware in a long time.
I don't know what he has kicking around. It may be that CSS is de-facto
dead. All I know is I have my Black Box and Floppy Board so if his
hardware is now discontinued I am happy I got it while I could :-P

The Floppy Board is a wonderful thing indeed. The MS-DOS conversion
utilities alone are a godsend (so much better than the other Kluges).

1479. CV10 (Was Re: JView/CSView: Lose the blues idea!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3uu7ds$39u@nic-nac.CSU.net>
Source record: 89791

Well, I've never tried to code CV modes, but I've started (barely) in
Action! I kind of wonder if my skills with the ol' ANTIC chip aren't
good enough, though, and if any one out here (Jeff Potter, Clay Halliwell?)
would try making a simple CV9 viewer (plain .R,.G,.B) which uses a CV10
mode (8 shades of R,G,B plus 1 pure black = 513 colors (not a typo)).

I'd like to see if this mode is actually even worth pondering over. :)

Thanx!!!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1480. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3uu808$3ml@nic-nac.CSU.net>
Source record: 89792

Joe - no, plugging in a Sweet16 won't make your current 6502 software run any faster.

The thing with the Sweet16 is, since it's a 65816 CPU on board, it can emulate 6502 mode (which gives you EVERYTHING except 16-bit registers, I believe), AND it can run in "native" mode (which, again, gives you EVERYTHING, including the ability to run 6502 code (which is simply part of the 65816 instruction set), INCLUDING 16-bit registers, BUT you lose something like how interrupts are handled, or something...)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1481. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142573@cup.portal.com>
Source record: 89793

Joe, my C for my clone is Turbo C 1.5, I've never upgraded because I always figured it would just get me a more bloated version of a compiler that I already considered bloated<g>. I've got a couple of other Cs including MS Optimizing compiler, but the only advantage of that is it came with MASM. I may fool around with programming on the clones again, but IMO most of the compiler writers are really missing the boat. It's probably just me, but Action! is about all I want in a compiler, even if it was implemented on a MS DOS platform. But then I don't remember the last time I needed floating point arithmitic & haven't used stuctures in about 6 years! It's really time for me to program something other then a utility. I'm fooling with the idea of a 3d rogue clone for the 8 bit. The few people that have seen the rigged demo like it well enough. Got a ton of hardware stuff to finish, but I think I'm going to do the rogue thing. I can't draw worth a damm, sound effects & muzak reveal my acute version of tone deafness, but I do know the Atari's advantages due to hardware & I think I just thought of a couple of tricks that would make it seem like a bigger game. Got busy with a Jr High program teaching kids computers, but I should finish something in the gen're.
Rick

1482. New OS == New memory management

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: michael@anest4.anest.ufl.edu
Message-ID: <michael-2307951541070001@dialup-c4.cis.ufl.edu>
Source record: 89794

Thanks to all the users who gave me feedback on new 8-bit OS I proposed a few days back.

Alas, I have yet another question for you:

How many of those interested in the new OS have computers with at least 128K? If you have such a machine, what type is it (i.e. a 130XE, 256K XL, Axlon 800, etc.)?

The information is important because it's looking like the OS would run much better on a high RAM machine. This is due primarily to the fact that a 64K computer would need to page the OS and any resident applications to and from disk in 8K chunks. Obviously, this would be painfully slow.

However, a 128K machine would be able to keep the entire OS and a few applications in memory before it needed to page out. Furthermore, when the memory DID fill up, the paging could be done in 16K blocks -- a much more efficient number.

Thanks for any feedback you can offer...

Michael Ellis

1483. Re: FAQ fixed

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: dabell@wco.com
Message-ID: <dabell-2307951404310001@merc21.calon.com>
Source record: 89795

In article <v01510100ac34785c6635@[137.22.11.119]>, mcurrent@carleton.edu
(Michael Current) wrote:

> To everyone who noticed my FAQ came out wacky the last time it was posted
> (okay, not a single person even mentioned it, but *someone* must have
> noticed!)

Hey, *I* noticed it, and you emailed me clean copy, remember? And, by the
way, I forgot to say thanks. So... Thanks!

Alan

--

____
ALAN BELL 3768 Sonoma Avenue Santa Rosa, California 95405
===============<dabell@wco.com>=707-546-6988===============

1484. MyDOS 4.53/4

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3uubis$gds@link.xs4all.nl>
Source record: 89796

c >From: cmwagner@news.gate.net (Chad Wagner)
c >Subject: MyDOS 4.53/4
c >Date: 4 Jul 1995 02:52:20 -0400

c >Does anyone know why the /X parameter doesn't work when you are trying to
c >Copy file(s)? Is this also a bug in 4.50?

Yep, I guess it doesn't work in any of the versions of MyDOS that Bob Puff
worked on. Charles Marslett said the following in a letter he wrote to me,
dated January 20, 1989:

"There are three relatively obvious problems with this version of MYDOS:
the "/X" modifier does not work properly in the "C" command, the "J" command
does not properly format the destination diskette (omitting "/X" is the same
as including it), and hardware errors (bad sectors, etc.) are reported with
the wrong error code fairly often. These seem to have arisen when we
converted the code from the AMAC assembler to the MAC/65 assembler.

Version 4.50 was written by Bob Puff and Charles Marslett, all later versions
(4.51, 4.52 and 4.53) were written by somebody else. Can't remember his name.
(Would be nice if PabQWK let me browse through some textfiles to look some
things up.)

Hope this helps.

Maybe Bob Puff will finish version 4.60.
BTW years ago, ANALOG Computing mention somebody had written a version 5
(can't remember the name or the issue, but it was ANALOG for sure and I believe
the first name of the guy was Frank.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

1485. MyDOS 4.53/4

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3uubit$gdv@link.xs4all.nl>
Source record: 89797

```
k >From: kendrick@zippy.sonoma.edu (William Kendrick)
k >Subject: MyDOS 4.53/4
k >Date: 4 Jul 1995 02:16:11 -0500
k >
k >Chad, what's the /X parameter? I've never heard of it..

It should have enabled you to change the name when you use one drive to copy
a file from one disk to another.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS guess you also didn't know that there once was a ROM version of MyDOS.

---
* PabQwk 2.0 *
```

1486. FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3uubit$ge1@link.xs4all.nl>
Source record: 89798

```
l >From: luca@embratel.net.br
l >Subject: FAQ
l >Date: 5 Jul 1995 05:09:20 GMT
l >
l >Could someone please post the ATARI FAQ or e-mail me it?

It's posted every month or so, in two parts, one is posted around the 15th,
the other one around the 1st. And then there are some un-official FAQ's.
They are posted at random I guess.

l >Also some questions :)
l >
l >1 - What archiver does Atari use?

We use the ARC format. SuperARC & SuperUnARc are the best.

l >2 - Is there any QWK offline reader for Atari?

Yes, PabQWK, it'S not always easy to use, but it's the best we have.
You need atleast 128kByte to use PabQWK.

l >3 - Whats a good agenda program?

Buy a paper agenda. You can take them along. And it's faster. A paper
agenda, you only have to grab and open, then check the things you want to
check. With an agenda program you have to;

Plug in the power,
Boot the computer,
(auto-) load the program,
if the program doesn't use some kind of hardware clock, or if you don't have
any, you even have to enter the date.

Takes way to long.
Even a 486 at 100 Mhz wouldn't be faster then plain old paper.
And a lot heavier too...

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

1487. Re: Watching GIFs

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3uubit$ge3@link.xs4all.nl>
Source record: 89799

p >From: potter@escmail.orl.mmc.com (Jeff Potter)
p >Subject: Re: Watching GIFs
p >Date: 5 Jul 1995 22:49:57 GMT
p >
p >�> k > APACView- GIF->APAC and more
p >�> k > JViewXL- GIF->ColorView or grey (Gr.8/15/9)
p >...
p >�> I don't use these utilities much. Hardly peek at them. I guess I got
p >�> disappointed when I saw one of these files years ago. (btw I got your
p >�> Bros2 demo running on a Sparta Disk (have to use it with PabQWK. But I HA
p >�> it). I was a bit disappointed.
p >
p >Gee thanks, Mathy. I tried to stretch the old 8-bit to display with as
p >much color and detail as it has...
p >
p >...and I was going to work on that fax program for you next :^)

```
It might be that my monitor (Philips CM8833, in the USA it's called MAgnaVox,
has the same name but a bit scrambled, like 88CM33 or something. It's the
Stereo monitor) just doesn't work the way it should with all these tricks
you guys use. Or maybe it just flickers to much on a PAL computer.
Maybe we need a nir-NTSC up(???)-grade for us PAL dude(tte)s.

If this sounds like sucking up, OK, as long as it'll get me my FAX software
:-) :-) :-) :-) :-)

Heck, maybe you guys could use the nir-PAL upgrade to see how your software
works on PAL computers.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

1488. Re: Sweet16?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3uubiu$ge5@link.xs4all.nl>
Source record: 89800

```
l >From: Lonnie McClure <lmcclure@delphi.com>
l >Subject: Re: Sweet16?
l >Date: Thu, 6 Jul 95 21:15:32 -0500
l >
l >
l >Back to the 65816 itself, what happens if one is simply plugged in
l >place of a 6502 (not on the Atari 8-bit, which actually uses a custom
l >6502, but on a machine that uses a bog standard 6502, like an Apple,
l >Commodore PET, or VIC-20). I ask this, as I have an spare 65816 sitting
l >on an spare parts IIgs board, and a VIC-20 in the same room. <grin>

Howdy Lonnie

you might want to read Bob Woolley's 65816 upgrade story (no solder fume
story, just a, what can we do and how.) in which he informs us of his plans
to use the 65816 as a "co-processor" to the 6502 (now where should I put that
"C" to get "our" 6502 version, the deluxe kind, not the normal, run of the mill
variety).

BRAINSTORM MODE ON

Hmm, Sweet 16 & Bob W's dual processor thingie. Drool.

REALITY MODE BACK ON.

sigh

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

1489. Re: Watching GIFs

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3uubiu$ge7@link.xs4all.nl>
Source record: 89801

```
l >From: Lonnie McClure <lmcclure@delphi.com>
l >Subject: Re: Watching GIFs
l >Date: Thu, 6 Jul 95 21:17:38 -0500
l >
l >In a message dated 7-3-95, Mathy Van Nisselroy said:
l >
l > "Man, I wished there was an 80 columns 256 (or more) color
l > upgrade for the classic Atari."
l >
l >Perhaps someone needs to turn Mike at FTe on to the Yamaha 9938 or 9958
l >VDP chips. They'll provide both 80-column output and have 256-color
l >modes, interface easily with an 8-bit bus, are compatible with NTSC scan
l >rates, and use their own RAM.
l >
l >Both provide RGB analog output, while the 9938 also does composite.
l >The 9958 loses composite output (which if needed, can be generated
l >externally from the RGB output), but adds some goodies such as horiztonal
l >hardware scrolling and YJK mode, which is a HAM-like mode that allows
l >over 32,000 colors on screen at once.
l >
l >Oh, and they both have hardware sprite support, also.

Drool, drool, drool. Mike are you reading this?
Bob Woolley are YOU reading this?

M M EEEE W W AA N N TTTTT
MM MM E W W A A NN N T
M M M EEE W W W AAAA N N N T
M M E WW WW A A N NN T
M M EEEE W W A A N N T

(When I start making ASCII graphics for something I REALLY want it)

Sorry folks, but I really had to reply to this message, even though I don't
really have a thing to say. I just want Lonnies message up here again.

Man, if I don't stop drooling, I'm gonna short circuit my XE.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

1490. Re: Sweet16?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3uubiu$ge9@link.xs4all.nl>
Source record: 89802

f >From: F Tooned <ftooned@delphi.com>
f >Subject: Re: Sweet16?
f >Date: Sun, 9 Jul 95 06:26:53 -0500
f >
f >>As you noted, all Atari's except the early 800 computers don't have
f >>standard 6502's in them, and so you couldn't replace them anyway.

The Dutch user group SAG (which was dissolved years ago) once had an article
on how to put a standard 6502 into and XL. I sent the article, with
permission of the origianl desigher, to Bob Woolley.

f > The MARS 8 SIMM socket will be set up "exclusively" for '816
f >linear addressing. It will work with 256K, 1MB, 4MB, or even a 16 MB
f >SIMM (if you can find them... or afford them! <g>)

I see these ads, mentioning 32pin and 72 pin SIMMs. What's the difference?
(I know the 32 pins are cheaper).

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

1491. Re: Atari GameLink; WAS R

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3uubiu$geb@link.xs4all.nl>
Source record: 89803

```
g >From: gholder@emory.edu (Gary Holder)
g >Subject: Re: Atari GameLink; WAS Re: Genesis controllers for 8-bit?
g >Date: Tue, 11 Jul 95 05:33:17 GMT
g >
g >Now that all of us who stalk yard sales have 8-bits piling up in our
g >basements, how about using the same Gamelink technology to do
g >a one-player, multiple screen game? Like Way Out or a flight game
g >using 3 screens to show side views?
g >
g > Gary Holder

Or maybe even a shoot them up.

Picture this... (to quote Sophie from "Golden Girls/Palace" [tm]

You're standing in your bed/living/computer room
Surrounded by as many Classic Atari Computers with monitors as you can afford.
You could hear a pin drop, except for the noise the fan of your switch PS is
makin' and the drives that are a spinnin'
Man is it hot in here (your sweatin' cause you don't want to wife/girlfriend
come home early and find you in these silly circumstances.)
You hear a noise
To your left, as woman is dragging her kids home.
Buzzerds (sp?) are flighing overhead (you can hear the sound of 'em from a
couple of the monitors.
You see something moving in the corner of your eyes.
Pheeeew, just some tumbleweeds.
...
What's that...
You turn around very fast and drop to the flour.
It's the McArthy gang.
You draw you Lightguns (well, I have two XEGS's)
and start blasting away.
You kill all of them
The townfolk like you and ask you to be their new Sheriff.

Ofcourse, you could make this realistic with biofeedback hardware. Maybe
you could even have the printer print you a nice certificate. Or "WANTED"
posters, so you don't shoot innocent people.

Oops, almost forgot the most important thing. Ofcourse the prettiest girl in
town just instantly falls in love with you and the two of you live happyly ever
after. (No sence in telling her, that everytime you tell her you're going to
the saloon, you are actually making you town a save place to be. And drag
criminals to jail by the thousends evey year. Why worry her.
```

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

1492. MyDOS 4.53/3 & 4.53/4

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3uubiv$ged@link.xs4all.nl>
Source record: 89804

```
s >From: sydtech@skypoint.com (Scott Butler)
s >Subject: Re: MyDOS 4.53/4
s >Date: 13 Jul 1995 02:52:52 GMT
s >
s >: It is supposed to ask for disk swaps, operate just like the 'O' command fro
s >: DOS 2.5, 4.53 appears to ignore it. I don't see what good NOTE and POINT
s >: is for me, so I suppose 4.50 is sufficent. What version does everyone
s >: else recommend?

If "/X" would work, you could change the name AND swap floppies. Without
the "/X" you either use the same name or the same floppy.

s >I'm looking for an answer to this as well. I was just reading a thread
s >about differences between 4.53 and 4.50 (which is apparently also known
s >as 4.54) in how they handle sector number storage. I'm thinking this
s >might explain the problems I'm having with SIO2PC and large drives.
s >
s >So...please: which MyDOS version should I use w/large drives?
s >
s >Thanks!

Nope, their is no 4.54. There are two versions of 4.53, one uses 3 digit
sector numbers where possible, known as 4.53/3, the other (which I still
haven't seen yet) uses 4 digits minimum.

4.53/3 would be the best.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

1493. MyDOS structure

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-23 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3uubiv$gef@link.xs4all.nl>
Source record: 89805

```
c >From: cmwagner@news.gate.net (Chad Wagner)
c >Subject: Re: MyDOS 4.53/4
c >Date: 13 Jul 1995 15:11:54 -0400

c >In article <3u3fvc$5v0@nic-nac.csu.net>,
c >William Kendrick <kendrick@zippy.sonoma.edu> wrote:
c >>Chad- how big can 4.53's disk get!? I've got a 2 Megger I use via SIO2PC...
c >>I didn't think that 4.53 was a hack- I never read that anywhere else before!
c >
c >It supposedly uses the same method for sector linking as DOS 2, so I guess
c >as big as DOS 2 disks can be. Which is only like 1000 sectors, correct?
c >
c >I think I read that 4.53/4 was a hack from in here, possible by the person
c >who posted it.

Well, somebody (David something Eisman maybe??) did all versions after 4.50,
but 4.53/x uses the same structure as 4.50. So 16meg is the maximum.
Remember, when Charless Marslett was here a couple a month ago (wish he'd
come back), he said something like, in SD and Medium D MyDOS could/would
use filenumbers in the sector links. In all other cases it doesn't. Leaving
16 bits for the "Next sector" number, or 65536 sectors.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

1494. Re: Atari 8bit CDROM Player *is* possibl

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9507240544591.The_Win-D.bjcorr@delphi.com>
Source record: 89666

In article <1995Jul17.012905@miavx1>, cecarman@miavx1.acs.muohio.edu writes:
> > I'm not sure what the ROM drive is/does on CD-ROMs... but, of course, now
> > that I think of it, speaking of drivers, we could do something like this:
>
> > write our own CD ROM accessor which would be in itself a small MS-DOS/PC-DOS
> > which handles read-only. Access it as a smart device handler (like, "C:"
> > for CD-ROM, although that'd kill the Cassette handler (who cares?? :)))
> > and voila.. it's done.
>
> > Kind of like the H: device added to the Atari emulator for Unix... I can
> > LOAD and SAVE BASIC files and do file I/O to it just as if it was an Atari
> > DOS (hell, you can read a disk directory from Unix, too!!).. why can't we
> > add this via software/hardware to a real Atari?
>
> Maybe this is a stupid suggestion, but why not create a program designed to
> specifically read these files off of the CD-ROM and copy them onto your floppy
> drive? Then you wouldn't need to rewrite DOS for every program you want to
> have access the CD-ROM, just one modification of DOS designed specifically for
> using the CD-ROM (making it D8 wouldn't be a bad idea, as far as the handling
> within DOS goes, but then wouldn't you have to set that on the Black Box?).
> There's so much nostalgia going around for computer systems right now...
> imagine what would happen if someone was actually able to hook up an
> independent CD-ROM drive to an Atari 8bit and create a CD-ROM in the Atari
> format. Hilarious.... Later,
> -Chris Carman
> -cecarman@miavx1.muohio.edu
> -http://www.muohio.edu/~carmance
>
Just a thought on this CD-ROM thread, since the MIO II will use an IDE drive (
and yes it does exsist, I have seen it,) couldn't you just use and IDE CD-ROM
on it? For that matter, why not use Bob's IDE hack for the 1200 to do the same
thing?
bjcorr@delphi.com

1495. Re: Describe your Atari setup!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: Marek Wojciechowski 19-93 Bp4 <mw@altis>
Message-ID: <Pine.SOL.3.91.950724113817.3788A-100000@altis>
Source record: 89667

My Atari setup is:

- Atari 800 XL with 256 K memory upgrade
- additional F1-F4 function keys
- CA 2001 disk drive with TOMS enhancement
- Sio2PC interface

Marek Wojciechowski

-- mw@altis.chem.pg.gda.pl ---

1496. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: michael@anest4.anest.ufl.edu
Message-ID: <michael-2307952121030001@dialup-c3.cis.ufl.edu>
Source record: 89668

In article <3uu4hu$6v@nnrp2.primenet.com>, krishna@primenet.com (Glenn Saunders) wrote:

> A good OS should have the following:
>
> At least a cooperative multitasker, preferably preemptive with priorities

If I decide to go ahead with full-scale development, the new OS would use a preemptive multitasking scheme.

> Interprocess communications language

Interprocess communication will be supported.

> The ability to support ANSI C

ANSI C support is not IMPOSSIBLE, but in today's world machines running at 1.76MHz and doing all of their work on three 8-bit registers really need machine-language-based software. Indeed, all of the code I write will be machine language -- be it an OS or an application.

> New graphics API to support things like autoscrolling larger images,
> perhaps even making GED and CV into automatic modes.
> At least some basic GUI functions.

;-)

> A filesystem that supports larger partitions and a break away from 8.3
> filenames, maybe also a cache in "fast" ram.

This is an interesting problem. There are enough 3rd party products out there that require a custom File Management System. Right now I am leaning toward leaving the DOS routines as they were and augmenting them by adding resource-sharing mechanisms. This would allow hard disk users and large RAM disk users to continue to take advantage of their hardware when using the new OS.

Incidently, I think it is important that this thing NOT require a microprocessor upgrade. I'd like to see it work with original Atari hardware, which is why I am currently trying to find a way for it to run on a 64K machine.

-Michael Ellis

1497. Re: Software piracy, a second opinion

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DC77CE.AyF@freenet.carleton.ca>
Source record: 89669

(Rick_Michael_Cortese@cup.portal.com) writes:
> protection. What I heard was Atari did not get a nickel for
> copyright infringement in the latest rounds of lawsuits! Guess what?
> They had patents that covered things like 9 pin joysticks, scrolling,
> you name it. All of which were violated by Sega. Just doesn't pay to
> be an artist vs an engineer.

You can tell Atari is desprate for money *WHEN*... :)

They can't sue for somebody else using 9 pin joysticks.. they might as
well sue every company that makes a 9pin external peripheral cable. I
think Panasonic made the 3DO with male 9-pin controllers, didn't they? And
scrolling?!? uh.. hello.. that's a basic function of.. oh.. EVERY game on
the market. I'm pro-pirate. It's easier to get software, and i have tons
of it, most of which I got for free(for Atari and IBM) simply because it's
so easy to remove copy protection.

=CB=

--
To the BatPinto! ...*BLAM!!* You idiot, Robin, you put in reverse!!
Chris Brown ba930@freenet.carleton.ca "Stop the normalness!!"-me
= > J E S S I C A T O D D ' S S P A C E ! ! < =
* - * Nothing is true until it's OFFICIALLY DENIED * - *

1498. Re: 1050 Disk Drive Problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: heller@blue.crayola.cse.psu.edu
Message-ID: <3uvg73$6rs@psuvax1.cse.psu.edu>
Source record: 89670

mstatz@cei.net wrote:
: In <3ungvv$f90@psuvax1.cse.psu.edu>, heller@cerulean.crayola.cse.psu.edu (Andrew K Heller) writes:
: > Are these the results from the 1050 Diagnostic program?
: >If not, run the diags... if so...
: >
: > Karl

: 1050 Diagnostic Program?

: If there is such an animal, where can I find it?

Yes. I think you can buy it from BEST. However, it might be on atari.archive.umich.edu. This is one program I feel should be FREE to everyone. It should come with your disk drive.

If you can't locate it, send me email.

Karl

1499. Re: Demo Competition soon - means more new demos!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DC7JwL.1u9@freenet.carleton.ca>
Source record: 89671

William Kendrick (kendrick@zippy.sonoma.edu) writes:
> Look out for demos from the following groups (and more) coming within the
> next two weeks (I hope!):
>
> Slight - Bitter Reality fame
> Hard Soft - Veronika, Cool Emotions fame (hi Tamas!)
> Tight - Gumi and Krawko and others
> Shadows - Sweet Illusions fame

speaking of the Hard Soft Cool Emotions demo.. mine seems to be in two
peices and a bit messaed up. it freezes in the middle of a part of sde one
that i have the disk on and the same for side two after the checkerboard.
Could anyone send me a copy UUencoded or by UPS?

--
To the BatPinto! ...*BLAM!!* You idiot, Robin, you put in reverse!!
Chris Brown ba930@freenet.carleton.ca "Stop the normalness!!"-me
= > J E S S I C A T O D D ' S S P A C E ! ! < =
* - * Nothing is true until it's OFFICIALLY DENIED * - *

1500. Re: Help: Need name of old Atari game

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: heller@blue.crayola.cse.psu.edu
Message-ID: <3uvhep$6rs@psuvax1.cse.psu.edu>
Source record: 89672

J LeBeau (jlebeau@dnai.com) wrote:
: Help. Need name of old Atari game circa 1984-85. It
: ran on my old Atari 800. I think it may have been
: from Broderbund, but I'm not sure.

: Here's what I remember:

: jlebeau@dnai.com

Sounds like Drol by Broderbund.. you are a robot with a jet pack..
you go around these side scrolling levels avoiding knives and spears
and weird bouncing creatures.. you rescue a girl with a balloon..
there is a dog as well.. very fun game to play.

Karl

1501. Simms for the 8bit..where is the doc?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: heller@blue.crayola.cse.psu.edu
Message-ID: <3uvhje$6rs@psuvax1.cse.psu.edu>
Source record: 89673

I just finished building a 256k upgrade for my main 800xl.
Someone a while ago mention hooking up simms to the 8bit and only requiring
a few support chips...if any. I WOULD LIKE TO STICK A 1MEG SIMM IN THERE..
and 256k simms are cheap (if you can find them).

Karl

1502. New OS == New memory management

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: ime@zombie.hancad.co.at
Message-ID: <3uvelu$b62@hancad.hancad.co.at>
Source record: 89674

Michael Ellis wrote:
> How many of those interested in the new OS have computers with at least
> 128K? If you have such a machine, what type is it (i.e. a 130XE, 256K XL,
> Axlon 800, etc.)?

If you decide to make this support for extra RAM, make it easily but
extensively configurable (there are so many different upgrades so you
can't make a software detection only).
BTW I have the Claus Buchholz 256 K upgrade.

Adolf

1503. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3v08sg$2fu@news.xmission.com>
Source record: 89675

Brent Buescher Jr (buescher@shed.inel.gov) wrote:

: A hard drive is very nice if you make the 8-bit your primary machine,
: otherwise it is somewhat superfluous. In retrospect I would have bought a

I dont know if that statement is true. I no longer use my 8bit as a
primary machine, but share the "primary machine" title amongst both of my
systems (fully loaded Atari and fully loaded PC)

A hard drive is nice to have for mass storage. I simply got tired of
swapping out amongst 5000 floppies and decided to dump EVERYTHING from
floppy onto hard disk - either compressed or fully functional.

: I'm not sure why people want a 65816 except that it is a neat hack. For
: those who program a lot in assembly, it's probably really cool to have all
: those new opcodes. The motivation for the stereo upgrade is similar. Also
: some european demos and music software use the stereo upgrade.

I have no interest in modifying the internal CPU either and would prefer
to stick with a TRUE 6502. I have, however modified the ROM twice, once
with the MUX ROM and now I have a CSS Super-Rom (or whatever its official
name is) en route.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1504. Re: Software piracy, a second opinion

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142587@cup.portal.com>
Source record: 89676

Think again Chris, I haven't seen the patent myself, I've just heard references to it, but it is my understanding it covers something like using 4 bits of logic to define an 8 axis of direction joystick. This dates back to the Nolan Bushnell days of Atari. I haven't talked about this with any of my patent attorney friends, but from conversations I've had with them over the last 20 years I'd bet dimes to dollars this thing is enforcible. Sega didn't give them 10s of millions of dollars for the fun of it. I've never seen a case like this go to a court judgement, but what I've heard is the patent holder can either stop the company from doing anything, something like a court order to stop all manufacturing, or win an award of approximately 7% of the infringing companies gross. Ditto for some of the other patents, but people do get the right to challenge the claims made in the patent. For instance, if Sega could have cited an earlier example of the technology the patent would have been disallowed. There are advantages to being the first video game company since everything you do is new. Bushnell was an engineer first, so he recognised the value of what the company was creating & took the right steps to protect it. Look at the bottom side of anything Atari, there will be references to these patents. On the bottom of an 800XL there are 14 US patent citations alone *including* the joysticks!
Rick

1505. Re: Simms for the 8bit..where is the doc?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142588@cup.portal.com>
Source record: 89677

It was probably me, I've looked everywhere for the article but can't find it. It was from the SLCC Journal circa 1990 or so. Another Wooley hack & I think he even went so far as to edit the MyDOS ramdisk handlers so it would handle his upgrade. I think it would format something just under a full meg. Sorry I couldn't find the article, but if you get in touch with Bob or the SLCC you may be able to get a reprint.
Rick

1506. 1050 Drive Problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3v11qv$1emu@seminole.gate.net>
Source record: 89678

I ran 1050 diagnostics. Here is what I got...

invald command test - pass
write protect test - pass
motor start test - fail (executed test twice, so it seems, no results on
second run, but the motor was running when the test was executed <it did
start the motor>)
motor speed test - fail
step/settle test - fail
track 0 test - motor is still running, drive is hung, diag is hung.

Does the heat sink usually get hot within 5 minutes? This one did, and it is
blazing hot. I check some of the power transistors (Q7 and Q8, Q6 is too hard
to check, behind some of the control wires), since I can't remember which
pin is which, I am guessing that the emitter of Q7 had 5.11VDC, and the emitter
of Q8 had 12.3VDC, I checked pin 14 (seems that is where +5V is supposed to
be (why?) it was a nice even 5.0VDC.
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

1507. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <BhKCJoq.ransom22@delphi.com>
Source record: 89679

William Kendrick <kendrick@zippy.sonoma.edu> writes:

>Joe - no, plugging in a Sweet16 won't make your current 6502 software run
>any faster.

Ah, ok. Well, that makes more sense. :)

>The thing with the Sweet16 is, since it's a 65816 CPU on board, it can
>emulate 6502 mode (which gives you EVERYTHING except 16-bit registers, I
>believe), AND it can run in "native" mode (which, again, gives you EVERYTHING,
>including the ability to run 6502 code (which is simply part of the 65816
>instruction set), INCLUDING 16-bit registers, BUT you lose something like
>how interrupts are handled, or something...)

So, by adding the Sweet16 upgrade, a person gains access to a 16-
bit microprocessor, maintains full compatability with all existing software,
and only "loses" by the fact that he must switch between them.
Is this an accurate summation?

-Joe
--

_____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1508. RS232 Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <199507241446.KAA09084@postbox.acs.ohio-state.edu>
Source record: 89680

I need to attach a standard modem to an 800XL, and I don't really want to shell out the cash for the 850 interface. I know there are other, cheaper interfaces out there - can anyone recommend one? TIA...

Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"

*** Magic: The Gathering: It's not just a hobby anymore... ***
http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html

1509. Re: Amiga to Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: tvdm@urix4.uni-muenster.de
Message-ID: <3v0ib9$2kq4@majestix.uni-muenster.de>
Source record: 89681

C.L. Simard (u9217375@muss.cis.McMaster.CA) wrote:

: Does anybody have a program that lets me send files from my amiga to
: the atari through a cable? I have such thing for my c64 and its great for
: cross-assembling, And I would also like to do the same with the atari..

: Please Help!

Please help me, too :) (same problem as above mentioned)
(email preferred, i'm currently learning at home and i`m here not very
often)

Thanx

Timm
--
tvdm@uni-muenster.de _/_/_/_/_/ _/_/ _/_/
Timm von der Mehden _/ _/ _/ _/_/ _/
Plantstaken 24 _/ _/ _/ _/_/ _/ _/ _/ Trust Me,
D-48161 Muenster _/ _/_/ _/ _/ _/ _/ i know what i'm doing
Germany _/ _/ _/_/ _/ _/ - Sledge Hammer -

1510. Re: RS232 Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: michael@anest4.anest.ufl.edu
Message-ID: <michael-2407951910110001@dialup-c3.cis.ufl.edu>
Source record: 89682

In article <199507241446.KAA09084@postbox.acs.ohio-state.edu>,
rumpf.1@osu.edu (Robert Rumpf) wrote:

> I need to attach a standard modem to an 800XL, and I don't really want to
> shell out the cash for the 850 interface. I know there are other, cheaper
> interfaces out there - can anyone recommend one? TIA...
>

P:R: Connection from B & C Computervisions is $49.95

-Michael Ellis

1511. Re: Idea to reduce blue in CV!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3v0kd9$7j6@news2.delphi.com>
Source record: 89683

potter@escmail.orl.mmc.com (Jeff Potter) writes:

>The 4096 colors is 16 x 16 x 16. Replacing the blue screen with a GR.8
>would reduce that to 16 x 16 x 2 or 512. The border would still be a sick
>red/green mix. The underlying problem with GR.9 is that no color (save
>white) goes entirely to black when the luminance is 0. With hardware
>mods this might be possible...

Why not clip the border off with players? The left & right borders could
easily be covered with 2 black players, and the top & bottom can be clipped
by changing the color prior to and after the screen is drawn.

-Bry

1512. Re: Interested in NEW ATARI 8-bit OS?y

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <JhIhROs.ransom22@delphi.com>
Source record: 89684

Glenn Saunders <krishna@primenet.com> writes:

>exciting. If it means losing some backwards compatibility, so be it.

I don't believe we're talking about losing "some" backwards
compatability -- we're talking about losing it all. This OS would only
be used for new software written for it (if any). When a user wants to
use any existing progams, he would have to load the old OS - if he wants
to use new programs, he would have to load the new OS.
The only reason I use a different DISK operating system is because
SpartaDOS X runs with virtually all the software I use. I wouldn't want to
switch back and forth between DOS's, so why should I wish to switch among
OS's?
If the new OS could have a built-in switch that would allow one to
go quickly from new to old OS with the stroke of a key sequence or somesuch,
the utility of the new OS would be greatly increased.

-Joe
--

_____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1513. Re: 4P"%8)502!2%4@"

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DC8Cvn.ACM@iglou.com>
Source record: 89685

In article <3urok6$3gk@nic-nac.CSU.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>(1) Nice title
>(2) What the HELL does this have to do with Atari8 computers?
>
Nothing, that's why they call it spam. You've probably seen the same
message in other newsgroups by now.
>Dumbass
Not so dumb, I'm afraid. They used randomly generated subjects and From:
addresses to make the spam immune to killfiles and cancelbots. Is this
the future of Usenet? :(

--
Bill Marcum bmarcum@iglou.com
SEX IS NOT OBSCENE, CENSORSHIP IS!

1514. problems with bartmailer..

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: bernard@twilight.xs4all.nl
Message-ID: <bernard.0599@twilight.xs4all.nl>
Source record: 89686

Hello ALL,

I there someone who can help me......

I only have a E-mail account on internet but I like to get some files
from the atari archive.
I have try to send a msg to the bart mailer but he don't reply to me,
can anyone check if he still works ??
Or let me know how I can get files from the archive by mail ?

_
/_) |/
/_)ernard |\ok ////
(o o)
+--------------------------oOO--(_)--OOo-------------------------+
| NLA : 14:102/100.3 FIDO : 2:280/315.3 AMY : 39:150/108.3 |
| Internet : bernard@twilight.xs4all.nl |
+---+

.---.
| -=> The TWiLiGHT Zone BBS <=- -=> +31-(0)-20-6764584 <=- -=> 24 Hrs <=- |
| -=> Modules Heaven! <=- -=> 9600 to 14400 Baud <=- -=> /\MIG/\ Only <=- |
`---'
-- Via Xenolink 1.96, XenolinkUUCP 1.1

1515. Re: Interested in NEW ATARI 8-bit OS?y

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: buescher@shed.inel.gov
Message-ID: <BUESCHER.95Jul24150148@shed.inel.gov>
Source record: 89687

>>>>> "kendrick" == William Kendrick <kendrick@zippy.sonoma.edu> writes:
In article <3upvi4$ogh@nic-nac.CSU.net> kendrick@zippy.sonoma.edu (William Kendrick)
writes:

kendrick> Brent- I agree with a high level language to support this..
kendrick> but one problem is not everyone likes to stick to high level
kendrick> languages - or any particular high level language...

Sure. The point I wanted to make that if we started by hacking the
pseudocode machine for CC8 to "flatten" banked RAM and support multitasking
we'd be one step ahead of the game since we'd be STARTING with a high level
language that also happens to be the standard on most contemporary
platforms. There's no reason we couldn't support inline assembly, either,
though getting that to multitask nicely would make things more complicated.
Assembly code would have to follow some strict rules to cooperate with the
OS, too. But that probably goes without saying.

kendrick> ahh... but doing it that way would be the downfall of the
kendrick> thing UNLESS EVERYONE who wrote a program for it supplied the
kendrick> source code... what if we wanted to upgrade or change the way
kendrick> things work??? Recompiling would have to take place once the
kendrick> compilers and assemblers have been updated. <sigh!> And what
kendrick> if you accidentally ran a program compiled under WHATEVER
kendrick> v.0.1 but your system is currently executing managers and
kendrick> other software running WHATEVER v.0.2 !?!? Opps!! :(

So you have stuff in your code saying what version of the libraries,
etc. that you've compiled your code under, and if your code was compiled
with incompatible stuff, the OS just refuses to run it. That's the way
most contemporary OSes do it.

kendrick> Soooo... it should be a Sweet16 program, unless people can
kendrick> really stand 6502 with banked. (I don't really think I
kendrick> can.. but of course, I'm getting a Sweet16 :) :))

The advantage of the design I've proposed is that it will run on a 6502 with
banked memory, but could be rewritten for much better performance running
the same code on the 65816 with linear memory. And if you provide
facilities like I think AmigaOS did for a program to temporarily take over
the whole system then you get all the advantages of a 65816 with the
additional advantage of having a multitasking environment with high level
language support for development.

Brent

1516. Re: Sweet16?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3v11s8$t7f@blackice.winternet.com>
Source record: 89688

> mathniss@link.xs4all.nl (Mathy Van Nisselroy) writes:

(SNIP)
>
> I see these ads, mentioning 32pin and 72 pin SIMMs. What's the difference?
> (I know the 32 pins are cheaper).
>
> CU Mathy Van Nisselroy mathniss@link.xs4all.nl
>
>
>>>>
That's 30 pin and 72 pin SIMMs. The 30 's are 8 or 9 bit by XK or Megs.
The 72 pins SIMMs are 32 or 36 bit by XK or Megs. X being 256K, 1Meg, 2Meg,
4Meg or 8Meg. So saying, the 72 pin SIMMs are 4 times larger capacity. The
difference of 8 or 9 and 32 or 36 is that some include 1 parity bit per byte and
some don't. (MAC SIMMs don't but they are pin compatible.) Also, a lot of Clone
manufactures are dropping Parity checking and are using just 32 bits per SIMM.
Cheaper and the DRAMs are so much more reliable these days.

Rich Mier

1517. Re: RS232 Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DC8GLr.LqA@freenet.carleton.ca>
Source record: 89689

Robert Rumpf (rumpf.1@osu.edu) writes:
> I need to attach a standard modem to an 800XL, and I don't really want to
> shell out the cash for the 850 interface. I know there are other, cheaper
> interfaces out there - can anyone recommend one? TIA...

Get a P:R: Connection from FTe ...I have one and it's pretty useful,
especially if you use your Atari with your PC.

--
To the BatPinto! ...*BLAM!!* You idiot, Robin, you put in reverse!!
Chris Brown ba930@freenet.carleton.ca "Stop the normalness!!"-me
= > J E S S I C A T O D D ' S S P A C E ! ! < =
* - * Nothing is true until it's OFFICIALLY DENIED * - *

1518. Re: Demo Competition soon - means more new demos!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3v0u1h$hgt@nic-nac.CSU.net>
Source record: 89690

Cool Emotions dies on part 2 and 3 of side 1 and part 2 of side 2..
this is because of NTSC vs. PAL :(

BUT! They (Hard Soft) were VERY COOL... they let you skip parts of the
demo.

Simply, upon booting one of the disks, hold: OPTION + SHIFT + NUMBER

where "NUMBER" is which part of the demo for that side you wish to see.

So, on side one, to get around the PAL-only stuff, hold OPTION+SHIFT+4
On side two, hold OPTION+SHIFT+3 to get past the 2nd part (that dies)

good luck!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1519. Re: Idea to reduce blue in CV!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3v0u4r$hq7@nic-nac.CSU.net>
Source record: 89691

Bry - that would work, but it's NOT just the borders.. hell, it's not just
the stuff that's supposed to be black - it's the whole image is too blue.
I kind of agree. I think an addition to let you tone down the blue (via
switching to 8-shades of it in GRAPHICS 10) to viewers would be pretty nice!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1520. Desperately seeking 8-bit items...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: Jason Hedrick <102416.675@CompuServe.COM>
Message-ID: <3v16kp$6at$1@mhadf.production.compuserve.com>
Source record: 89692

I've been looking for some various pieces of hardware/software, new or used.
Can anybody help me? Innovative Concepts used to carry some of the stuff,
but they went out of business. Here's the list...
YeMaCyB- A printing utility that prints Micropaint pictures on your dot
matrix printer. It sounds like a wonderful program per the Innovative
Concepts catalog description, but I haven't been able to find it. Mark Elliot
is anything but co-operative in helping. I cant't really blame him though.

Easy Scan II- Another I.C. product. scans pictures/text into computer.

Transkey- Adapter board to hook IBM compatable keyboard to your 8-bit.

VoiceMaster Software- I have the original VoiceMaster. (not Jr.) It has
no software, rendering it useless. Covox told me several years ago that
they consider it PD. So if anyone has a copy, please Xerox me one! :-)

If anybody has so much as a minute clue on any of this stuff, pleas let
me know!! Much thanks in advance!!
Jason Hedrick
--
Jason Hedrick

1521. Re: Amiga to Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: kyoshiro@netcom.com
Message-ID: <kyoshiroDC8uqt.28B@netcom.com>
Source record: 89693

Timm von der Mehden (tvdm@urix4.uni-muenster.de) wrote:
: C.L. Simard (u9217375@muss.cis.McMaster.CA) wrote:

: : Does anybody have a program that lets me send files from my amiga to
: : the atari through a cable? I have such thing for my c64 and its great for
: : cross-assembling, And I would also like to do the same with the atari..

: : Please Help!

: Please help me, too :) (same problem as above mentioned)
: (email preferred, i'm currently learning at home and i`m here not very
: often)

: Thanx

And I too would like to be able to transfer files between my
amigas and my Atari 800. So if there's a solution, please post (and
forward a copy to the above party. I suppose)

1522. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: michael@anest4.anest.ufl.edu
Message-ID: <michael-2407951914450001@dialup-c3.cis.ufl.edu>
Source record: 89694

In article <RvKAxcR.ransom22@delphi.com>, Joe Walsh <ransom22@delphi.com> wrote:

>
> Okay, I understand that now. :) But, what utility will a person
> get out of such a new OS? Is there going to be enough software avaiable
> to justify purchasing (assuming it is not freeware) and learning a new
> OS?
>

Whether or not there is enough software depends on how many are willing to
adopt the OS, and it is why I asked the question in the first place...

-Michael Ellis

1523. Re: PLEAEZE Help get my son online (so he'll write!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: dabell@wco.com
Message-ID: <dabell-2407951555120001@venus49.calon.com>
Source record: 89695

Many thanks to Bill Kendrick for his generous offer to help me do the above. (He's downloading the appropriate files to disc for me -- nice guy, eh?) Unfortunately, I haven't heard any comments from others in the group about online services. I took the <info@delphi.com> address from one of Joe Walsh's posts and have asked that company for some information, but I'd *still* like to hear from someone about their experiences. How about it, Joe? Is Delphi Atari8-friendly? Anyone else? How about Compuserve? GEnie? I guess Prodigy and AOL are out (I test-drove the latter for a few weeks with my Mac and bailed out). I'm encouraging someone to stay with Atari-8 here, how about a little assistance, folks? Pretty please?

Alan

--

____
ALAN BELL 3768 Sonoma Avenue Santa Rosa, California 95405
===============<dabell@wco.com>=707-546-6988===============

1524. Antic/Analog archives

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-24 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <f36_9507251525@flight.org>
Source record: 89696

```
EJ> > I heard there is an FTP site with a bunch of Antic cover disks. Anyone
EJ> > know more? (then I wouldn't have to type them all...) Also: is there a
EJ> > STart archive too?
EJ>
EJ> The ClarkNet Archive has about five years' worth of Antic and Analog
EJ> monthly disks. FTP to ftp.clark.net and go to the /pub/atari/antic and
EJ> /pub/atari/analog directories.

Kewl! The Feb '87 issue of Antic contains an incredibly handy little program
called "Electric Charlie", when you hit [shift][cntrl][esc] it pops up a window

with a short description of the last error that occured. A complete listing of
errors can easily be decifered from the MAC/65 source.

EJ> I don't know about a STart archive...

Hmmmm, Have to ask on the ST conference...

___
* Kivi (unregistered) 1.41 *
--------------------------- -//- ---------------------------
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--------------------------- -//- ---------------------------
```

1525. Priam Drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: Terry.Streeter@flight.org
Message-ID: <f35_9507251525@flight.org>
Source record: 89697

Hello All.
I've got a problem
It seems that PRIAM corp. has gone out of business.
I have a V185 MFM drive I'd like to jumper as drive 1.
Then, I have a V130 I'd like to jumper as drive 2. And where is the term
resister for this drive?
Thank You
---------- -//- ----------
Internet: Terry.Streeter@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

1526. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3v2t9t$g7i@nnrp1.primenet.com>
Source record: 89698

The mortal James Hague wrote:

: I think the reason there isn't much good software being released for the
: 8-bit machines is simply because no one is writing any.

Try writing a FAX program in 64K.

Or PKzip/unzip 2.04g

1527. Help - Omniview and Memory Loss

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: redwards@oanet.com
Message-ID: <redwards.5.0008F23A@oanet.com>
Source record: 89699

Like many others, I stumbled onto this group shortly after getting hooked up to the net, and I have been moved to unearth my old Atari 8bit stuff. I discovered my original Atari 800 with bit-3 80 col board and program recorder, and my later 800xl and two1050 disk drives, and accessories such as a P:R: connector, a Proburner and the Pill. The 800xl has two extra switches on the side, and I remembered that one was for OmnimonXL. I took the case apart and discovered I had upgraded the machine to 256K and the OS consisted of three chips soldered together piggyback style. I figured out the switches and now can get Onmiview to appear, as well as OmnimonXL, as long as the drive is switched off. It's a bit embarrassing, but for the life of me, I can't remember what Omniview does, or how to access it with the drive on, etc. Can anyone help?

I have recently expanded my 8bit collection with an Atari 800 (48K) that I got in mint condition for $5 (Cdn) at a thrift store, and a 130XE with 1050 drive for $35 (Cdn) in the bargainfinder, plus a few carts at $0.50 each.

If anyone can help with Onmiview, it would be much appreciated. Thanks in advance,

Roger
++++++++++++++++++++++++++++++++++++++
Roger Edwards, St. Albert, Alberta, Canada
"I'd rather be flying my Cessna!"
++++++++++++++++++++++++++++++++++++++

1528. Easy-Scan

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: buescher@shed.inel.gov
Message-ID: <BUESCHER.95Jul25104427@shed.inel.gov>
Source record: 89700

>>>>> "William" == William Kendrick <kendrick@zippy.sonoma.edu> writes:
In article <199507250655.XAA02896@zippy.sonoma.edu> kendrick@zippy.sonoma.edu (William Kendrick) writes:

William> Hey! Please describe (physically- how it looks/works; and
William> capability-wise) what Easy-Scan is/does/can-do!

William> Someone? :) Thanx!

William> -bill! kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William> William (Bill) Kendrick / | \ ** New Breed Software **
William> http://zippy.sonoma.edu/~kendrick

Hmmm.... I remember there was some product that had you attach a photodiode to the print head of your dot-matrix printer to use it as a scanner. Maybe that's what the easy-scan was. There were also a couple magazine articles, at least one in an Atari mag, on how to do this with homebrew stuff.

Brent

1529. Re: RS232 Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <3v3c6j$pgj@ns.mcs.kent.edu>
Source record: 89701

Robert Rumpf (rumpf.1@osu.edu) wrote:
: In article <3v1dho$3kh@psuvax1.cse.psu.edu>,
: heller@cornflower.crayola.cse.psu.edu (Andrew K Heller) wrote:
: > 2 chips and some solder and you have a RVERTER. Cost about
: > $7 in chips. Just a 1489 and a 74126 and a resistor.
:
: Uhhh...okay, but how do I *do* it? Are there instructions posted anywhere?

I see that you have WWW access, so you can check out my homepage at
http://nimitz.mcs.kent.edu/~clisowsk/8bit.html . I've just added the
instructions on how to make this RVERTER cable a lil while ago.

Hope this helps,
--Craig

1530. Re: Atari ROM cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3v3cn5$g7u@nic-nac.CSU.net>
Source record: 89702

If both cartridges FIT in an Atari (any Atari), if one does work, it could be broken. Try cleaning off the connector using a soft, clean swab. I'm no expert on cart cleaning, but DON'T use harsh abrasives! Unless something gooey got stuck to it, you won't need to be too rough to it anyway!

Atari XL* carts are small, with 15 strip connection points on each side of the connector card. Many older ones say "<< Left Cartridge" on top.

* XL, in this context, is short for: 400/800/XLs/XEs

Good luck!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1531. Re: Idea to reduce blue in CV!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: bosco@yab.com
Message-ID: <3v2sau$een@news.yab.com>
Source record: 89703

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Bry - that would work, but it's NOT just the borders.. hell, it's not just
: the stuff that's supposed to be black - it's the whole image is too blue.
: I kind of agree. I think an addition to let you tone down the blue (via
: switching to 8-shades of it in GRAPHICS 10) to viewers would be pretty nice!

Clay Halliwell wrote a small utility that does just as discussed. Not
the best solution, but it works. Maybe he'll upload it to UMICH or I
still may have it somewhere.

John Collins
NWPAC

1532. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3v2tbi$g7i@nnrp1.primenet.com>
Source record: 89704

The mortal James Hague wrote:
: Bleah. In spirit, this sounds like the ravings of a circa-1979 mainframe
: zealot about how useless those new Atari and Apple computers are. Just
: change your fourth item to "JCL support."

What's wrong with setting your sights high?

You want to purposefully limit the features of an OS? Are you some kind
of ascetic?

1533. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3v2tfq$g7i@nnrp1.primenet.com>
Source record: 89705

The mortal Michael Ellis wrote:

: Incidently, I think it is important that this thing NOT require a
: microprocessor upgrade. I'd like to see it work with original Atari
: hardware, which is why I am currently trying to find a way for it to run
: on a 64K machine.

The 6502 is not well suited for multitasking. The 6809 is better suited
which is why OS/9 exists. You will be banging your head against a wall
trying to get the new OS to run on a conventional setup.

And by the way, for extended filenames you could copy DOS and use
filenotes (CTH filenotes) to store them.

1534. Re: RS232 Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <199507251412.KAA01028@postbox.acs.ohio-state.edu>
Source record: 89706

In article <3v1dho$3kh@psuvax1.cse.psu.edu>,
heller@cornflower.crayola.cse.psu.edu (Andrew K Heller) wrote:

> Robert Rumpf (rumpf.1@osu.edu) wrote:
> : I need to attach a standard modem to an 800XL, and I don't really want to
> : shell out the cash for the 850 interface. I know there are other, cheaper
> : interfaces out there - can anyone recommend one? TIA...
>
>
> 2 chips and some solder and you have a RVERTER. Cost about
> $7 in chips. Just a 1489 and a 74126 and a resistor.
>
> Karl

Uhhh...okay, but how do I *do* it? Are there instructions posted anywhere?

Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"

*** Magic: The Gathering: It's not just a hobby anymore... ***
http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html

1535. 8 bit Atari games on Mac

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: J LeBeau <jlebeau@dnai.com>
Message-ID: <3v2p42$jo9@hilbert.dnai.com>
Source record: 89707

Besides Drol, are there any old 8 bit Atari games
availavble for the Mac? Direct ports only, not
look-a-likes.

jlebeau@dnai.com

1536. Re: Help: Need name of old Atari game

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DCA61u.LDK@aston.ac.uk>
Source record: 89708

;It sounds a lot like DROLL, although I don't remember for sure, I think it may
;have been Broderbund. I remember the game well. I'd like to get a copy.
;The knives, axes , etc. were slow but there sure were a lot of them! Really
;good music and opening screen.

Now you mention it, the original description does fit Drol and yes it was
Broderbund. It has a little radar box at the top so you can see all around
you. You can shoot the birds which then turn into roast turkeys which
are bonuses. And there's a little girl with a balloon which you can bump
into.

Good memory, eh?

Naaaah!! Played it the other day on my Mac....

1537. Re: PLEAEZE Help get my son online (so he'll write!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142631@cup.portal.com>
Source record: 89709

If all you want is mail, I could not reccomend a Waffle board any stronger!
If you go with an online service it will cost you a minimum of $20/month
& I know I used to average about $70/month on Compuserve. Waffle boards
are typically run on an older IBM & I haven't seen one yet that asks
for money. Your son should be able to find one in a local news paper or
a ref to one on a local bbs. I have both an account on Portal & I'm
a member of two local Waffle boards. The reason is the software on the
Waffle boards is just easier to use for both the email & newsgroup functions.
I also have a ref doc for how to perform most functions from an email
account. If only because I have sons myself, you should try out your
theory your son will stay in touch via email. My kids (& nephews & their
friends) tend to just go straight to chat areas or a local bbs that support
chats. I think even fido net supports internet email, but the mail tosser
seems to be difficult to use relative to a Waffle board. Just tell your
son to look for a list of local bbs(s) that offer internet email & he should
be able to hook up to something.
Rick

1538. Re: 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3v3cg9$fu8@nic-nac.CSU.net>
Source record: 89710

Anyone with a PC and Atari 8-bit anywhere next to each other should,
unless their PC is dedicated to, say, being a BBS, get an SIO2PC setup.

This involves an "SIO2PC" cable (SIO (13-pin) plug on one end, RS232
(9- or 25-pin) plug on the other end, some electronics in between) and
a program, "SIO2PC" or "Atari Drive Emulator", running on your PC.

With it, you get:

0- to 4- drives at a time, each numbered anywhere from "D1:" to "D8:"
Optional P:rinter emulation (print through to: PC printer, PC file or
PC screen; with or without translation of things like: EOL->CR or CR/LF,
Atari TAB->PC TAB, strip 8th bit)
Possible optional R:S232 emulator (access PC's other COM port(s)) using
"Atari Drive Emulator" (coming soon I hope! :))
Disk images of up to 16MB in size, or as small as 128 bytes(!).
Load disk images into RAM if they fit (SIO2PC only, I think)
Write protect disk images ("Atari Drive Emulator" only)
Access your PC's files directly:
Navigate through your PC ("Atari Drive Emulator" only)
Install PC files as disks
Write files to the PC (using special software with SIO2PC, or
sending them to a non-translated P:rint-to-PC-File; or with
the PC "mirror" navigation of "Atari Drive Emulator")

That's about it.

The directions to build the cable and the SIO2PC software are available
in the self-extracting-ZIP-for-PCs: sio319i.exe

Atari Drive Emulator is somewhere FTPable as well (not sure what directory
it has ended up at, but I'd assume "Sio2pc", just like the versions of the
SIO2PC software).

FTP them from: atari.archive.umich.edu/atari/8bit/Sio2pc
or: amiga.archive.umich.edu/atari/8bit/Sio2pc
but note that the "cd" command is messed up
or: from one of the Umich mirrors
Gopher from: gopher.archive.umich.edu/Merit Arch's/Atari Arch's/8bit/Sio2pc

Also, the standard Atari disk image (which was around long before SIO2PC or
the Atari 8-bit emulators) is ".DCM" - "DiskCommunicator". This can of
course make boot disks. To boot your Atari with a DOS, you'll need a DOS
disk. Some DOSes available include: Atari DOS 2.5, MyDOS 4.5x, SpartaDOS 3.2x
(where "x" is some number or letter). They're in "Oses" and "Fte" directories
at UMich (right under `8bit').

If you want to make the DIskComm. ".DCM" image into an ".ATR" image - the SIO2PC format - use either:

dcm2dsk for DOS
or dcmtoatr for Unix and MSDOS

ALSO available at Umich...

Good luck!!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1539. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hxNDhqt.ransom22@delphi.com>
Source record: 89711

Michael Ellis <michael@anest4.anest.ufl.edu> writes:

>1.76MHz and doing all of their work on three 8-bit registers really need
>machine-language-based software. Indeed, all of the code I write will be
>machine language -- be it an OS or an application.

Yay! Glad to hear you say that about assembly. I agree that it
is the one, true best language for 8-bit systems. Our computers are just
not capable of dealing with the bloat that comes with using high-level
languages. Let me amend that: they're capable of dealing with it, but the
don't deal with it *well*. :)

>Incidently, I think it is important that this thing NOT require a
>microprocessor upgrade. I'd like to see it work with original Atari
>hardware, which is why I am currently trying to find a way for it to run
>on a 64K machine.

Yay! again. While I still don't see a need for another OS, if one
is to be written, it should most certainly run on the standard Atari machine.
If a processor upgrade is required, it is just going to fragment the userbase
even further: we'll have those who use standard equipment, those who use
the processor upgrade and the old OS, and those who use the processor upgrade
and the NEW OS. Not to mention all the fragmentation all the other variables
(such as RAM upgrades and HD usage). We don't need yet another product
to fragment us further.

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1540. Atari ROM cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: Mark Smith <mark@te.rl.ac.uk>
Message-ID: <3v2ba8$1g0k@unixfe.rl.ac.uk>
Source record: 89712

I've got pitfall and pitfall2 ROM carts. The question is, what machine are
they for? Pitfall works on an 800XL, but pitfall2 doesn't.
Neither work on a plain old 400.
They've got no markings on them to say which machine they are for.
Any clues?

Please reply by email.
Thanks!

Regards,
Mark Smith, e-mail mark@te.rl.ac.uk

1541. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <142621@cup.portal.com>
Source record: 89713

> So I could plug in the 65816 upgrade from FTE, and just run it in
>6502 mode (or whatever it is called), and end up running all my old
>applicatins twice as quickly? I didn't know that -- I thought it wouldn't
>handle that stuff as well as that. What about old games and such that are
>dependent on the speed of the processor?

Oops, I didn't mean it to sound like that! If you run the programs
without any modifications, they will run exactly the same speed on the
65816. However, very simple code changes can use the 816's block move
instructions to move data over twice as fast as loops on the 6502. The
Sweet-16 comes with an example that shows how to patch TextPro, and most
any other program that uses memory moving.

There is also the possibility of running the 65816 at a higher clock
speed, which gives you more possibilities for running existing code
faster.

> I can see the use of a new video chip for programming and other
>such things. But, I seriously doubt whether it is a worthwhile thing for
>a programmer to support == the market would be tiny.

There are still multiple people working on telecom software, so I think
this would get updated. I think JVIEW would get updated. There's probably
a good chance for TextPro. E: would support many editors and programming
languages. I think anyone that made such a device would make sure free
units went out to programmers that had good applications. And I don't
think there would need to be too many applications to make the board
worthwhile, since there are only a few areas where the 40 columns is the
biggest disadvantage.

>>RAM-
>>Well, it seems like I've never really needed this. I could put multi-
>>megabytes of liner RAM on my 816 machine, but I have only 32K of upper
>>memory currently. I also have only 128K of base memory, like a stock
>>130XE, and don't think that I have ever run out.
>
> That's interesting! Was this the case prior to your owning a HDD?
>I can see how hooking a HD up to the Atari could make the utility of extra
>RAM rather low (RAMDISKS are faster than HDD, sure, but not THAt much faster
>to justify the expense). But what about before you had the HD? Didn'T it
>bug the heck out of you to have to compile from disk and to disk all the
>time?

I bought one of the very first LE Systems (Leading Edge at the time) floppy
interfaces from Dave Small. It was about 25K/Second, and so I've had pretty
high-speed access to my data since 1981-1982 or so. I always considered RAM

disks to be too volatile for any programming work. Heck, I now consider _floppies_ too volatile for programming work. I hate loosing data.

That being said, I have always programmed in a modular fashion, and rarely have ever needed to assemble from disk or to disk as a result. It all fit in RAM.

>Space is cramped as it is! :)

I have 8 operational computer systems in an area roughly 9x9. Don't talk to me about cramped! :-)

John Harris - jharris@cup.portal.com

1542. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hzGgZMv.ransom22@delphi.com>
Source record: 89714

William Kendrick <kendrick@zippy.sonoma.edu> writes:

>If I had the ability to make a new OS as described by what the ADOS team
>feels would be a good OS or utility/resource package (ie, routines that
>ADOS-specific programs would use- a la MS Windows 3.1) >I< would make it
>free!

The price is right. :) And, that would make it possible for the
userbase to be larger. It's another of those razors/blades issues: give
the OS away, then charge for the apps that require it. If you get a ton
of people using the OS, you'll have a larger market for your apps.

>AND - the interface the OS presents (and the programs use) should NOT ONLY
>be SIMPLE to use (point/click, menu-bars, etc.) BUT be USER-REDEFINABLE!!!
>
>ie, I might want my menu bars to appear at the top of the screen- every time
>I change programs, the bar changes with it... OR, I might want the menu
>bars within the windows...

And you'd do all this in 64K, with enough room left over for full-
blown applications, right? :)

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1543. broken 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: sharris@bobcat.ent.ohiou.edu
Message-ID: <DCAAyK.6zq@boss.cs.ohiou.edu>
Source record: 89715

I have a broken 1050 diskdrive. When I power up, the on light comes on, and sometimes the disk-operating light will come on for just a split second, but then it stops. It never looks again for a disk.

Does this sound like a fixable problem, or is the motor just worn out? Does anyone repair these things, or who might want to buy a broken drive?

I have another dirve that whistles somewhat while it is spinning the disk. This makes me a little nevrvous. It reads fine, but I wonder if the motor on this one is about to go also. Any suggestions as to how I can lubricate it or help fix the whistle?

Thanks,

Steve

1544. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hRGhpEm.ransom22@delphi.com>
Source record: 89716

<Rick_Michael_Cortese@cup.portal.com> writes:

>Joe, my C for my clone is Turbo C 1.5, I've never upgraded because I always
>figured it would just get me a more bloated version of a compiler that
>I already considered bloated<g>. I've got a couple of other Cs including
>MS Optimizing compiler, but the only advantage of that is it came with
>MASM. I may fool around with programming on the clones again, but IMO most

That's the reason I upgraded from Turbo C to Borland C -- the latter
comes with an assembler, a profiler, etc. etc. It's a really good deal.
But you are right -- it's bloated as all get-out. ;)

>fooling with the idea of a 3d rogue clone for the 8 bit. The few people
>that have seen the rigged demo like it well enough. Got a ton of hardware
>stuff to finish, but I think I'm going to do the rogue thing. I can't
>draw worth a damm, sound effects & muzak reveal my acute version of tone
>deafness, but I do know the Atari's advantages due to hardware & I think
>I just thought of a couple of tricks that would make it seem like a bigger
>game. Got busy with a Jr High program teaching kids computers, but I should
>finish something in the gen're.

Sounds like a great idea, Rick!

I'm waiting for my Yorky 256K RAM upgrade from Rich Gore to arrive.
Once I get it and can use that expanded memory for a RAMDisk that will
speed up my assemblies, I'm going to jump back into my artificial life
experiment. I just thought of a way to make it take MUCH less memory. I'm
still learning assembler, but I think my idea is very possible. It requires
extensive bitwise operations, however, which are not something I have messed
with much before. So, we'll see how it turns out. :)

I look forward to seeing you Rogue clone. Oh, and your graphics/
sound effects problems are the same ones I have. ;)

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1545. Re: broken 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3v3mq7$uff@seminole.gate.net>
Source record: 89717

In article <DCAAyK.6zq@boss.cs.ohiou.edu>,
Steven Harris <sharris@bobcat.ent.ohiou.edu> wrote:
>I have a broken 1050 diskdrive. When I power up, the on light comes on,
>and sometimes the disk-operating light will come on for just a split
>second, but then it stops. It never looks again for a disk.

I had a similiar problem like this with a Commodore 1541, it turned out
the spindle motor had a wire that was broken, I could barely see the break.

>on this one is about to go also. Any suggestions as to how I can lubricate
>it or help fix the whistle?

Try lubricating the two bars that the head rides on.
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

1546. Re: RS232 Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: slcsj@cc.usu.edu
Message-ID: <1995Jul25.163637.57067@cc.usu.edu>
Source record: 89718

In article <bwillard.41.00073790@mindspring.com>, bwillard@mindspring.com (Bruce Willard) writes:
>>Robert Rumpf (rumpf.1@osu.edu) wrote:
>>: I need to attach a standard modem to an 800XL, and I don't really want to
>>: shell out the cash for the 850 interface. I know there are other, cheaper
>>: interfaces out there - can anyone recommend one? TIA...
>
> I attached a 2400 baud modem to my SIO2PC cable and it worked fine. I don't
> know if it will work for other baud rates, etc, or how reliable, but it works
> fine with mine.

My friend uses a P:R: Connection (an old ICD product).

Jesse

>
>
>
> Bruce Willard
> bwillard@mindspring.com

1547. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <pXJAR8t.ransom22@delphi.com>
Source record: 89719

Brent Buescher Jr <buescher@shed.inel.gov> writes:

>A hard drive is very nice if you make the 8-bit your primary machine,
>otherwise it is somewhat superfluous. In retrospect I would have bought a

Hi, Brent.

Actually, I use my 8-bit as my primary machine. Since your post
makes the assumption that I do not, I obviously should have stated that in
my original post! Sorry about that.
Anyway, on to the response...

>floppy board instead so I could use contemporary high density ibm-style
>3.5" disks with my atari which would be of much more utility to me at this
>point than 150 megs of mass storage... Anybody wanna swap me a floppy

I used to think so, too, but I find that my two XF551's serve me
well enough. 360K really is a lot for an 8-bit.

>I'm not sure why people want a 65816 except that it is a neat hack. For
>those who program a lot in assembly, it's probably really cool to have all
>those new opcodes. The motivation for the stereo upgrade is similar. Also
>some european demos and music software use the stereo upgrade.

I'm still a beginner when it comes to assembly, so I can't say whethr
the additional opcodes will be an attraction for me or not. But, I can
see your point. I guess I am a purist, though -- I figure, if someone wants
additional opcodes, they should find a new platform. I know, that is totally
illogical and unreasonable, but that's the way I think of it in my own
use of the Atari.

>The reason for the PAL modification is to be able to run European software
>and demos that expect the vertical blank to be at 50hz. It's not really an
>"upgrade".

I agree....that's a CLEAR addition of utility. And it doesn't
"corrupt" the Atari at all.

>The Super-Video upgrade, on the other hand, simply fixes a lot of ugly
>PROBLEMS with the video amplifiers on XL and XE machines. If you use a
>monitor with an XL or XE it is a "must-do". You don't know what you're
>missing! There's also a little audio fix for XLs and XEs that Ben Poehland
>published in Atari Classics that a lot of people have done. You might
>prefer to think of these "upgrades" as "fixes" since they don't add any new
>"features".

Right again. If I wasn't so ham-handed with a soldering iron, I'd
do it. I would LOVE to have the SV upgrade on my 800XL. But, I'm a dune

(er,a dunce..a dune is something else entirely[grin!]) when it comes to hardware hacking.

>And as for talk of 80-column boards, those who use an 8-bit as their
>primary machine would probably prefer a fast 80-column display on their
>8-bit for telecommunications and text editing than to switch to another
>computer for those tasks.

Eh, the only two tasks I wish for 80 columns while doing are telecommunications and word processing. I have FT80 for telecommunications, and I have a XEP-80 if I ever REALLY want 80 columns for WP (I have AW-80, too) - though I don't hook the XEP-80 up (it doesn't like my Commodore monitor, and I don't want to buy another nor add a second one just for the XEP-80). When I use SynFile+ (database) and SynCalc (spreadsheet), I haven't ever had a problem with 40 columns.

>If you can see the rationale for a 256K - 64K = 192K RAMdisk what is so
>difficult to understand about someone wanting or needing a bigger one?

I can see the necessity for a slightly bigger one, depending on how complicated one's compile is (ie, lots of macros). But, for my applications, there is a point that is reached where it becomes superfluous. I understand J. King's need, as he ran his BBS from a HUGE Ramdisk. But how many people do that? So, what is a 1 MB RAMDisk used for? Like I said before, if it's just to run programs from, a floppy user would end up spending more time loading them into memory each time than he would spend using them. And a HDD user has such quick access to data on disk that he wouldn't NEED a huge RamDisk for program storage.
So, again, what are those huge RAM upgrades used for?

>Let's see, what other upgrades are there? If you've ever used a floppy
>drive modified for ultraspeed sector skewing, you don't want to go back to
>stock, trust me. And the old US doubler was pretty inexpensive. The US+

True. When I got my first disk drive with ultraspeed support (an Indus GT), I was AMAZED and pleased. I use the XF551's now, which are not as fast as the GT, but they ARE faster than a stock 1050, and I do like that.

>I think what you don't understand is that there really are people who still
>use their 8-bit as their primary machine. I don't anymore, but I love

Again, this IS my primary machine (yes, I am using it even as I type this! [g]). I use my Atari for ALL computer applications, with the exceptions of: At work, I am forced to use the spawn of Hell known as MS-Windows, which requires an IBM Clone; my BBS is run on an IBM clone,as I love the software I use - if there were a way to support my MS-DOS-based callers AND if there was an equally great Atari8 BBS program, I'd switch ;)

>taking a soldering iron to my machines and fiddling around. I would agree
>with you that I don't see much need for a hard drive or an '816 or an
>80-column adapter for someone like me or you, but things like floppy
>upgrades, video fixes, OS upgrades, smaller RAM upgrades (at the very LEAST
>for 130XE compatibility so you don't have to have a junky XE around to run

>"130XE-only" stuff) seem pretty essential to the contemporary 8-bitter...

I think this is the primary difference between me and the majority
of the members of the 8-bit community -- I fear a soldering iron, while they
love it. :) I think you are right, upgrading is, for them, as much fun as
software hacking (mostly useless programs like display hacks and various
experiments) is for me. I do it for the sheer fun of it, and care not a whit
whether the stuff I produce is useful to anyone other than me, and even for
me the stuff I come up with is only useful in that it's entertaining to
watch them run. :)

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1548. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hVBjBms.ransom22@delphi.com>
Source record: 89720

James King <jeking@xmission.xmission.com> writes:

>A hard drive is nice to have for mass storage. I simply got tired of
>swapping out amongst 5000 floppies and decided to dump EVERYTHING from
>floppy onto hard disk - either compressed or fully functional.

There again, even though the Atari is my primary machine, I enjoy
doing the floppy shuffle. :) I suppose my enjoyment is 99% nostalgia...but
the feeling hasn't worn off in the four years since I've been back into
using Atari8's...

>with the MUX ROM and now I have a CSS Super-Rom (or whatever its official
>name is) en route.

What's a "Super-Rom"?

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1549. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3v1irk$4po@nic-nac.CSU.net>
Source record: 89721

"He" (the user) does not switch between the two modes of 65816 emulation..
the programs do. If a program has a need for 16-bit registers, it turns
them on and uses them. The only person losing is the programmer, but not
exactly by much!! (the gain is still very positive, even with the loss of
having two modes!)

If I want 16-bit registers, i have to turn of interrupts or some such thing..
If I want standard Atari XL interrupts, I lose 16-bit registers.. no biggy,
IMO!!!

Like when the XLs came out, some software didnt run.. that's because some
software didn't conform to the "standards". Between 400/800 and XL/XE,
programs which didn't stick to the rules when it came to the OS no longer
worked on the XL/XE (without the 'translator' program).

Betweet 6502 and 65816, programs which didn't stick to ONLY legal opcodes
(ie, the ones which were defined as true 6502 instructions) will not run
with a 65816 (because all of those old illegal instructions have been
replaced with true 65816 instructions - and they of course do things that
the 6502 doesn't when it's given the same opcode).

I can see a translator type program possible in this case as well, however.
Say I wrote a 6502 program which used opcode $XY, and $XY is an illegal
opcode. It DOES something.. I know that, which is why I used it.. it
may have saved me a cycle or two in my program.

Now, with a 65816, opcode $XY does something completely different, and locks
up my program. I could replace opcode $XY with a replacement (set of)
LEGAL instruction(s). Now, if >I< can do it, I can make a PROGRAM that
can do it... See where I'm going with this?

But I'm honestly not sure how much software does really use illegal 6502
opcodes. And folks, no, I can't write this 6502-65816 translator,
sorry. :) (I don't even know 6502, let alone illegal 6502 codes or 65816
codes!!!)

(I will one day, though.. unless someone comes out with Sweet16-Action!
or something similar! muhahaha! :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1550. Re: RS232 Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: heller@cornflower.crayola.cse.psu.edu
Message-ID: <3v1dho$3kh@psuvax1.cse.psu.edu>
Source record: 89722

Robert Rumpf (rumpf.1@osu.edu) wrote:
: I need to attach a standard modem to an 800XL, and I don't really want to
: shell out the cash for the 850 interface. I know there are other, cheaper
: interfaces out there - can anyone recommend one? TIA...

2 chips and some solder and you have a RVERTER. Cost about
$7 in chips. Just a 1489 and a 74126 and a resistor.

Karl

1551. Re: 1050 Drive Problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3v3p4n$78n@blackice.winternet.com>
Source record: 89723

> cmwagner@news.gate.net (Chad Wagner) writes:
> I ran 1050 diagnostics. Here is what I got...
>
> invald command test - pass
> write protect test - pass
> motor start test - fail (executed test twice, so it seems, no results on
> second run, but the motor was running when the test was executed <it did
> start the motor>)
> motor speed test - fail
> step/settle test - fail
> track 0 test - motor is still running, drive is hung, diag is hung.
>
>>>>>
Q7 is a 7805, 5 volt regulator and Q8 is a 7812, 12 Volt regulator.
Pin #3 is the output pin on both. Q6 is a TIP110 which along with the LM2917
supply the 12 volts and controls the speed of the drive motor. Did you take the
Voltage reading on Q8 while the motor was running?
If possible, try swapping out the mechanical deck. If the 12 Volts
drops off below 12 volts when the motor is on - - , well, C68 of C71 are possible
baddies.
Rich Mier

1552. Re: Desperately seeking 8-bit items...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199507250655.XAA02896@zippy.sonoma.edu>
Source record: 89724

Hey! Please describe (physically- how it looks/works; and capability-wise)
what Easy-Scan is/does/can-do!

Someone? :)
Thanx!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1553. Atari Machines

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: Mark Smith <mark@te.rl.ac.uk>
Message-ID: <3v2b1e$1g0k@unixfe.rl.ac.uk>
Source record: 89725

Can anybody tell me what the model names of all the machines Atari
produced are?
I need lists of the Computers, Disk Drives, Tape Drives etc

Please reply by e-mail if poss.
Many thanks!

Regards,
Mark Smith, e-mail mark@te.rl.ac.uk

1554. 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: Mark Smith <mark@te.rl.ac.uk>
Message-ID: <3v2b71$1g0k@unixfe.rl.ac.uk>
Source record: 89726

I have a 1050 disk drive which I'm trying to use with an 800XL.
Do I need some sort of bot disk for it? If so, how would I get it
onto a disk - i.e. what sort of format is it? and if the files were
on the internet somewher, is it possible to transfer them to a PC
and then to the Atari via some sort of serial cable?

Regards,
Mark Smith, e-mail mark@te.rl.ac.uk

1555. Re: PLEAEZE Help get my son online (so he'll write!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <3v2lkn$a04@news.xmission.com>
Source record: 89727

In article <dabell-2407951555120001@venus49.calon.com>, dabell@wco.com (Alan Bell) says:
>
>Many thanks to Bill Kendrick for his generous offer to help me do the
>above. (He's downloading the appropriate files to disc for me -- nice
>guy, eh?) Unfortunately, I haven't heard any comments from others in the
>group about online services. I took the <info@delphi.com> address from
>one of Joe Walsh's posts and have asked that company for some information,
>but I'd *still* like to hear from someone about their experiences. How
>about it, Joe? Is Delphi Atari8-friendly? Anyone else? How about
>Compuserve? GEnie? I guess Prodigy and AOL are out (I test-drove the
>latter for a few weeks with my Mac and bailed out). I'm encouraging
>someone to stay with Atari-8 here, how about a little assistance, folks?

Your best bet is to go with GEnie or Delphi. Delphi has a good sized file area and is VERY easy to use on the 8bit Atari (use Bobterm or ANY other software). If I had to start all over, I'd probably start with Delphi, then slowly move over to GEnie.

Delphi is best when it comes to overall Internet access and ease of use on an Atari 8bit system.

1556. Astra BIG-D wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <3v2m37$a04@news.xmission.com>
Source record: 89728

Looking to get my mits on an ASTRA BIG-D drive. Anybody out there
have one they'd like to get rid of??

1557. Re: Describe your Atari setup!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Jul25.213810.8289@wariat.UUCP>
Source record: 89729

I don't have an Atari set up right now. I'm into too much summer projects, so I had to make workbench space. When I set up my 8-bit, I gotta have my one meg MIO. Can't live without it. My usual setup is the MIO, 130xe (I also keep a omnimon 800xl handy and just plug it in when needed.) A doubled 1050, stock Indus GT and a third real floppy, a Rana. That gives me 8 floppies (I put 5 192k drives on the MIO). I have a boot disk with a 'fast fingers' (patched, not the original that was messed up.) file that will automatically configure my MIO, format all five MIO ramdisks, copy all my 'must have' files onto ramdisk that ends up as boot disk, (all the time automatically swapping ramdisks around), alphabetically copies those files using a SpartaDOS batch file, and ends up with 'boot x32d.dos' and swaps in MIO ramdisk two to be drive 1, and does a cold start. I never touch the machine for this whole setup, which takes about maybe 4 minutes. I use a 2400 baud modem and a SG10 sometimes.

--

Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org

****

APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point

****

1558. Re: Describe your Atari setup!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Jul25.220008.11058@wariat.UUCP>
Source record: 89730

I forgot to mention my NEC composite monitor, R-Time 8 cart and I
usually have a Y-adapter to my old tube type audio amplifier and
speaker for better sound when I want it.
This makes me look forward to setting up again. Got a few summer
projects first, though.
That 'fast fingers' thing, it also erases files along the way. The
only thing my startup.bat does on booting from MIO ramdisk is turn KEY
OFF.
About '
about 'fast fingers' it was a program from Antic I think that allows an
autorun.sys to type anything that you would type on the keyboard on
bootup. The original had a weirdity that allowed the correct checksum,
but there was an error in the code. Shows the weakness of the checksum
that (maybe it was ANALOG) the magazine was using.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1559. Re: JView/CSView: Lose the blues idea!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-25 00:00:00 UTC
From: potter@escmail.orl.mmc.com
Message-ID: <3v3pna$raj@theopolis.orl.mmc.com>
Source record: 89731

All right, I'll take a look at integrating GR.10 (where 0 in all 3 screens turns out black) into JVIEW. I was slashing into the code anyway to try some Floyd-Steinberg dithering (help!) and other things.

I have also just received the Sweet16 upgrade (thanks Mike!) and will be poking around with that. Any JVIEW users out there using the 65816? Is it worth doing a rewrite? It should execute faster.

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

1560. Re: Wanted MIO II & Docs, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-26 00:00:00 UTC
From: "Edward M. Smith" <esmith@netaxs.com>
Message-ID: <Pine.SUN.3.91.950726115234.10940D-100000@unix3.netaxs.com>
Source record: 89606

Hello Bill, Thanks for the reply and the info. That goes to show you what I know. I saw someones message about it and they indicated they were out. I did send Ftooned a message about them. But they never did reply to my question on them. I am planning on expanding my Atari system and wanted to find out what these units offered or if someone had them up for sale. I see now that they don't. So I guess like everyone else, I will have to wait to see when it does come out. Thanks again for the help, take care.

+-------------------------------------+
| Edward M. Smith (esmith@netaxs.com) |
+-------------------------------------+------------------------+

1561. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-26 00:00:00 UTC
From: psu01223@odin.cc.pdx.edu
Message-ID: <3v4o4d$4gb@odin.cc.pdx.edu>
Source record: 89607

Brent Buescher Jr <buescher@shed.inel.gov> wrote:
>There's also a little audio fix for XLs and XEs that Ben Poehland
>published in Atari Classics that a lot of people have done.

I've seen reference to this elsewhere but there doesn't seem to be a file
on the net anywhere about it like there is for some other hacks...

Could somebody be so kind as to post the details on this mod or mail it
to me, if it really is "little"?

TIA,
Alex

Alex Chamberlain
psu01223@odin.cc.pdx.edu

1562. NOW! at a Web Site Near YoU! CAIN Newsletter

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-26 00:00:00 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <3v4c7b$3ft@usenet.INS.CWRU.Edu>
Source record: 89732
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,rec.games.video.atari,alt.games.lynx

```
If you already subscribe to CAIN Newsletter, you will be getting your issue
shortly!
```

1563. Looking for Pierre Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-26 00:00:00 UTC
From: gkomatsu@uhunix3.its.Hawaii.Edu
Message-ID: <DCB61K.EFo@news.hawaii.edu>
Source record: 89733
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Apologies for the bandwidth occupation...

Looking for Pierre Wilkinson, apparently at the address
winkinsp@usask.ca. My replies to your earlier message keep bouncing.
If you're still interested in the two computers, drop me a line with
an address that you're sure will work. thanks

...and so the message isn't a total waste to others, I have
two spare Atari Power supplies to unload. (sorry cbm folk, I don't
have any extra cbm items)

The first is, from what I'm told, for a/the Letter Quality
Printer. (part number CO61636) The second is for for 800xl possibly
others too, but I only have an 800xl (I don't have the part number
for this one handy)

Send offers.
--

____
(_)___oo) gkomatsu@uhunix.uhcc.hawaii.edu
..because it's spelled K-Y-Z-Y-L!

1564. Re: 1050 Drive Problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-26 00:00:00 UTC
From: heller@cerulean.crayola.cse.psu.edu
Message-ID: <3v4v7g$ivo@psuvax1.cse.psu.edu>
Source record: 89734

Chad Wagner (cmwagner@news.gate.net) wrote:
: I ran 1050 diagnostics. Here is what I got...

Swap mechs with another drive and calibrate the speed and re-run
the diags. It could be a bad mech.

Karl

1565. About the setups we use

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-26 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <3v49sa$6u@usenet.INS.CWRU.Edu>
Source record: 89735

(I am using Clev. Freenet. The messages here seem old. I don't
think it is getting updated very often or something. This
msg. comes after two previous msgs. about describing my setup.)
I just gotta add. I also use a power strip that turns on everything
but the MIO and computer. And, BIG IMPORTANT, a 3 inch cooling
fan directed at my MIO and floppies. I learned the hard way what
not having a cooling fan can do to floppies (and don't want to
take chances with my MIO, which is on for months, sometimes years).
Russ Gilbert (from Cleveland Freenet)
email: russ.gilbert@apk.wariat.org

1566. Re: 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-26 00:00:00 UTC
From: gholder@emory.edu
Message-ID: <3v4ejm$8pn@moe.cc.emory.edu>
Source record: 89736

Mark Smith <mark@te.rl.ac.uk> wrote:
>>
>I have a 1050 disk drive which I'm trying to use with an 800XL.
>Do I need some sort of bot disk for it? If so, how would I get it
>onto a disk - i.e. what sort of format is it? and if the files were
>on the internet somewher, is it possible to transfer them to a PC
>and then to the Atari via some sort of serial cable?
>
With all due respect to Mr. Kendrick's reply concerning the
SIO2PC setup (and if you're a hardware hacker, go ahead
and have at it), but I'll bet by the time you get that ready you
could have mail-ordered a bunch of disks to get you started.
Maybe some of the UK folks who check in here could chime
in with some local sources for you. Even if you're planning to
do the SIO2PC thing, I suspect the whole process would be
much easier if you had an Atari-format DOS boot disk to get
you started, if for no other reason than to verify that the 800xl
and 1050 are working properly.

Gary Holder

1567. Re: 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-26 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142724@cup.portal.com>
Source record: 89737

Bill, minor addition, I've tried to download the SIO2PC 3.19 a couple of times from the archive.umich & it was busted. Finally got a good copy of of Xmission. There's several other files at umich that I've had trrouble with also, SD 3.2f & SD Disk RX. I think I also tried to get the source for MyDOS off umich to patch a bug or two & found it to be broken. I think these were the only files I've tried to get from umich in the last year so as a sample of good vs bad files, it doesn't look to good right now.
Rick

1568. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-26 00:00:00 UTC
From: mstatz@cei.net
Message-ID: <3v43qs$3ti@ren.cei.net>
Source record: 89738

In <3v2tbi$g7i@nnrp1.primenet.com>, krishna@primenet.com (Glenn Saunders) writes:
>The mortal James Hague wrote:
>: Bleah. In spirit, this sounds like the ravings of a circa-1979 mainframe
>: zealot about how useless those new Atari and Apple computers are. Just
>: change your fourth item to "JCL support."
>
>What's wrong with setting your sights high?
>
>You want to purposefully limit the features of an OS? Are you some kind
>of ascetic?

Since this new-CPU, new OS, new chip machine thread seems to be developing from the subject, it's beginning to sound like an alt.computers.homebuilt subject to me.

What's the point of a new OS, new CPU, and a system that's not backward compatible to Atari-8 users? If you can't run the old software, it's not an Atari anymore! If you want to build a new computer from scratch, have at it.

Just don't expect me to be overly excited about it - I use my Atari because I *like* the way it operates, flaws and all - this new setup everyone is postulating may as well be a TI/99a for all it matters to me - it won't run the software I bought the computer *for*.

Sorry to rant, but this seems like a rather arcane, and pointless wish-list discussion to me, and has nothing to do with Atari-8.

Mark 'Frothing at the Mouth' Statzer

1569. Wanted MIO II & Docs, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-26 00:00:00 UTC
From: esmith@netaxs.com
Message-ID: <3v483j$pt@netaxs.com>
Source record: 89739

```
Wanted MIO II, docs, etc. If you have one that you want to get rid of.
Let me know. Thanks.

--
+-------------------------------------+
| Edward M. Smith (esmith@netaxs.com) |
+-------------------------------------+-----------------------+
```

1570. ULTIMATE VIDEOGAME AUCTION DAY 4

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-26 00:00:00 UTC
From: jrm8248@u.cc.utah.edu
Message-ID: <3v4ap0$pgj@news.cc.utah.edu>
Source record: 89740

I have been trying clean out my closets and I have decided to have an auction.

HERE ARE THE RULES:

1. This auction is from Friday, July 21 until Friday, July 28 at midnight
mountain time.

2. Current high bids will be posted daily on this newsgroup.

3. High bidders will be posted by their email name unless otherwise specified.

4. When sending a bid, your subject must be AUCTION BID .

5. Minimum bids will be $1 unless otherwise posted and bidding increments will
be $.50 all in US Dollars.

6. If two people bid identical bids, then the person responding first will get
credit for the bid.

7. Shipping will be $2.00 for the first cartridge + $.35 for each additional
cartridge. All cartridges will be shipped through the US Postal System anywhere
in the Continental US. Other areas will need to make special arrangements for
shipping.

8. On Saturday, July 29 I will post the final bids and each bidder will be
contacted individually for payment and shipping. Money Orders (sorry no personal checks) are the preferred form of payment, but cash is always accepted.
Payment MUST be received within 7 days.

9. FINALLY, IF YOU ARE THE HIGH BIDDER YOU MUST PAY FOR YOUR ITEMS, OTHERWISE
YOUR POSTMASTER WILL BE INFORMED AND YOU WILL BE BARRED FROM FUTURE AUCTIONS!!!

ATARI 2600-NEAR MINT W/BOX & DIRECTIONS

-Adventure $3.00 William

-Berserk $3.00 min

-Chopper Command $3.00 min

-Combat $3.00 min

-Freeway $3.00 min

-Laser Blast $3.00 min

-Maze Craze $3.00 William

-Missle Command $3.00 min

-Pac Man w/ Atari Pac Man Sticker on Box $3.00 min

-Skiing $3.00 William

-Space War $3.00 min

-Star Master $3.00 min

-Star Raiders w/touchpad and atari hologram on box $3.00 Rob

-Surround $3.00 Dougman

-Video Chess: Special Edition $3.00 William

Atari 2600-LOOSE GAMES

-Atlantis: Imagic
has a number written faintly on one side

-Air-Sea-Battle: Atari

-Blueprint: CBS Electronics $2.50 grogg

-Brain Games: Atari $1.00 RAS

-Canyon Bomber: Atari

-Centipede: Atari

-Circus Atari: Atari $1.00 Paul

-Cosmic Ark: Imagic

-Defender: Atari

-Demon Attack: Imagic $1.00 CW
has 3 letters typed on label

-Dig Dug: Atari $2.00 Paul
has small hole in the middle of the label

-Donkey Kong Jr.: Coleco $2.50 grogg

-E.T.: Atari

-Fast Food: Telesys $4.00 Rob
Label is slightly worn

-Firefly: Mythicon $3.00 RAS
Label is slightly worn

-Ghostbusters: Activision

-Human Cannonball: Atari $1.00 LarryS

-Indy 500: Atari

-Jungle Hunt: Atari

-Kangaroo: Atari $1.00 grogg

-Megamania: Activision $1.00 Rob
small dark circles on label

-Missle Command: Atari

-Mousetrap: Coleco $1.00 Cary
top of label is peeled off
WALL is written on the back

-Moon Patrol: Atari $1.00 CW

-Night Driver: Atari

-No Escape: Imagic $2.50 RAS

-Q*bert: Parker Brothers

-Raiders of the Lost Ark: Atari $1.00 Rob

-Realsports Football: Atari

-Sorcerer: Mythicon $2.50 RAS
Label is slightly worn

-Space Jockey: US Games

-Star Master: Activision $1.00 CW

-Star Raiders: Atari

-Star Trek Strategic Operations Command: Sega $3.50 Cary

-Star Voyager: Imagic

-Superman: Atari $2.00 min
Top of label is torn

-Titlematch Pro Wrestling: Absolute Entertainment $3.00 RAS

-Venture: Coleco

-Video Olympics: Atari

-Warlords: Atari $1.00 Cary

-Worm War I: FOX Video Games $5.50 LarryS

ATARI 5200-LOOSE GAMES

-Centipede

-Counter Measure

-Defender $3.00 jeffS

-Galaxian

-Jungle Hunt $1.00 zach

-Missle Command $2.00 jeffS

-Pac-Man

-Q*Bert
label is torn

-Real Sports Baseball $2.00 Vincent

-Soccer $1.00 Rob

-Space Invaders $1.00 jeffS

-Super Breakout

ATARI 7800-LOOSE GAMES

-Asteroids

-Pole Position II

-Robotron 2084

ATARI-MISCELLANEOUS
*all are in near mint condition

-ATARI FORCE Comic Book #2 $5.00 min

-ATARI FORCE Comic Book #3 $5.00 min

-ATARI Video Game Log Book $2.00 gregg

-ATARI Video Game Catalog $2.00 min

-Activision Video Game Cartridge Catalog: S &#65533;82 $2.00 min

-ATARI Super Service Poster: 1980 $1.00 gregg

-ATARI Game Library (still in box) $3.00 Zach

COLECOVISION-LOOSE GAMES

-Cosmic Avenger: Universal

-Donkey Kong: Nintendo

-The Official Space Fury: Sega $1.00 Rob

INTELLIVISION-LOOSE GAMES

-Bump N Jump $2.00 Zach

-Lock N Chase

-Microsurgeon: Imagic $3.00 rjdawson

-Night Stalker

-NFL Football

-Space Armada

-Stampede: Activision

-Starstrike $1.00 Zach

-Sub Hunt $1.00 rjdawson

INTELLIVISION-Box+Directions

-Armor Battle $2.00 min

-Super Video Boxing $2.00 gregg
box is from Sears Telegames
Game is Boxing by Mattel

ODYSSEY2-loose games

-Alien Invaders-Plus

-Baseball

-Black Jack

-Computer Golf

-Cosmic Conflict

-Dynasty/Directional Dynasty $2.00 gregg

-Electronic Table Soccer $2.00 gregg

-Football

-Hockey/Soccer

-K.C. Munchkin

-Matchmaker/ Buzzword/Logix

-Pachinko $3.50 Rob

-Pick Axe Pete

-Pocket Billiards

-Speedway/Spinout/Cryptologic $1.50 Rob

-Sub Chase/Armored Encounter

-UFO

-Volleyball

COMMODORE 64-Loose Cartridges

-Buck Rogers: Sega $2.00 stumpy

-Jupiter Lander

-Omega Race

-Magic Desk I

-Sea Wolf

TEXAS INSTRUMENTS 99/4A-Loose Cartridges

-A-Maze-Ing $1 Zach

-Alien Addition

-Blasto

-Car Wars w/ directions $3.00 MattR

-Chisholm Trail w/ Directions $1.00 MattR

-Demolition Division w/ directions $1.00 Stumpy

-Donkey Kong: Atari $2.00 min

-Dragonflyer $3.00 Marlin

-Dragon Mix $3.00 Marlin

-Early Learning Fun w/ directions

-Facemaker $1.00 Marlin

-Household Budget Manager $1.50 Brian

-Hunt The Wumpus $1 Zach

-Ms. Pac-Man: Atari $2.00 MattR

-Multiplication

-Munchman $2.00 MattR

-Munchmobile $1.00 Stumpy

-Number Magic

-Parsec $1.00 MattR

-Pac-Man: Atari $2.00 Marlin

-Personal Record Keeper

-Pole Position: Atari $2.00 min

-Protector: Atari $2.50 MichaelG

-Star Trek Strategic Operations Simulator $2.50 MichaelG

-TI Extended Basic $2.00 MattR

-TI Invaders $1.00 MattR

-Tombstone City $1.00 MattR

-Aligator Mix

-Early Reading $1.00 Stumpy

-Minus Mission $1.00 Rob

-Terminal Emulator II $2.00 Brian

MISC. SYSTEMS-
*some systems say "no cables" but if you bid I will look for them, but I will
not guarantee that I find them. Shipping will vary depending on the system.
MINIMUM BID INCREMENTS FOR ALL OF THE SYSTEMS WILL BE $1

-Atari 2600 $10.00 EricB

-Atari 400 no cables $6.00 min

-Atari 410 tape Drive, no cables $6.00 min

-Atari 600XL no cables $6.00 sam

-Atari 800XL no cables $15.00 yee2

-Atari 810 Disk Drive, no cables $8.00 Hank

-Atari 1027 Printer, no cables $6.00 min

-Coleco Adam Computer, some cables $10.00 BradE

-Commodore VIC-1525 Printer, no cables $6.00 min

-Commodore MPS-801 Printer, no cables $6.00 min

-Commodore MPS 803 Printer, no cables $6.00 min

-Commodore Cassette Drive no cables $6.00 min

-Intellivision II w/ Atari System Changer $12.00 Banzai

-Koala Pad $6.00 min

-Odyssey2 in box with cables $10.00 Shawn

-Telegames Super Pong IV $6.00 min

-Texas Instruments 99/4A w/box + manuals & cables $9.00 Marlin

-Unisonic Olympian $8.50 Rob

If you are interested, I have an excess of certain games which I will
sell for
$1 + shipping each. Currently these are:

ATARI 2600-excess

-Pac-Man
-Combat
-Asteroids
-Defender
-Missle Command
-Space Invaders

Send all bids to: james.manazer@m.cc.utah.edu

1571. Re: Describe your Atari setup!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-26 00:00:00 UTC
From: Steve <100733.2604@CompuServe.COM>
Message-ID: <3v429eghn1@mhafm.production.compuserve.com>
Source record: 89741

My setup is nothing like yours mate:

Just an 800XL+1300XE, 1050 + XF551, Star LC10 Printer.

What modem are you using?/via what provider?

--
Fred

1572. Atari 8-bit items FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-26 00:00:00 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <3v42ve$99k$1@mhadg.production.compuserve.com>
Source record: 89742

FOR SALE - ATARI 8-BIT ACCESSORIES

Atari CO17945 9v AC power supply (NEW) $7.50 (1010/1020/1050,etc.)
Computer to TV Switch Box $1.25

FOR SALE - ATARI BOOK

Atari XL User's Handbook (WSI) $5 (good condition)

FOR SALE - ATARI 8-BIT SOFTWARE

EDUCATIONAL:

Turtle Tracks (Scholastic) $3
USED: Facemaker (Spinnaker) (cartridge) $3
USED: Math Encounter (cartridge) $3
USED: Music Composer (cartridge) $3

GAMES:

Adventure Master (CBS) $5
Astrology (Antic APO167) $3
Crypts Of Plymbous (Cosmi) $3
Encounter at Questar IV (Artworx) $3
Lords Of Conquest (Elec. Arts) $5
Touchdown Football (Elec. Arts) $5
Winter Challenge (Thunder Mtn.) $5

UTILITIES:

Get Rich! Insurance Planning (Arrays) $4
Megafont II/II+/Font Sim. package (XLent) $4

Indus DOS XL Master Disk/GT Estate Word Processor package $3

ALL 8-BIT SOFTWARE ONLY $35 PLUS SHIPPING

All items include original docs unless noted, and some are new in original
shrinkwrapped boxes. Inquire for specifics on any programs.

If interested, please contact Lawrence Estep at 71450,1050 on
CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

--

Lawrence Estep / 71450.1050@COMPUSERVE.COM
Remember...Friends Don't Let Friends Drive Drunk!!!

1573. Re: Atari 400/800 computer's dirty metal panel

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-26 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3v70ce$1fpu@seminole.gate.net>
Source record: 89743

In article <3v69a1$n4d@no-names.nerdc.ufl.edu>, <JanL> wrote:
>Has any one figure out the best way of re-attaching the metal panel glued to
>the undersize of the cartridge door? it would eliminate the mess left behind
>by the old, black glud. Thanks.

There are some products that will remove the black 'gunk', I don't remember
the names of these products. I reattached my sheilding plates with double
sided foam tape.

--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

1574. help installing RAM in 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-26 00:00:00 UTC
From: psu01223@odin.cc.pdx.edu
Message-ID: <3v4oau$4k8@odin.cc.pdx.edu>
Source record: 89744

Hey all, here's a quick question: I rescued an 800 with no memory boards in it from a local thrift store. I got three 16K boards from American Technavision, but they're just that--boards with chips on one side and no case. So, there's no way to tell which way they should go in the slots. Anyone know? Also, which of the four slots under the hood should I put the RAM boards in?

I'm itching to put them in at random and turn it on, but I'm leery of frying something...

--Alex

Alex Chamberlain
psu01223@odin.cc.pdx.edu

1575. 800XL Deejay doc... READ ME

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-26 00:00:00 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FG1VAJVAUp@stingray.manawatu.gen.nz>
Source record: 89745

For those of you who have tried 800XL Deejay - the program for 680x0 Ataris (e.g. ST, Ste, TT, Falcon, etc.) which provides up to 8 virtual disk drives and a printer for the 8bit Ataris - I have now pretty much completed a doc file in English for it.

It's not the most attractive, but if you use Deejay, then you might find it of use - if you find any errors, or have suggestions, please feel free to e-mail them to me, and I'll update the document. My address is at the end of the doc file below.

I hope no-one minds me posting the doc here, but it's the easiest way to get it to everyone.

Thanks,
Richard.

PS. I hope that you enjoy 800XL Deejay as much I as do - it's a great program!
PPS. No, I didn't write it, so I'm allowed to say that... =8-]

/--/
800XL Deejay Document...

Menu Commands:

Load config ^J
This command will alow you to load a previously stored configuration, which will decide which disks will be loaded, and which drives will be assigned to those disks.

Save config ^K
This will save the current disk entries, and which drive numbers are assigned to them.

Cycle windows ^W
Highlights each window in turn with each successive selection of this command.

Close window ^U
Closes the current highlighed window.

Quit ^Q
Exits the 800XL-Deejay.

/*** Disk ***/

New disk ^N
This creates a new disk entry in the main window - the disk will be labelled New Disk, and will be unformatted - remember to format the disk

(see Format), before use.

New V-HD ^V
This stands for virtual hard-drive, and creates a new entry in the main window. The directory is shown, and can be changed by either a right button click, or a double click on the entry. The current directory shown, will be accessable from DOS on the 8bit, allowing all files in that directory to be accessed sequentially, and in a read-only manner. This is very helpful when you have a lot of .com or .exe files that you want to be able to use quickly, without having to import them into a disk.
Note, you can change the sector format of a V-HD, by selecting the V-HD entry, and choosing format from the disk menu - this will provide the option of changing between 128bps (bytes per sector), and 256bps.

Load ^O
This will pop up the file selector, and allow you to choose a disk to place in the main window, for use. Note, Deejay disks have the extender .DIL, and their corresponding labels have the extender .DI To allow the disk to be accessed by the 8bit, you must first select a drive number for the disk. (See the section on Setting Drives)

Save ^S
This saves a disk to a file on the ST. If no current filename has been selected, it will function in the same manner as "save as".

Save as ^M
This pops up the file selector, and prompts for a name to save the current highlighted disk as. The disk will be saved as a file with the extender .DIL, and its label file will have the same name, but the extender .DI

Remove ^R
This removes the currently highlighted disk entry from the main window. It does not, however, delete the file from the ST.

Select all ^A
This highlights all of the entries in the main window.

Info ^I
This brings up information about the currently highlighted entry, such as the disk format, disk usage, etc.
Note, this option allows you to set whether a disk is write protected, or not. Select the entry you wish to write-protect/unprotect, and then go to the info option, and click in the write-protect check box. A check in the box means the disk is write protected.

Directory ^D
This will show the directory of a disk entry, providing it is in either a DOS 2/2.5 or MyDOS format (root dir only).
Note that in the directory window, more commands are available by double clicking within the window - see the section "Directory window commands".

Label ^L
This allows you to change the disk label that is shown in the main window,
and also provides you with the ability to list the contents of the disk,
or make any notes about the disk - this label will be saved along with
the disk, when either the save as, or save options is selected.

Clean ^C
This will zero the unused sectors on a disk without deleting any files
currently in use. This allows Deejay to optimise the storage of the
disk (by ignoring empty sectors).

Format ^F
This option will format a disk and provides the user with several
pre-defined options, or the ability to select an exact disk size from the
format dialogue box.

/*** Options ***/

Status display ^Y
This toggles between showing the disk sector number currently being, or
last accessed by the 8bit, as well as which this operation was - e.g.
write/read/status and so on. If shown, the status will appear in the top-
right of the main window.

Misc ^X
Filename conversions:
Diskfiles (default, *.DI)
Diskfile labels (default, *.DIL)
Extensions for textfile recognition (for use in the view file option)
Fileviewer to use.

Behaviour ^B
Options for whether to request confirmation on:
Delete/move/copy/export/import
Which options the right mouse click/double clicks perform on the disk
icons, and disk/V-HD entries.

Font/Colour ^E
Select which font, font size, and colour to use in Deejay.

Dialogues ^G
Select dialogue box options and appearence.

Timing/Emu ^T
Option to emulate 8bit drive sound through via DMA (only Ataris with DMA
sound - e.g STe, Mega-STe, and Falcon).
Set polling time, and amount of time before returning to the Eventloop.

Printer ^P
Select whether a printer is active or not.
Select which device number is to be used as the printer (1-9), or X
indicates any device number (i.e. any calls to the printer).
Option to dump to a file (all prints will be appended to this file).
Option to select the file to print to.

Option to clear the file.
Select whether to convert EOL (End Of Line), and TAB characters.

Load setup ^H
This option will allow the user to load new settings previously saved.

Save setup ^Z
This saves the current settings used by Deejay - such as the default format, and whether the status display is on, etc.

/*** Directory window commands ***/

Import Alt M
This option allows the user to include a file from the ST, as part of the 8bit disk - after choosing a file from the file selector, Deejay will ask the user if the file is text, and if it should be converted to another text format (e.g. between 8bit and ST text formats).

Export Alt E
This option allows the user to save a file from an 8bit disk, to the ST, as a separate file - as in the Import option, the ability to convert from one text format to another is provided.

Delete Alt L
This option allows the current selection from the directory window to be deleted from the disk - if a deletion is made, then this will only affect the disk stored in memory, and will require re-saving before any changes become permanently stored.

Info Alt I
This option shows the file attributes, and whether or not a file is write-protected. The file can be renamed, and write-protected from the info dialogue box.

View Alt V
If the file selected in the directory window is a text file (acceptable file types are listed in the Misc dialogue in the options menu), then this option will allow the user to view the file, as text.

Invert sel Alt R
This option inverts the current selection, so that all files currently selected, will then be unselected, and all files unselected, will become selected.

Select all Alt A
This option selects all files in the directory.

Numbers Alt N
Toggle whether the directory entries have numbers infront of them (i.e. 1 to the number of files in the directory).

Bytes Alt B
Toggle whether the directory entries have their file sizes listed.

Sectors Alt S
Toggle whether the directory entries have their size in sectors listed.

/*** Other commands ***/

To select an entry in the main window, or directory windows, either:
Use the up/down cursor keys to move from one entry to another, or;
Use the mouse, and click with the left button, on an entry.

To write protect a disk entry:
Select the entry you wish to write-protect/unprotect, and then choose the
info option in the disk menu, and click in the write-protect check box.
A check in the box means the disk is write protected.

/*** Setting Drives ***/
To set a drive to a particular entry in the main window, either:
Select the entry you wish to use (using the above procedure), then press
control-and the key representing the drive you wish to select
(e.g control-1 is drive 1, and control-8 is drive 8), or;
Drag the icon representing the drive you wish to use, onto the entry.

To temporarily remove a drive, click the right button, or double click,
over the corresponding drive icon, and see the drive toggle from black to
grey - black indicating that the drive is available.

/*** The disk icons in the main window ***/

To quickly create a new disk, or new V-HD (virtual hard-drive)...
Drag the clear disk icon into the main window by holding the left mouse
button down, to create a new V-HD.
Drag the greyed disk icon into the main window by holding the left mouse
button down, to create a new disk entry.

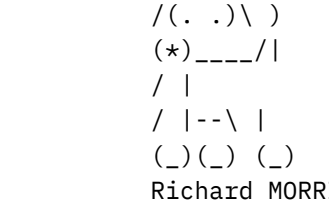
To quickly format a disk, or open a new disk:
Double click or click right mouse button over the clear disk icon to
format a disk entry.
Double click or click right mouse button over the greyed disk icon to
open a new disk.

Note that these default options on the disk icons can be changed from the
Behaviour dialogue, in the options menu.

Document provided in English by Richard Morris
richard@stingray.manawatu.gen.nz

/--/

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

If you are sending a large file - please e-mail me for confirmation first

1576. Re: 1050 Drive Problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-26 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3v5547$2nt0@seminole.gate.net>
Source record: 89746

In article <3v3p4n$78n@blackice.winternet.com>,
Rich Mier <rbmier@winternet.com> wrote:
>Voltage reading on Q8 while the motor was running?

I don't know, isn't Q8 a steady +12VDC? Or should I be looking on Q6 for a
voltage drop?

> If possible, try swapping out the mechanical deck. If the 12 Volts
>drops off below 12 volts when the motor is on - - , well, C68 of C71 are possible
>baddies.

I did check Q8 a few minutes ago, I had my meter on it when I turned the drive
on, which runs the motor, but it fluctuated 0.02VDC, that was it. It fell
to 12.28VDC, and jumped back to 12.30VDC. Do you know where I can get a
service manual for the 1050? Does anyone like Best Electronics sell them
still?
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

1577. Why a new OS? My thoughts, existing compilers and the Sweet-16...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-26 00:00:00 UTC
From: buescher@shed.inel.gov
Message-ID: <BUESCHER.95Jul26115057@shed.inel.gov>
Source record: 89747

>>>>> "bill" == William Kendrick <kendrick@zippy.sonoma.edu> writes:
In article <199507260610.XAA11007@zippy.sonoma.edu> kendrick@zippy.sonoma.edu (William Kendrick) writes:

bill> Mark - I dont want a computer which cant run my old stuff,
bill> either.. but i'd like a nicer interface not only for accessing
bill> stuff (a GUI file- system or something) but also for programming
bill> ease (not necissarily a NEW OS, not even something which let old
bill> stuff run!)

Ok, I am starting to get frustrated with this whole thread. Mark (as well as whoever made that great crack earlier about "JCL support") is right insofar that some of what's been fueling the discussion has been pointless fantasizing. However, Bill, you've hit the nail on the head: I would go so far to say that the whole POINT of a "new' OS or major OS extension for the 8-bits SHOULD BE to provide a better environment for software development. PERIOD. I'm not interested at all the original proposal of a simple multitasker for specially written machine language programs. I think it would be a neat hack but I don't see much use for it.

What I would like, mostly from my experience running Linux on PCs is:

- at the very least, simple task-switching and virtual console support
- a Unixish shell & unixish file utilities
- an EMACSish editor, something small like "NotGNU emacs" or "jed"
- a reasonably complete C compiler (cc8 is already close enough to work with though an implementation of ANSI C would be ideal)
- a good fast assembler with a nice set of canned macros
- a real make utility

Only the first and last of these would necessarily require a new or extended OS. I admit haven't tried John Harris' assembler yet, which I believe incorporates a fast, clean editor. I will say that SpartaDOS 3.2 + TextPro + CC8 on a hard drive + the MAC/65 cart, though usable, leaves a lot to be desired as a development environment, at least for someone spoiled by the GNU tools under unix..

What I think is feasible in the short term if enough people want it to happen, and would be a big step towards the kind of environment I'd like on my 8-bit:

- an extension to the cc8 runtime code (which already implements a virtual 16-bit processor) and modifications to cc8 to "flatten" banked memory so cc8 programs can directly use expanded memory without any fuss. This would initially involve implementing a 24-bit (?) "virtual" address space which the virtual machine would decode into banked RAM.

- a real malloc() for cc8 (the one published in atari classics can only allocate page 6 memory)

This would provide us with the ability to write much larger high-level language programs than before, as well as potentially port stuff from other platforms. Also, the runtime code could be rewritten for the 65816 and flat 65816 memory for what would probably be an enormous performance increase (since the 65816 probably provides native operations for a lot of what the cc8 engine was written to provide) running essentially the same object code (it would have to be relinked with the 65816 runtime machine).

As cc8 stands, a reimplementation of the runtime code for better performance on a 65816 is quite feasible without getting into the guts of the compiler, but I think we'd all like to have a larger address space on expanded memory machines...

Is anyone interested in something like this at all, or am I spinning my wheels here???

Oh yeah, is the cc8 source code available? I don't remember. I bought the Deep Blue C source code ("Deep Blue Secrets") with Deep Blue C years ago when ANTIC was liquidating its software catalog but it's not free. I suppose if there's enough interest the authors of cc8 could probably be cajoled into releasing source...

Anybody up for getting the runtime source for the TurboBASIC XL compiler from Frank Ostrowski & co. and rewriting it for the Sweet-16???

Brent

1578. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-26 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199507260610.XAA11007@zippy.sonoma.edu>
Source record: 89748

Mark - I dont want a computer which cant run my old stuff, either..
but i'd like a nicer interface not only for accessing stuff (a GUI file-
system or something) but also for programming ease (not necissarily a NEW
OS, not even something which let old stuff run!)

-bill! - all for new stuff - just keep the old stuff too!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1579. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-26 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199507260621.XAA11113@zippy.sonoma.edu>
Source record: 89749

Joe - since much of what a program will be doing is calling OS stuff ("draw window," "wait for input," etc.) why not this:

multiple versions of the same OS - the hooks which programs use are the same (they call "draw window" routine, it'll draw a window, it doesn't matter which version they use)

if I have a 64K machine with a floppy, I'll of course be CRAMPED AS HELL, but there will be a version which supports me

if I have a 256K machine with a hard drive, I'll be running a little slow, but there will be a version which supports me

if I have a 4MB Sweet-16 machine with a huge hard drive, there'll be a version which supports me

Hooks hooks hooks, I say.. modularity, easy upgradablity, etc... it's all a BIG FAT >> MUST <<!!

M M U U SSS TTT
MM MM U U S T
M M M U U SSS T
M M U U S T
M M UUU SSS T

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1580. how to install memory boards in 800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-26 00:00:00 UTC
From: psu01223@odin.cc.pdx.edu
Message-ID: <Pine.PTX.3.91.950725233032.3808A-100000@odin.cc.pdx.edu>
Source record: 89750

Hey all, here's a quick question: I rescued an 800 with no memory boards in it from a local thrift store. I got three 16K boards from American Technavision, but they're just that--boards with chips on one side and no case. So, there's no way to tell which way they should go in the slots. Anyone know? Also, which of the four slots under the hood should I put the RAM boards in?

TIA,
Alex

Alex Chamberlain
psu01223@odin.cc.pdx.edu

1581. Re: ML Assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-26 00:00:00 UTC
From: michael@anest4.anest.ufl.edu
Message-ID: <michael-2607952001460001@dialup-c5.cis.ufl.edu>
Source record: 89751

In article <3urhmk$sa1@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu
(William Kendrick) wrote:
> The Sweet16 has 16-bit registers (X,Y,A) as well as a "B" register
> (not supported as an addressing mode, you must use a "transfer-A-B"
> instruction.. but still.. an extra register! :))
>
> Page 0 can be relocated :)
>
> Page 1 (stack) can be relocated :)
>
> Page 1 (stack) can be 64K ($10000) long, not just 1 page! ($100) :) :) :)
>
> Cool, huh? :)

I do like the sound of those specs. However, I think we can all agree
that if 8-bit software is to work with most of the 8-bit machines out
there, it needs to conform to the paltry 6502's specs. Thus, we're back
to three 8-bit general purpose regiters, and a fixed, $100 byte stack.

Oh well... what can ya do?

;-)

Michael Ellis

1582. Various little topics!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-26 00:00:00 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <EE3888118D@east-01.novell.leeds.ac.uk>
Source record: 89752

Just to add my comments to one or two topics raised recently:-

My Pitfall 2 cartridge works in my range of Atari computers, so there is probably a fault on the cartridge itself.

I reported problems with the BART mailer several months ago to this group, nobody else confirmed or denied this but one kind chap offered to download and e-mail me the files I wanted!

Richard Gore
chmrig@leeds.ac.uk

1583. Re: 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-26 00:00:00 UTC
From: mbates@stocko.com
Message-ID: <mbates-2607951730500001@ppp13.stocko.com>
Source record: 89753

Hmm, just as a side note but I just got both of those files off of Umich
about a week ago and they were fine. How did you get them? (i.e. your
connection and software)

-Marlin

In article <142724@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com wrote:

> Bill, minor addition, I've tried to download the SIO2PC 3.19 a couple of
> times from the archive.umich & it was busted. Finally got a good copy
> of of Xmission. There's several other files at umich that I've had
> trrouble with also, SD 3.2f & SD Disk RX. I think I also tried to get the
> source for MyDOS off umich to patch a bug or two & found it to be broken.
> I think these were the only files I've tried to get from umich in the last
> year so as a sample of good vs bad files, it doesn't look to good right now.
> Rick
---------- ---*** All hail the
Fuji!
---*** Do the MATH!
---*** OLD E-MAIL: MBATES@NETCOM.COM New email: mbates@stocko.com
--*-*-* Marlin Bates, IV Digital Graphics Rep. Taylor Made & Canon
-*--*--* For a current list of Classic Home VideoGames I own & have
------* for trade check out: http://www.stocko.com/Fujidom

1584. Re: Help - Omniview and Memory Loss

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-26 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142727@cup.portal.com>
Source record: 89754

Roger, hold down the <control> key & hit the A key, then press reset. That should bring you up in 80 columns. It also reverses the <option> key use in startup, hold it down if you want to boot basic. There are a few other advantages to the chip, for instance if you have an upgrade from Newell it has built in ramdisk handlers for doing stuff like making the ramdisk drive #1. It also has a built in terminal for use with an ATR8000.Rick

1585. Re: Idea to reduce blue in CV!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-26 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3v5vm8$gi4@news2.delphi.com>
Source record: 89755

kendrick@zippy.sonoma.edu (William Kendrick) writes:

>Bry - that would work, but it's NOT just the borders.. hell, it's not just
>the stuff that's supposed to be black - it's the whole image is too blue.

Ahh, I see. It should be a pretty easy task to convert the pictures with
less blue content then.

-Bry

1586. Re: RS232 Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-27 00:00:00 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <DCD4zx.Dp9@freenet.carleton.ca>
Source record: 89608

Bruce Willard (bwillard@mindspring.com) writes:
>>Robert Rumpf (rumpf.1@osu.edu) wrote:
>>: I need to attach a standard modem to an 800XL, and I don't really want to
>>: shell out the cash for the 850 interface. I know there are other, cheaper
>>: interfaces out there - can anyone recommend one? TIA...
>
> I attached a 2400 baud modem to my SIO2PC cable and it worked fine. I don't
> know if it will work for other baud rates, etc, or how reliable, but it works
> fine with mine.
>

Now that is one GEM of an idea. I'll hook up my SIO2PC cable and see what
happens. Damn I love this Newsgroup!

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

1587. T-34 - where to get?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3v7iqt$nah@nic-nac.CSU.net>
Source record: 89609

At this very moment I'm talking on IRC to a guy from Poland. I asked if he had seen T-34 and he said there are many game magazines in Poland and that a year ago he say it mentioned but he thinks it is still not out. I said it has been played in the US, so I'm pretty sure it has been released.

Has it? If so, where can one purchase it? (yes, I am PAL-equipped (thanks to Bob Woolley! :)))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1588. Re: 1050 Disk Drive Problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-27 00:00:00 UTC
From: sharris@bobcat.ent.ohiou.edu
Message-ID: <DCDMDn.KnI@boss.cs.ohiou.edu>
Source record: 89610

I ran a disk cleaner thru mine, and it worked wonders. You could try it.

1589. Atari Basic manuals, POKE addresses

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-27 00:00:00 UTC
From: sharris@bobcat.ent.ohiou.edu
Message-ID: <DCDn7H.LCE@boss.cs.ohiou.edu>
Source record: 89611

I was unable to find my Basic manuals. Is there anything on line
that could help me refresh my memory with how to program in Basic
and what POKE addresses are for what?

And I'd also be interested at trying to get into assembly lang
programming for 800xl. Where should I begin?

Thanks for any help,

Steve Harris

1590. Re: Atari Basic manuals, POKE addresses

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-27 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3v8a5s$f3g@hustle.rahul.net>
Source record: 89612

Steven Harris (sharris@bobcat.ent.ohiou.edu) wrote:
: I was unable to find my Basic manuals. Is there anything on line
: that could help me refresh my memory with how to program in Basic
: and what POKE addresses are for what?

The best reference I've seen for POKE addresses is Chadwick's _Mapping
The Atari_. As of April, I was able to get this at American
Technavision for $3 (actually $15 for 5 books); I'm not sure if they
still have these or if the price has changed if so.

: And I'd also be interested at trying to get into assembly lang
: programming for 800xl. Where should I begin?

Find a good book on programming the 6502.

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Beware of geeks bearing .GIFs! * GCS: !H s:+ !g au+ C++$ v++ w+ U+ N++
* softball 95: 24 games, 12-12, .627 * W po+ Y+ j++ B-- e+++ u** r+++ y+++

1591. Re: Describe your Atari setup!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-27 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3v8agt$fkp@hustle.rahul.net>
Source record: 89613

Steve (100733.2604@CompuServe.COM) wrote:
: My setup is nothing like yours mate:

: Just an 800XL+1300XE, 1050 + XF551, Star LC10 Printer.

Okay, I'm a latecomer to this thread...

In the bedroom: 800XL, 2 1050 disk drives, 1010 cassette drive, 1025 printer, 850 interface with 9600 bps modem, Commodore 1902 monitor, two joysticks, paddles and a trackball controller.

In the living room, hooked up to our 25-inch TV: 800 and one 1050, required since the XL won't run M.U.L.E, or a few other (mostly older) Atari games.

In a box at home: one sick 400, three 1010s, 1027 printer, three power supplies for the 800 and 1050, three switch boxes for the TV, four cheap Atari 2600 joysticks.

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Beware of geeks bearing .GIFs! * GCS: !H s:+ !g au+ C++$ v++ w+ U+ N++
* softball 95: 24 games, 12-12, .627 * W po+ Y+ j++ B-- e+++ u** r+++ y+++

1592. Re: problems with bartmailer..

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-27 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510106ac3d6b22dd9a@[137.22.11.119]>
Source record: 89614

bernard@twilight.xs4all.nl (Bernard Kok) writes:

>I only have a E-mail account on internet but I like to get some files
>from the atari archive.
>I have try to send a msg to the bart mailer but he don't reply to me,
>can anyone check if he still works ??
>Or let me know how I can get files from the archive by mail ?

I've been meaning to give it a try again, but last I knew BART had been
down for at least several months. It would be nice if Jody could comment
here about the situation.

Meanwhile, there other other general purpose FTP-by-mail services out there
that can be used to accomplish the same thing that BART does/did. From my
FAQ:

Subject: 3.4) How can I retrieve files from FTP sites by e-mail?

There are several general-purpose FTP mail-servers. These may be used to
retrieve any files available from anonymous FTP sites on the Internet.

1) mailto:ftpmail@decwrl.dec.com with no subject line, and two-line
body with line 1 help and line 2 quit

2) mailto:ftpmail@grasp.insa-lyon.fr (body: help) Please, European
users only.

3) mailto:bitftp@pucc.princeton.edu (body: help or ftplist for a
list of anonymous ftp sites)

Of the mail-servers listed here, I recommend this "BITFTP" server. To help you
get started using it, try this example of retrieving files from the Merit/Umich
Software Archives (through the barnone.citi.umich.edu mirror site). Send a
message to bitftp@pucc.princeton.edu that says exactly:

```
ftp barnone.citi.umich.edu
user anonymous
cd /afs/umich.edu/group/itd/archive/atari/8bit
dir
cd Telecomm
dir
get ft80v037.txt
get icet.txt
binary
get ft80v037.arc
get icet.arc
quit
```

4) mail BITFTP@DEARN or to mailto:BITFTP@vm.gmd.de (body: help or ftplist for a list of anonymous ftp sites) (Europe only)

Let us know how it goes for you!

Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

1593. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-27 00:00:00 UTC
From: spigot@primenet.com
Message-ID: <3v8ejs$1pv@nnrp1.primenet.com>
Source record: 89615

```
: The Zip *DOES* work with the 8-bit Atari; I've successfully tried it with
: an 800XL, Black Box, and SpartaDOS. SpartaDOS sees it as a plain old hard
: disk (well, it sees it as several ~16-MB hard disks, but you get the
: idea). SpartaDOS will format the Zip cartridge; there is no write-protect
: ability for the entire cartridge/drive partitions, but you can lock and
: unlock individual files.
```

Will the Mac cable work with the Zip or is some custom cable needed?

1594. Re: Desperately seeking 8-bit items...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-27 00:00:00 UTC
From: pmarcano@islandnet.com.ca
Message-ID: <3v8cv3$nfe@sanjuan.amtsgi.bc.ca>
Source record: 89616

Jason Hedrick <102416.675@CompuServe.COM> wrote:

>I've been looking for some various pieces of hardware/software, new or used.
>Can anybody help me? Innovative Concepts used to carry some of the stuff,
>but they went out of business. Here's the list...
>YeMaCyB- A printing utility that prints Micropaint pictures on your dot
>matrix printer. It sounds like a wonderful program per the Innovative
>Concepts catalog description, but I haven't been able to find it. Mark Elliot
>is anything but co-operative in helping. I cant't really blame him though.

>Easy Scan II- Another I.C. product. scans pictures/text into computer.

>Transkey- Adapter board to hook IBM compatable keyboard to your 8-bit.

>VoiceMaster Software- I have the original VoiceMaster. (not Jr.) It has
>no software, rendering it useless. Covox told me several years ago that
>they consider it PD. So if anyone has a copy, please Xerox me one! :-)

> If anybody has so much as a minute clue on any of this stuff, pleas let
>me know!! Much thanks in advance!!
> Jason Hedrick
>--
> Jason Hedrick

1595. Re: Atari Basic manuals, POKE addresses

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3v8fjr$cp4@nic-nac.CSU.net>
Source record: 89617

POKE addresses - by all means, get Mapping the Atari (Revised (XL) edition) and / or The Complete and Essential Map (a new publication from England (I think)). Mapping is probably still in stock at the major Atari 8-bit dealers like B&C Computervisions, BEST Electronics, etc. Check the FAQ. (part 2)

Assemblers for XL - There's MAE, a very good macro-assembler/editor for "XE"s (typically, Atari 8-bits with 128K or better RAM - I say "XE" because if a version of a program says "XL" it supports the additional 16K XLs provide over 400/800's and if it says "XE" it supports 128K RAM). Current (latest, as of a few days ago I think!) version is 0.96. It is available via FTP. Check the FAQ. (part 1)
Also, there's MAC/65, I believe it was the most popular macro assembler for the Atari back in it's hey-day. It's a cartridge and again can be gotten from major dealers. Check the FAQ. (part 2)

Good luck!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1596. Re: help installing RAM in 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-27 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3v8gvk$j8g@navajo.gate.net>
Source record: 89618

In article <3v4oau$4k8@odin.cc.pdx.edu>,
Alexander Chamberlain <psu01223@odin.cc.pdx.edu> wrote:
>in it from a local thrift store. I got three 16K boards from American
>Technavision, but they're just that--boards with chips on one side and no
>case. So, there's no way to tell which way they should go in the slots.

Chip side faces the rear end of the machine.

>Anyone know? Also, which of the four slots under the hood should I put
>the RAM boards in?

From the rear of the machine, the first three. I don't know if it matters
or not. It probably does. Do you have the OS/ROM card in this machine?

On a typical 48K 800 you have (starting from the front) OS card, 16K RAM,
16K RAM, 16K RAM.
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

1597. Great-8 BBS?/8-Bit BBS list

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-27 00:00:00 UTC
From: nathan355@aol.com
Message-ID: <3v8mqt$6a6@newsbf02.news.aol.com>
Source record: 89619

Does anyone know if Great-8 BBS still exists? Is there a current list of Atari 8-bit BBS's? Thanks.

1598. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-27 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <142774@cup.portal.com>
Source record: 89620

Good ol' Bill Kendrick (kendrick@vax.sonoma.edu) writes:

>...
>AND - the interface the OS presents (and the programs use) should NOT ONLY
>be SIMPLE to use (point/click, menu-bars, etc.) BUT be USER-REDEFINABLE!!!
>...

I am always highly amused when people start demanding all kinds of GUI features on the 8-bit, because I have to believe that such folks have absolutely NO IDEA how much code it takes to do even the simplest GUI operations, much less a COMPLEX and CUSTOMIZABLE one! I don't have any figures at hand, but I'd be surprised if you had enough memory in even a 256K 8-bit to run the kind of GUI Bill is asking for, much less any apps along WITH the GUI! It's possible I'll go down in history as "the guy who said it couldn't be done," but then, I'm a skeptic by nature and "I'll be-lieve it when I see it!"

Shoot, while we're at it, how about arranging for the next version of the Atari emulator for the PC to provide an "expanded API" so that emulated Atari apps can use Windows features on the PC they're "really" running on? At least the GUI and its API are already WRITTEN...! :-)

Chris "Crotchety Ol' Geezer" Chiesa
Chris_F_Chiesa@cup.portal.com / xetwnk@shell.portal.com

1599. Re: PLEAEZE Help get my son online (so h

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-27 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9507270017591.The_Win-D.bjcorr@delphi.com>
Source record: 89621

In article <3v2lkn$a04@news.xmission.com>, jeking@xmission.com (James King) writes: > In article <dabell-2407951555120001@venus49.calon.com>, dabell@wco.com (Alan Bell) says: > >

> >Many thanks to Bill Kendrick for his generous offer to help me do the
> >above. (Hes downloading the appropriate files to disc for me -- nice
> >guy, eh?) Unfortunately, I havent heard any comments from others in the
> >group about online services. I took the <info@delphi.com> address from
> >one of Joe Walshs posts and have asked that company for some information,
> >but Id *still* like to hear from someone about their experiences. How
> >about it, Joe? Is Delphi Atari8-friendly? Anyone else? How about
> >Compuserve? GEnie? I guess Prodigy and AOL are out (I test-drove the
> >latter for a few weeks with my Mac and bailed out). Im encouraging
> >someone to stay with Atari-8 here, how about a little assistance, folks?
>
> Your best bet is to go with GEnie or Delphi. Delphi has a good sized file area and is > VERY easy to use on the 8bit Atari (use Bobterm or ANY other software). If I had to start > all over, I'd probably start with Delphi, then slowly move over to GEnie. >

> Delphi is best when it comes to overall Internet access and ease of use on an Atari 8bit system. >

I must agree. I have been using Delphi for a couple of years and the Atari area there was what got me back into using my 8-bit. The forum area is mostly ST users, but the file area and the rest are very good. The internet access doesn't hurt either. bjcorr@delphi.com

1600. Re: 1050 Drive Problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-27 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3v910q$bvg@blackice.winternet.com>
Source record: 89622

> cmwagner@news.gate.net (Chad Wagner) writes:
> In article <3v3p4n$78n@blackice.winternet.com>,
> Rich Mier <rbmier@winternet.com> wrote:
> >Voltage reading on Q8 while the motor was running?
>
> I don't know, isn't Q8 a steady +12VDC? Or should I be looking on Q6 for a
> voltage drop?
>
Correct, Q8 Should be steady 12 VDC. Q6 Voltage will vary to control
the speed of the motor at 288 RPM. Once it locks in at 288 it should hold steady
at some voltage around 7 VDC (That's what my SAMs schematic says). I thourght
that when I checked the voltage was closer to 9 VDC.

> > If possible, try swapping out the mechanical deck. If the 12 Volts
> >drops off below 12 volts when the motor is on - - , well, C68 of C71 are possible
> >baddies.
>
> I did check Q8 a few minutes ago, I had my meter on it when I turned the drive
> on, which runs the motor, but it fluctuated 0.02VDC, that was it. It fell
> to 12.28VDC, and jumped back to 12.30VDC. Do you know where I can get a
> service manual for the 1050? Does anyone like Best Electronics sell them
> still?
>
>
>>>>
Yes, Best Electronics still has Service Manuals and/or the SAMS
computer facts. About $20 -$22.
One other thing: Did you try reseating the socketed chips?
If not, try it. They are all under the shield.

Rich Mier

1601. Re: broken 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-27 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3v91nb$bvg@blackice.winternet.com>
Source record: 89623

> sharris@bobcat.ent.ohiou.edu (Steven Harris) writes:
> I have a broken 1050 diskdrive. When I power up, the on light comes on,
> and sometimes the disk-operating light will come on for just a split
> second, but then it stops. It never looks again for a disk.
>
> Does this sound like a fixable problem, or is the motor just worn out?
> Does anyone repair these things, or who might want to buy a broken drive?
>
> I have another dirve that whistles somewhat while it is spinning the disk.
> This makes me a little nevrvous. It reads fine, but I wonder if the motor
> on this one is about to go also. Any suggestions as to how I can lubricate
> it or help fix the whistle?
>
>>>>>>
` On the broken Drive, the first think to do is to reseat all the
socketed chips under the shielding.
The other drive, try to determine WHERE the sound is comming
from. I have a deck here I pulled out of a 1050, the bearings under the disk
hub have gone out and it 'growls'. American Technivision has new decks
for about $20. The Seagate ones. If it is a World Technology version - -
well, I don't know where you can get one. I have swapped a Seagate into
one and with a little cutting of plastic inside the top, made it work.

Rich Mier

1602. Re: 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-27 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142764@cup.portal.com>
Source record: 89624

All the files were transfered in the last month or so & all were by
FTP connection to the archive.umich from Portal. I think I tried some
of the files like SIO2PC 3 times before I gave up & went to Xmission.
The Sparta DOS stuff almost works, DSKTOATR was able to get about
1/2 the disk before bombing, but the ARC'd stuff bailed out with
crc errors.
Rick

1603. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-27 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <142773@cup.portal.com>
Source record: 89625

Michael Ellis wrote:
>In article <3uu4hu$6v@nnrp2.primenet.com>, krishna@primenet.com (Glenn
>Saunders) wrote:
>
>> A good OS should have the following:
>> ...
>
>> The ability to support ANSI C
>
>ANSI C support is not IMPOSSIBLE, but in today's world machines running at
>1.76MHz and doing all of their work on three 8-bit registers really need
>machine-language-based software. Indeed, all of the code I write will be
>machine language -- be it an OS or an application.

I guess I don't see your point, Michael. C is a -compiled- language. That means that your C statements at some point turn into MACHINE INSTRUCTIONS. "Simply" create an ANSI C-supporting compiler that generates Really Efficient instruction sequences, and I should think the final result would run as fast as if you had hand-coded the ML directly. It's possible that I'm missing something, but if so, I don't know what it is and you should now enlighten me!

>> New graphics API to support things like autoscrolling larger images,
>> perhaps even making GED and CV into automatic modes.

"GED"? What's that? Oh, yeah, John Harris talked about that, what, a year or more ago now? Jeez, I've GOT to start keeping in better touch here.

>> At least some basic GUI functions.

I saw a demonstration of a "windowing device driver" on the Atari 8-bit, at least five years ago at a meeting of "ACORN," the Atari Computer Owners of Rochester, New (York). From what I could tell, it rendered its windows in GR.8 (Antic mode F), could put them at any pixel/line position, and could then render standard GR.0 (Antic mode 2) -looking text into them. I believe it could also draw graphics into them, but I don't recall that specifically. It could put up a maximum of 255 windows, which is what the demo program (language unknown) did, and pretty fast too (say, 5 seconds or less for 255 windows ranging from 1/10 to 3/4 the size of the screen, random sizes and positions with about one line of text each). I believe the thing also had the ability to render text at any integer multiple of the original font size, i.e. 2X, 3X, etc. Anybody else ever see this? Know where it came from? Think it interesting/useful?

>Incidently, I think it is important that this thing NOT require a
>microprocessor upgrade. I'd like to see it work with original Atari

>hardware, which is why I am currently trying to find a way for it to run
>on a 64K machine.

Whatever you do, make it modular and provide a modular, expandable API (Application Programming Interface)! That way, you can issue upgrades a module at a time, and ANY upgrade ANYTIME, ideally without requiring applications to be rewritten, recompiled, or relinked... Take VAX/VMS as your model... :-)

Chris
Chris_F_Chiesa@cup.portal.com / xetwnk@shell.portal.com

1604. Re: Atari 400/800 computer's dirty metal panel

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-27 00:00:00 UTC
From: esmith@netaxs.com
Message-ID: <3v8e6u$2os@netaxs.com>
Source record: 89626

JanL wrote:
: Has any one figure out the best way of re-attaching the metal panel glued to
: the undersize of the cartridge door? it would eliminate the mess left behind
: by the old, black glud. Thanks.

: Jan (jicl@grove.ufl.edu)
: University of Florida

--

I tried to send you a reply and it kicked back to me as a bad address.
Better check that out if you want people to respond to you. Later.

+-------------------------------------+
| Edward M. Smith (esmith@netaxs.com) |
+-------------------------------------+------------------------+

1605. Re: Interested in NEW ATARI 8-bit OS?y

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-27 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <142776@cup.portal.com>
Source record: 89627

Joseph E. Walsh (ransom22@delphi.com) writes:

> I don't believe we're talking about losing "some" backwards
>compatability -- we're talking about losing it all. This OS would only
>be used for new software written for it (if any).

A recent (on this end, anyway) message suggested (and I agree) that this "new OS" should be FREE if it is to make any serious inroad into the Atari user community. That means that Michael Ellis, should he decide to proceed with this project, will be engaged in a "labor of love," doing the job with no thought of reward other than the knowledge of having done a Really Cool Thing. This may sound (especially to Michael!) discouraging, but on the other hand it relieves the programmer of any "pressure to succeed." Once he creates it, even if only one or two other people ever use it, well, it's still a Really Cool Thing and is now a part of history.

So, the question Michael now has to ask himself is, "am I willing to do this JUST because it'd be a Really Cool Thing to do?" Personally I hope he DOES.

I also perceive that a lot of ambitious projects that manage to get STARTED, still never get FINISHED. The programmer gradually gets busy with other things and spends less and less time on the project until finally he can't remember what he was working on or what he had in mind, and perhaps mothballs the Atari to make desk space for something else... Personally I hope that this does NOT happen to Michael, but he'll need to be vigilant against it.

I guess my advice to Michael would be, "DO IT. And do it NOW, while you're still excited about it and have a vision of what it could be, what it should be, because it will only last so long and it would be a pity to lose that moment of inspiration!"

Cough. Guess I waxed religious there for a second. Sheesh. Sorry about that, but I'm going to let it stand. I've acquired three new (to me) Atari 8-bit computers in the last two months and am starting to think I should hook 'em up to do useful household tasks and stuff like that. I'm about ready for SIO2PC, a Black Box, a Multiplexor perhaps, and so forth! What can I say; I'm in the mood for souped-up Ataris! :-)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

1606. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-27 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <142777@cup.portal.com>
Source record: 89628

Glenn Saunders wrote:

>The mortal James Hague wrote:
>
>: I think the reason there isn't much good software being released for the
>: 8-bit machines is simply because no one is writing any.
>
>Try writing a FAX program in 64K.

Yeah, really! A guy on Bob Puff's BBS recently asked if anybody had done, or was working on, FAX software for the 8-bit! After my mind finished boggling and I could type again, I politely posted a reply in which I gave him chapter and verse about the incredible resource requirements of such a program as compared to the resources available on the platform. I have yet to receive a reply...

Chris
Chris_F_Chiesa@cup.portal.com / xetwnk@shell.portal.com

1607. Re: 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-27 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <142778@cup.portal.com>
Source record: 89629

Rick Michael Cortese writes:

>Bill, minor addition, I've tried to download the SIO2PC 3.19 a couple of
>times from the archive.umich & it was busted. Finally got a good copy
>of of Xmission.

I'm ashamed to admit that I'm so out of touch that I am not familiar
with this "Xmission." Could somebody give me the complete FTP address,
and directory spec, please? <blush>

I've also noticed that (as you all know) Umich is just about impossible
to get into at ANY hour of day or night. I've tried the mirror sites
listed when Umich refuses me, but could only 'open' ONE of them, which
then ALSO refused me ("too busy" itself). The other sites listed, didn't
even seem to EXIST, or at least Portal didn't recognize them! Who's
in charge of the Umich archive, and have they verified the information
in their refusal message lately?

Chris
Chris_F_Chiesa@cup.portal.com

1608. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-27 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <BhJghRC.ransom22@delphi.com>
Source record: 89630

John D Harris <jharris@cup.portal.com> writes:

>Oops, I didn't mean it to sound like that! If you run the programs

Ah, okay. :)

>There is also the possibility of running the 65816 at a higher clock
>speed, which gives you more possibilities for running existing code
>faster.

Do you mean the 65816 sold with Sweet-16 is capable of higher
clock speeds, or that a person could swap it out with a different 65816 that
runs at higher speeds?

>There are still multiple people working on telecom software, so I think
>this would get updated. I think JVIEW would get updated. There's probably
>a good chance for TextPro. E: would support many editors and programming
>languages. I think anyone that made such a device would make sure free
>units went out to programmers that had good applications. And I don't
>think there would need to be too many applications to make the board
>worthwhile, since there are only a few areas where the 40 columns is the
>biggest disadvantage.

So, the major reason for changing graphics chips would be to
add support for 80 columns? If so, why hasn't there been more support for
the XEP-80?

>I bought one of the very first LE Systems (Leading Edge at the time) floppy
>interfaces from Dave Small. It was about 25K/Second, and so I've had pretty
>high-speed access to my data since 1981-1982 or so. I always considered RAM
>disks to be too volatile for any programming work. Heck, I now consider
>_floppies_ too volatile for programming work. I hate loosing data.

Ah, so. Yes, with a nice floppy interface such as that, the attraction
of RAMdisks fades.

>I have 8 operational computer systems in an area roughly 9x9. Don't talk

Geez! In that same area, I have TWO (count 'em, TWO) systems. Amazing.

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1609. Re: Interested in NEW ATARI 8-bit OS?y

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-27 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <JDJB5JB.ransom22@delphi.com>
Source record: 89631

<Chris_F_Chiesa@cup.portal.com> writes:

>I guess my advice to Michael would be, "DO IT. And do it NOW, while you're
>still excited about it and have a vision of what it could be, what it should
>be, because it will only last so long and it would be a pity to lose that
>moment of inspiration!"

Good advice to ANYONE thinking about doing ANY hobby project. :)

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1610. **** WANTED ****

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-27 00:00:00 UTC
From: Jeffrey Wood <woodzy@delphi.com>
Message-ID: <JBGCRBA.woodzy@delphi.com>
Source record: 89632

ANY atari equipment, hardware & software
for the 400, 800, xl, xe, st, tt, 2600,
5200, 7800 systems.

my storage shed was recently broken in
and i lost most of my ATARI equipment
and am trying to recoup most of my
losses.

WARNING: i only work part-time at a
minimum wage job while i try to put
myself through school. So, prices, MUST be negotiable & i can only afford to
make payments!

Please Snail-Mail Your List(s) To:
Cheyenne Area Orphaned Systems
c/o Jeffrey Wood
813 Covered Wagon Drive
Cheyenne, Wyoming 82007-1671
NO PHONE CALLS, PLEASE!

1611. *** Ch.A.O.S. ***

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-27 00:00:00 UTC
From: Jeffrey Wood <woodzy@delphi.com>
Message-ID: <JBHhxTP.woodzy@delphi.com>
Source record: 89633

```
*****************
* *
* W A N T E D *
* *
*****************

ANY atari equipment, hardware & soft-
ware for the 400, 800, xl, xe, st, &
2600, 5200, 7800 systems!!!

My storage shed was recently broken into and i am trying to recoup most of my
losses, but its expensive!

WARNING: i only work part-time at a
minimum wage job while i am trying to
put myself through school. So, prices
MUST be negotiable and i can only
afford to make payments!!!

Minimum Wage Is $4.25/Hour.

Please Snail-Mail Your List(s) To:
Cheyenne Area Orphaned Systems
c/o Jeffrey Wood
813 Covered Wagon Drive
Cheyenne, Wyoming 82007-1671
NO PHONE CALLS, PLEASE!
************************************
```

1612. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-27 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <142792@cup.portal.com>
Source record: 89634

>I guess I don't see your point, Michael. C is a -compiled- language. That
>means that your C statements at some point turn into MACHINE INSTRUCTIONS.
>"Simply" create an ANSI C-supporting compiler that generates Really Efficient
>instruction sequences, and I should think the final result would run as
>fast as if you had hand-coded the ML directly. It's possible that I'm mis-
>sing something, but if so, I don't know what it is and you should now en-
>lighten me!

There is no way that compiler generated code can even _approach_ the speed
of good Assembly language. Size is an even wider disparity. This is an
old argument, and my apologies to those that didn't want it dragged out
again. Michael's point is very valid -- at least in an optimal world. This
of course, is not the type of world we live in, and thus C definitely has
it's place. Primarily due to the huge advantage of being able to port code
from one machine to another. If there were a more complete C implementation,
(especially for the 65816 with expanded memory), there would be a lot of
code available for our machine that realistically isn't going to be
written otherwise because of the time investment in writing it from scratch.
Given the choice between having code that is too big and too slow, and not
having the code at all, in most cases it's better to have the former.

>"GED"? What's that? Oh, yeah, John Harris talked about that, what, a year
>or more ago now? Jeez, I've GOT to start keeping in better touch here.

Granted, the version of GED that was uploaded did not have many drawing
features, but it did work. I used it mostly for coloring graphics created
or converted with another program. The format can be extended to provide
even more graphics power, and I still plan to do this. I can also get 25%
more colors out of a 65816 version.

John Harris - jharris@cup.portal.com

P.S. Some have noticed that I have started posted more often again. This
is partly due to finally getting out from under the disasterous mess of
having my business partner pass away last year, as well as other problems.
Even more so, I am preparing myself for a time in the very near future when
I am actually going to get a local access to the net. For the first time
ever, I won't have to call long-distance to login, and I hope this will
have a positive effect on my on-line presence as well.

There will be a change in my EMail address very shortly, (though I'll keep
this account for a little while longer), and I'll post it here when it's
ready.

1613. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-27 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <142793@cup.portal.com>
Source record: 89635

>I don't have any
>figures at hand, but I'd be surprised if you had enough memory in even a
>256K 8-bit to run the kind of GUI Bill is asking for, much less any apps
>along WITH the GUI!

If it were written in C, you would probably be correct. Otherwise, 32K
should be plenty. (Most of that in bank select RAM, hopefully). I'm
not counting data for lots of different font sets in with that estimate.

Full customizability takes very little added space, if it's designed and
integrated well at the very beginning. It's retrofitting stuff like
this that can become a size problem.

John Harris - jharris@cup.portal.com

1614. Swapping ANTIC Chips

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-27 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <DCDwuI.Iuv.0.-s@cs.vu.nl>
Source record: 89636

Hello all!

Recently I read about the PAL-NTSC upgrade and I was wondering if the it
can also be done the otherway around, i.e. putting an NTSC Antic chip into
a PAL machine. I have three spare 800XL's to play with, so if it's possible,
I would like to trade a PAL Antic for an NTSC Antic. What do you think?

Greetings,
Ivo

1615. Re: Question: SIO protocol, What's the answer?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: lucius@astro.ocis.temple.edu
Message-ID: <3vb03g$nfe@cronkite.ocis.temple.edu>
Source record: 89506

Hans Breitenlohner (hans@macbeth.umd.edu) wrote:

: Dos 2.5 should not try to read sector 1024 from your disk unless it thinks
: that you have an enhanced density (1040 sector) disk. It may have used
: a status command ("S") to determine this.

It turns out that I was telling the Dos that my drive was an enhanced
density disk when it was really something else. I've fixed it now.

BTW, for anybody who has a Macintosh and a SIO-2-PC cable, I have
gotten my "SIO to Mac" software finished to the point where it can
read 'ATR' and 'XFD' disks. It can't format or write to them, since I
can't figure out the correct reply for the 'Write' command, or the
correct timings.

--
--- Lucius Kwok (lucius@astro.ocis.temple.edu) ---

1616. Re: Atari 400/800 computer's dirty metal panel

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: potter@escmail.orl.mmc.com
Message-ID: <3vb4da$b0q@theopolis.orl.mmc.com>
Source record: 89507

In article <3v69a1$n4d@no-names.nerdc.ufl.edu>, JanL writes:
|> Has any one figure out the best way of re-attaching the metal panel glued to
|> the undersize of the cartridge door? it would eliminate the mess left behind
|> by the old, black glud. Thanks.

I have used hot-melt glue on two occasions. Try to remove as much of the
gunky black foam stuff, avoiding getting particles of it inside your 800.

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

1617. Lose the Blues (in ColrView)

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: potter@escmail.orl.mmc.com
Message-ID: <3vb5lu$b0q@theopolis.orl.mmc.com>
Source record: 89508

Okay, I've tried ColrView with GR.10. It has to change seven color registers each line in the DLI. The old 6502 isn't quite up to it, and color banding appears on the left side of the screen. One or two registers aren't updated in time for the electron beam, and the effect lasts about 1/4th of each raster line. But the blacks are nice and pure. And seven colors + black yields 7 x 7 x 7 + 1 or 344 colors.

A long while back I dreamed up a "chroma killer" circuit change. It would detect when the luma output is all zeroes, then gate out the chroma signal before it gets combined with the luma. This would also fix the blue/purple haze y'all are complaining about.

Also take a look at Clay Halliwell's program that views CV pics and uses the players to black out pixels that are a luminance of zero. I forget the name right now...

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

1618. Re: 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: lucius@astro.ocis.temple.edu
Message-ID: <3vb19e$nfe@cronkite.ocis.temple.edu>
Source record: 89509

Chris_F_Chiesa@cup.portal.com wrote:
: I've also noticed that (as you all know) Umich is just about impossible
: to get into at ANY hour of day or night. I've tried the mirror sites
: listed when Umich refuses me, but could only 'open' ONE of them, which
: then ALSO refused me ("too busy" itself). The other sites listed, didn't
: even seem to EXIST, or at least Portal didn't recognize them! Who's
: in charge of the Umich archive, and have they verified the information
: in their refusal message lately?

Do you have Gopher? There's a gopher site which is almost always
available:

gopher://gopher.archive.merit.edu/

--
--- Lucius Kwok (lucius@astro.ocis.temple.edu) ---

1619. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <p1IhRFD.ransom22@delphi.com>
Source record: 89510

William Kendrick <kendrick@zippy.sonoma.edu> writes:

> if I have a 64K machine with a floppy, I'll of course be CRAMPED AS HELL,
> but there will be a version which supports me
>
> if I have a 256K machine with a hard drive, I'll be running a little
> slow, but there will be a version which supports me
>
> if I have a 4MB Sweet-16 machine with a huge hard drive, there'll be
> a version which supports me
>
>Hooks hooks hooks, I say.. modularity, easy upgradablity, etc... it's

Bill,

I like that idea! If I had a 64K machine, I could run the new
OS, and then run some smaller programs on top of it. If I upgrade, I can
run bigger programs under the OS.
Still, I want it to run my old software, too....

-Joe

>all a BIG FAT >> MUST <<!!

That's what I say about compatability . . . ;)

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1620. Re: Why a new OS? My thoughts, existing compilers and the Sweet

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <pVLhJLI.ransom22@delphi.com>
Source record: 89511

James Hague <junkster@chinook.halcyon.com> writes:

>assembly is fun and easy. I'm glad that the authors of Alley Cat and
>Star Raiders and such weren't so upset at the lack of a C compiler that
>they didn't go ahead with their projects.

Nice riposte. :)
Once again, I am no expert at 6502 assembly programming, but as I
get further into it, I am amazed at how hard it ISN'T. I was terrified
of it for years, and stuck to AtariBASIC from 82-85 (my first Atari8
years). Now I wish I'd known the truth back then . . .

-Joe
--
_____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1621. Re: Describe your Atari setup!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: kdegroff@rainbow.rmii.com
Message-ID: <3v9a0v$m2j@natasha.rmii.com>
Source record: 89512

My setup is:

For games: 48k 800 w/ 1050 disk drive, joysticks, paddle controller and trakball and a 25" Magnavox TV.

For real: 320k 130XE w/ xf551, Happy 1050, Super Archiver 1050, Canon BJ 200 printer, LineLink 14.4 kbaud modem, P:R: Connection (also an 850 I/F), Amdek Color I monitor, Sakata SA-1000 amber screen monitor for Ice-T, mainly. I also have a bunch of backup hardware, just in case.

I run TopDos Pro for everything I can 'cause it works so well with a variety of different floppy and ram disks and allows convenient command file reconfiguration for differing LOMEM program requirements.

1622. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: michael@anest4.anest.ufl.edu
Message-ID: <michael-2707952332130001@dialup-c4.cis.ufl.edu>
Source record: 89513

In article <3v2tfq$g7i@nnrp1.primenet.com>, krishna@primenet.com (Glenn Saunders) wrote:

> The 6502 is not well suited for multitasking. The 6809 is better suited
> which is why OS/9 exists. You will be banging your head against a wall
> trying to get the new OS to run on a conventional setup.

I think saying that the 6502 is not well suited to multitasking is a bit of an understatement ;-). Nevertheless, there are ways to accomplish this. Consider memory managment. It's really not well suited to addressing more than 64K, but I can convince compliant software that there is 192K of linear RAM in a high-RAM 8-bit machine. The secret lies in how many levels of abstraction you are willing to deal with.

> And by the way, for extended filenames you could copy DOS and use
> filenotes (CTH filenotes) to store them.

I had considered use a similar approach. The primary disadvatage is that frequent table look-ups can be time consuming. It's a viable option though.

-Michael Ellis

1623. Re: Interested in NEW ATARI 8-bit OS?y

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: michael@anest4.anest.ufl.edu
Message-ID: <michael-2707952342510001@dialup-c4.cis.ufl.edu>
Source record: 89514

In article <JhIhROs.ransom22@delphi.com>, Joe Walsh <ransom22@delphi.com> wrote:
> I don't believe we're talking about losing "some" backwards
> compatability -- we're talking about losing it all. This OS would only
> be used for new software written for it (if any). When a user wants to
> use any existing progams, he would have to load the old OS - if he wants
> to use new programs, he would have to load the new OS.

In my Atari, at least, the OS is built into ROM. This means that loading
the old OS consists of putting a disk with DOS in the drive and loading it
(or switching your boot paritition on your HD). Furthermore, almost ALL
of my old 8-bit software has no QUIT option. This means that you have to
reboot after using each program. Considering that the old OS does not
offer the ability to switch between one program at a time much less
several executing at the same time, I don't think it's too much to ask
that the new OS be allowed to dominate the system for its session.

But, hey, that's me.

-Michael Ellis

1624. Re: Why a new OS? My thoughts, existing compilers and the Sweet-16...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: michael@anest4.anest.ufl.edu
Message-ID: <michael-2707952349280001@dialup-c4.cis.ufl.edu>
Source record: 89515

In article <BUESCHER.95Jul26115057@shed.inel.gov>, buescher@shed.inel.gov wrote:

> - at the very least, simple task-switching and virtual console support
> - a Unixish shell & unixish file utilities
> - an EMACSish editor, something small like "NotGNU emacs" or "jed"
> - a reasonably complete C compiler (cc8 is already close enough to work
> with though an implementation of ANSI C would be ideal)
> - a good fast assembler with a nice set of canned macros
> - a real make utility
>
> Only the first and last of these would necessarily require a new or
> extended OS. I admit haven't tried John Harris' assembler yet, which I
> believe incorporates a fast, clean editor. I will say that SpartaDOS 3.2 +
> TextPro + CC8 on a hard drive + the MAC/65 cart, though usable, leaves a
> lot to be desired as a development environment, at least for someone
> spoiled by the GNU tools under unix..
>

I think you have respectable ideas, but, IMO, I feel that:
1) UNIX == ugly (and, believe me, I've put my UNIX time in)
2) ANY_HIGH_LEVEL_LANGUAGE + 8BIT == SLOW

-Michael Ellis

1625. Re: Why a new OS? My thoughts, existing compilers and the Sweet-16...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3v9sg3$gt5@nnrp2.primenet.com>
Source record: 89516

The mortal Brent Buescher Jr wrote:

: - an extension to the cc8 runtime code (which already implements a virtual
: 16-bit processor) and modifications to cc8 to "flatten" banked memory so
: cc8 programs can directly use expanded memory without any fuss. This
: would initially involve implementing a 24-bit (?) "virtual" address
: space which the virtual machine would decode into banked RAM.
: - a real malloc() for cc8 (the one published in atari classics can only
: allocate page 6 memory)

One of the great "what ifs" of the Atari8 was banked RAM. I'm sorry, but
1 meg XEs being used for ramdisks are a fucking waste (excuse my language).

Basic XE is the only language out there that shows you what this banked
ram SHOULD have been used for, i.e. LARGER programs without any manual
bank twiddling.

And those of you out there who raise the banner of modularity. That's
fine. But what we've got here is a pretty cramped memory space. Part of
it is taken up by OS overhead, and part by the screenmemory, and whatever
language you may be using, and the DOS. When all is said and done, your
1 meg XE has only 30K or so available for mainline code, and that's
really lacking for a lot of things. When writing BBS software you have
the resident ML core bumping up MEMLO such that you wind up with mondo
modularity. BBS EXPRESS PRO! is really a throwback to old mainframes
with drum memory in the way it swaps overlays back and forth in really
tiny chunks. It's a kludge that really didn't have to be there if people
didn't just write for the LCD and pushed the banking boundaries. Forem
XEP, on the other hand, does most everything all on its main 128K program
and as a result the user doesn't have to wait as long for module
switching (and even ramdisk access is slow IMO on the Atari). Carina is
also a module mess.

I was hoping that FTE would rewrite BXE to be able to access larger
upgrades. I don't know how BXE was set up to know how difficult that
might be, but this would have been nice.

TurboBasic "XE" would be just as nice.

The Atari8 is just plaing cramped. 64K limits are a problem! Don't fool
yourself. Look at what SpartaDOS X does to get around this. Banks (rom
and ram) are the only way to enhance the Atari8. 64K is fine for the
type of OS that the Atari has, but if you want something more elaborate,
you have to bank out or go 16-bit. The CoCo does this by necessity.

If you are going to bother spending countless hours slaving on a new OS,
don't just spice up the single tasking existing OS/DOS and ignore all the

OS developments which have come since. Worry about new software support LATER. If it isn't a big improvement it won't be much of an acheivement. If it's really good and sees little development, at least the few apps tha DO exist will speak well for the Atari8 and may create a domino effect of support. Like I said before. The original CoCo OS was _NOT_ OS/9. That was an option and quickly became the standard for the discriminating user.

1626. Re: help installing RAM in 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: bober@pinn.gen.nz
Message-ID: <znr806977500k@pinn.gen.nz>
Source record: 89517

From the front of the Atari 800.
Slot 1 ---- CX801 ROM Card.
Slot 2 to 4 CX853 RAM Cards (16k cards)
The side with the chips on faces towards the rear of the machine.
Regards Bob.

1627. SIO2PC cable as RVerter - how!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199507280800.BAA03728@zippy.sonoma.edu>
Source record: 89518

I heard chit-chat of SIO2PC cables being used as cheap RS232 interfaces.

Is this correct? I tried it out - FlickerTerm80 + 14.4kbps modem +
SIO2PC cable = nothing worked

I loaded it with the standard RVerter R: handler (like for SX212's).

Does it depend on the cable - was I using a wrong handler - did I have
some FT80 options messed up for that config?

thanx!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1628. OS stuff - in case it didn't get through

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199507280823.BAA03887@zippy.sonoma.edu>
Source record: 89519

Original Subject: Re: Interested in NEW ATARI 8-bit OS?
References: <michael-1907952034380001@dialup-c3.cis.ufl.edu> <RvKAxcR.ransom22@delphi.com> <199507240243.TAA20224@zippy.sonoma.edu> <142774@cup.portal.com>

Chris, yes I realize how horribly large a GUI for the 8bit would be, let alone one that is very user redefineable (HEY, I didn't say the WHOLE GUI system would sit in memory at the same time! Look at M:ultimouse.

You load the version of M:ultimouse you need: joystick, trakball, ST mouse, etc. The PROGRAMS which access it do not need to support all of the different input devices there are (AHEM: and ever WILL be). Same with R: handlers. This is beautiful, to me.. that a relatively new peice of hardware like a Black Box can still be used by ancient terminal software.

If I want my windows to be drawn in a certain, very different way than they are drawn now, I simply relace the "draw-window" routine with a new one. Get it?

And your idea about emulators taking advantage of their machine's resources is a cool one- I thought of it too.. 320x200x256 mode, eh? :) It's possible.. but "You need an ATARI XF (Xformer) to run this program" :) That'd get annoying .. unless of course the way it's accessed is in a AHEM: modular way. :) Perhaps for that ONE DAY when REAL Atari's (XLs/XEs) get 320x200x256 support.. then the programs that used to only run on Xformer because they accessed 256 colors would work- as long as you had some hardware upgrade. :)

Modularity is the word flashing in my head every time I read this thread. ;) I think it's DEFINITELY worth it - hell, even though it's on a little 1.79Mhz (6502/>>65816<< :)) Atari XL, it'll still be a nicer environment than Windows 3.1 on a 100Mhz 586 :) Esp. since you can still play Star Raiders ;)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1629. How do you get the Atari to call home?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: rhino@aztec.asu.edu
Message-ID: <3vb4fr$cnf@news.asu.edu>
Source record: 89520

I am trying to create a program for an Atari. However, I don't know which commands to use in order to get the modem to dial a number. I am using BASIC and I was wondering, if there was anyone who could help. I really appreciate your help. Have a nice day! :) Oh yes, one more thing, Never mind.
--

1630. ULTIMATE VIDEOGAME AUCTION DAY 6

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: jrm8248@u.cc.utah.edu
Message-ID: <3v9kq4$ggs@news.cc.utah.edu>
Source record: 89637

I have been trying clean out my closets and I have decided to have an auction.

HERE ARE THE RULES:

1. This auction is from Friday, July 21 until Friday, July 28 at midnight
mountain time.

2. Current high bids will be posted daily on this newsgroup.

3. High bidders will be posted by their email name unless otherwise specified.

4. When sending a bid, your subject must be AUCTION BID .

5. Minimum bids will be $1 unless otherwise posted and bidding increments will
be $.50 all in US Dollars.

6. If two people bid identical bids, then the person responding first will get
credit for the bid.

7. Shipping will be $2.00 for the first cartridge + $.35 for each additional
cartridge. All cartridges will be shipped through the US Postal System anywhere
in the Continental US. Other areas will need to make special arrangements for
shipping.

8. On Saturday, July 29 I will post the final bids and each bidder will be
contacted individually for payment and shipping. Money Orders (sorry no personal checks) are the preferred form of payment, but cash is always accepted.
Payment MUST be received within 7 days.

9. FINALLY, IF YOU ARE THE HIGH BIDDER YOU MUST PAY FOR YOUR ITEMS, OTHERWISE
YOUR POSTMASTER WILL BE INFORMED AND YOU WILL BE BARRED FROM FUTURE AUCTIONS!!!

ATARI 2600-NEAR MINT W/BOX & DIRECTIONS

-Adventure $3.00 William

-Berserk $3.00 lestermi

-Chopper Command $3.00 Mike

-Combat $3.00 min

-Freeway $3.00 min

-Laser Blast $3.00 min

-Maze Craze $3.00 William

-Missle Command $3.00 min

-Pac Man w/ Atari Pac Man Sticker on Box $3.00 min

-Skiing $3.00 William

-Space War $3.00 min

-Star Master $3.00 min

-Star Raiders w/touchpad and atari hologram on box $4.50 lestermi

-Surround $3.00 Dougman

-Video Chess: Special Edition $3.00 William

Atari 2600-LOOSE GAMES

-Atlantis: Imagic
has a number written faintly on one side

-Air-Sea-Battle: Atari

-Blueprint: CBS Electronics $2.50 grogg

-Brain Games: Atari $1.00 RAS

-Canyon Bomber: Atari $1.00 DaveC

-Centipede: Atari

-Circus Atari: Atari $1.00 Paul

-Cosmic Ark: Imagic

-Defender: Atari

-Demon Attack: Imagic $1.00 CW
has 3 letters typed on label

-Dig Dug: Atari $2.00 Paul
has small hole in the middle of the label

-Donkey Kong Jr.: Coleco $3.00 DaveC

-E.T.: Atari

-Fast Food: Telesys $4.00 Rob
Label is slightly worn

-Firefly: Mythicon $3.00 RAS
Label is slightly worn

-Ghostbusters: Activision $2.00 CraigM

-Human Cannonball: Atari $1.00 LarryS

-Indy 500: Atari

-Jungle Hunt: Atari $1.00 DaveC

-Kangaroo: Atari $1.00 grogg

-Megamania: Activision $1.00 Rob
small dark circles on label

-Missle Command: Atari

-Mousetrap: Coleco $1.50 DaveC
top of label is peeled off
WALL is written on the back

-Moon Patrol: Atari $1.00 CW

-Night Driver: Atari

-No Escape: Imagic $5.00 TimG

-Q*bert: Parker Brothers

-Raiders of the Lost Ark: Atari $1.50 lestermi

-Realsports Football: Atari

-Sorcerer: Mythicon $3.00 TimG
Label is slightly worn

-Space Jockey: US Games $1.00 DaveC

-Star Master: Activision $1.00 CW

-Star Raiders: Atari

-Star Trek Strategic Operations Command: Sega $4.50 lestermi

-Star Voyager: Imagic

-Superman: Atari $2.00 min
Top of label is torn

-Titlematch Pro Wrestling: Absolute Entertainment $4.50 DaveC

-Venture: Coleco

-Video Olympics: Atari

-Warlords: Atari $1.00 Cary

-Worm War I: FOX Video Games $5.50 LarryS

ATARI 5200-LOOSE GAMES

-Centipede

-Counter Measure

-Defender $3.00 jeffS

-Galaxian

-Jungle Hunt $1.00 zach

-Missle Command $2.00 jeffS

-Pac-Man

-Q*Bert
label is torn

-Real Sports Baseball $2.00 Vincent

-Soccer $1.00 Rob

-Space Invaders $1.00 jeffS

-Super Breakout

ATARI 7800-LOOSE GAMES

-Asteroids

-Pole Position II

-Robotron 2084

ATARI-MISCELLANEOUS
*all are in near mint condition

-ATARI FORCE Comic Book #2 $5.00 min

-ATARI FORCE Comic Book #3 $5.00 min

-ATARI Video Game Log Book $2.00 gregg

-ATARI Video Game Catalog $2.00 min

-Activision Video Game Cartridge Catalog: S 1982 $2.00 min

-ATARI Super Service Poster: 1980 $1.00 gregg

-ATARI Game Library (still in box) $3.00 Zach

COLECOVISION-LOOSE GAMES

-Cosmic Avenger: Universal

-Donkey Kong: Nintendo

-The Official Space Fury: Sega $1.00 Rob

INTELLIVISION-LOOSE GAMES

-Bump N Jump $2.00 Zach

-Lock N Chase $1.00 Bestbuy

-Microsurgeon: Imagic $3.00 rjdawson

-Night Stalker

-NFL Football $1.00 Jason

-Space Armada

-Stampede: Activision

-Starstrike $1.00 Zach

-Sub Hunt $1.00 rjdawson

INTELLIVISION-Box+Directions

-Armor Battle $2.00 min

-Super Video Boxing $2.00 gregg
box is from Sears Telegames
Game is Boxing by Mattel

ODYSSEY2-loose games

-Alien Invaders-Plus

-Baseball

-Black Jack $1.00 TimG

-Computer Golf $1.00 Shawn

-Cosmic Conflict $1.00 TimG

-Dynasty/Directional Dynasty $2.50 TimG

-Electronic Table Soccer $3.00 TimG

-Football

-Hockey/Soccer $1.00 TimG

-K.C. Munchkin

-Matchmaker/ Buzzword/Logix

-Pachinko $5.00 Rob

-Pick Axe Pete $1.00 Shawn

-Pocket Billiards $2.00 Shawn

-Speedway/Spinout/Cryptologic $1.50 Rob

-Sub Chase/Armored Encounter

-UFO $1.00 Shawn

-Volleyball $1.00 TimG

COMMODORE 64-Loose Cartridges

-Buck Rogers: Sega $2.00 stumpy

-Jupiter Lander

-Omega Race

-Magic Desk I

-Sea Wolf

TEXAS INSTRUMENTS 99/4A-Loose Cartridges

-A-Maze-Ing $1 Zach

-Alien Addition

-Aligator Mix

-Blasto

-Car Wars w/ directions $3.00 MattR

-Chisholm Trail w/ Directions $1.00 MattR

-Demolition Division w/ directions $1.00 Stumpy

-Donkey Kong: Atari $2.00 min

-Dragonflyer $8.00 Marlin

-Dragon Mix $6.50 Marlin

-Early Learning Fun w/ directions

-Early Reading $1.00 Stumpy

-Facemaker $1.00 Marlin

-Household Budget Manager $1.50 Brian

-Hunt The Wumpus $1 Zach

-Minus Mission $1.00 Rob

-Ms. Pac-Man: Atari $3.50 MattR

-Multiplication

-Munchman $2.00 MattR

-Munchmobile $1.00 Stumpy

-Number Magic

-Parsec $1.00 MattR

-Pac-Man: Atari $2.00 Marlin

-Personal Record Keeper

-Pole Position: Atari $2.00 min

-Protector: Atari $2.50 MichaelG

-Star Trek Strategic Operations Simulator $3.00 GaryB

-Terminal Emulator II $4.50 Rob

-TI Extended Basic $3.50 MattR

-TI Invaders $1.00 MattR

-Tombstone City $1.00 MattR

MISC. SYSTEMS-
*some systems say no cables but if you bid I will look for them, but
I will
not guarantee that I find them. Shipping will vary depending on the system.
MINIMUM BID INCREMENTS FOR ALL OF THE SYSTEMS WILL BE $1

-Atari 2600 $10.00 EricB

-Atari 600XL no cables $6.00 sam

-Atari 800XL no cables $15.00 yee2

-Atari 810 Disk Drive, no cables $12.00 Rob

-Coleco Adam Computer, some cables $10.00 BradE

-Intellivision II w/ Atari System Changer $35.00 rjdawson

-Odyssey2 in box with cables $10.00 Shawn

-Texas Instruments 99/4A w/box + manuals & cables $11.00 Marlin

-Unisonic Olympian $9.00 Russ

If you are interested, I have an excess of certain games which I will sell for
$1 + shipping each. Currently these are:

ATARI 2600-excess

-Pac-Man
-Combat
-Asteroids
-Defender
-Missle Command
-Space Invaders

Send all bids to: james.manazer@m.cc.utah.edu

1631. Re: 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510100ac3ea23f1277@[137.22.11.119]>
Source record: 89638

Chris_F_Chiesa@cup.portal.com writes:

>I've also noticed that (as you all know) Umich is just about impossible
>to get into at ANY hour of day or night. I've tried the mirror sites
>listed when Umich refuses me, but could only 'open' ONE of them, which
>then ALSO refused me ("too busy" itself). The other sites listed, didn't
>even seem to EXIST, or at least Portal didn't recognize them! Who's
>in charge of the Umich archive, and have they verified the information
>in their refusal message lately?

Our 8-bit contact there has been Jody Lenn, at lenn@atari.archive.umich.edu.

Here's my list of Merit/UMich mirrors from the FAQ:

a) ftp://atari.archive.umich.edu/atari/8bit (141.211.120.11, United States)

b) ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit
(128.252.135.4, United States)

c) ftp://src.doc.ic.ac.uk/computing/systems/atari/umich/8bit
(146.169.2.10, United Kingdom)
d)
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit
(129.69.8.13, Germany)

e) ftp://ftp.orst.edu/pub/mirrors/archive.umich.edu/atari/8bit
(128.193.4.2, United States)

f) ftp://barnone.citi.umich.edu/afs/umich.edu/group/itd/archive/atari/8bit
(141.211.128.22, United States)

g) ftp://phlem.ph.kcl.ac.uk/pub/Atari8bit (137.73.4.24, United Kingdom)

h) ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
(147.70.146.36, United States)

Admittedly, it's been a few months again since I verified them all myself,
but as of this past spring they were all there. I recommend the "barnone"
site, that's where I go all the time.

If you use Gopher, try these:

gopher://gopher.archive.merit.edu:7055/11/atari/8bit

gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit

gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit

gopher://gaia.ucs.orst.edu:70/11/g-i-s/computer/zftparea/mirrors/archive.umich.edu/atari/8bit

If you're limited to mail, try this example. Send a message to bitftp@pucc.princeton.edu that says exactly:

```
ftp barnone.citi.umich.edu
user anonymous
cd /afs/umich.edu/group/itd/archive/atari/8bit
dir
cd Telecomm
dir
get ft80v037.txt
get icet.txt
binary
get ft80v037.arc
get icet.arc
quit
```

Accessing the Merit/Umich archive should not be a problem for anyone.

1632. Re: OS stuff - in case it didn't get through

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: Adam.Bergstrom@um.erisoft.se
Message-ID: <3vadmu$3pu@antares.lu.erisoft.se>
Source record: 89639

I really hate to bring this up, but look at GEOS for the C64.
Small computer, small but great OS, much better than Windows.


```
+-----------------+-----------------------------------------------+
|Snail-mail work: |E-mail work: adam.bergstrom@um.erisoft.se      |
| Adam Bergstrom +-------------------------+--------------------+
| Erisoft AB |Memo work: eri.epl.eplabm |Snail-mail home: |
| Pendelgatan 2 +-------------------------+ Adam Bergstrom |
| Box 4205 |Telephone: | Granlidsvagen 9B |
| S-904 06 Umea | Work: +46 (0)90 153136 | S-910 20 Hornefors |
| Sweden | Home: +46 (0)930 20810 | Sweden |
+-----------------+-------------------------+--------------------+
| Opinions expressed are my own, not my employer's. |
+---------------------------------------------------------------+
```

1633. 800XL DJ for falcon

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <3vah3f$qgt@vishnu.jussieu.fr>
Source record: 89640

Hi there!

Has anybody tried to do the cable described in the 800XL DJ files to connect a 8bit to an atari falcon?
I've tried it, but it doesn't work. The falcon still works fine. When I plug the cable, though, the 130XE doesn't detect the falcon as a drive, nor is it able to control properly its 1050 drive. When I unplug the cable, the 130XE works fine, as before.
If you have successfully or unsuccessfully done this cable, please e-mail me...

Thank you for your help.
Bertrand


```
+-----------------------------------------------------------+
|Bertrand Le Roy |A Darwinian theory of Gravitation: |
|bleroy@ccr.jussieu.fr|In the beginning, mature apples fell|
|tel. 44.27.72.95 |in all directions. But only the trees|
|fax. 44.27.72.87 |whose apples fell down have survived.|
+-----------------------------------------------------------+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+-----------------------------------------------------------+
```

1634. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3va3ru$lfr@nic-nac.CSU.net>
Source record: 89641

Chris, yes I realize how horribly large a GUI for the 8bit would be, let alone one that is very user redefineable (HEY, I didn't say the WHOLE GUI system would sit in memory at the same time! Look at M:ultimouse.

You load the version of M:ultimouse you need: joystick, trakball, ST mouse, etc. The PROGRAMS which access it do not need to support all of the different input devices there are (AHEM: and ever WILL be). Same with R: handlers. This is beautiful, to me.. that a relatively new peice of hardware like a Black Box can still be used by ancient terminal software.

If I want my windows to be drawn in a certain, very different way than they are drawn now, I simply relace the "draw-window" routine with a new one. Get it?

And your idea about emulators taking advantage of their machine's resources is a cool one- I thought of it too.. 320x200x256 mode, eh? :) It's possible.. but "You need an ATARI XF (Xformer) to run this program" :) That'd get annoying .. unless of course the way it's accessed is in a AHEM: modular way. :) Perhaps for that ONE DAY when REAL Atari's (XLs/XEs) get 320x200x256 support.. then the programs that used to only run on Xformer because they accessed 256 colors would work- as long as you had some hardware upgrade. :)

Modularity is the word flashing in my head every time I read this thread. ;) I think it's DEFINITELY worth it - hell, even though it's on a little 1.79Mhz (6502/>>65816<< :)) Atari XL, it'll still be a nicer environment than Windows 3.1 on a 100Mhz 586 :) Esp. since you can still play Star Raiders ;)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1635. Re: SIO2PC cable as RVerter - how!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.43.0011DAAB@mindspring.com>
Source record: 89642

In article <199507280800.BAA03728@zippy.sonoma.edu> kendrick@zippy.sonoma.edu (William Kendrick) writes:
>From: kendrick@zippy.sonoma.edu (William Kendrick)
>Subject: SIO2PC cable as RVerter - how!?
>Date: 28 Jul 1995 02:59:16 -0500

>I heard chit-chat of SIO2PC cables being used as cheap RS232 interfaces.

>Is this correct? I tried it out - FlickerTerm80 + 14.4kbps modem +
> SIO2PC cable = nothing worked

>I loaded it with the standard RVerter R: handler (like for SX212's).

>Does it depend on the cable - was I using a wrong handler - did I have
>some FT80 options messed up for that config?

What I did was use an RS-232 switch box to select either modem or PC from the SIO2PC cable. I used a cable that came with the modem, but it should be a standard modem cable. The only terminal program I have used is BobTerm, and I used the R: handler that comes with it.

Bruce Willard
bwillard@mindspring.com

1636. MAC Atari 8bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DCFFC4.9xJ@aston.ac.uk>
Source record: 89643

```
----------------------------------------------------------------

Rainbow - An Atari 400/800/800XL Emulator for the Apple Macintosh

----------------------------------------------------------------

Welcome to the world of Rainbow! Now you can run many of your
favourite Atari 8 bit software on your Mac. And if you're a
lucky PowerMac user you will get great emulation speed from
Rainbow. Cool features in the full shareware version include...
```

• Emulates 400/800 and 800XL machines

• Has 48K RAM for 400/800 machines; full 64K RAM for 800XL

• Accepts 8K and 16K cartridges; also runs Super Cartridges

• True 256 Atari colours

• Full ANTIC/GTIA character and graphic modes

• Player/Missile Graphics with full collision detection

• Display List Interrupts

• Fine scrolling

• Two virtual disk drives capable of reading single and
enhanced density images

• Transfer files between disk images and your Mac hard disk

• Sound with 4 channels of pure tones and improvised noise

• Four joysticks (via keypad) and four paddles (using mouse)

• Plays many games like PacMan, Defender, Joust, Qix,
Eastern Front, Zaxxon, M.U.L.E., Montezuma's Revenge,
Donkey Kong, Miner 2049er, Necromancer, Karateka, Drol,
Kaboom, Gauntlet, Pole Position II, World Karate,
Hardball, Spelunker and, of course, Star Raiders.

```
You can obtain a demo version of Rainbow at the WWW site

http://www.aston.ac.uk/~lamcw/emulators.html

or by FTP from InfoMac

rainbow.sit.hqx at ftp.amug.org
```

(I only sent this a few minutes ago to InfoMac... I asked them
to put it in 'games')

Recommended set-up is a PowerMac or '040 CPU running System 7
or later with a colour monitor. Both Powermac native and 680x0
versions are included.

Please note that the Atari OS ROM images are NOT included.

Full details on how to transfer these ROMs and other files from
your Atari system to the Mac are provided. An 850 Interface Module
is required and you will need to make a simple cable.

The full shareware version is available for 15 UK Pounds
(about 23 US$). See demo for registration details.

E-mail me, Chris Lam, at lamcw@aston.ac.uk.

Bye for now!

1637. Rainbow - THANKS!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DCFG0r.Ann@aston.ac.uk>
Source record: 89644

Hello all,

Just a quick THANK YOU to Barry Cantin, David Firth and Bill Kendrick
for their help and support during the Rainbow project. Cheers!

And to those who said it couldn't be done in 4 months... well, you
were wrong weren't you? (hahahahahaha!!)

Now where did I put that PC programming book...

Bye for now,

Chris Lam,
Aston University,
U.K.

1638. FS Atari 800XL game carts

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: baonguye@merle.acns.nwu.edu
Message-ID: <baonguye.806906720@merle>
Source record: 89645

I have a few games I want to get rid off. Write me for a list of what I have.
I want to get rid of them as a group at a low price.
Bao Nguyen

1639. Re: 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DCFqCE.6EI@iglou.com>
Source record: 89646

Did you use binary mode when you got those files?

--
Bill Marcum bmarcum@iglou.com
SEX IS NOT OBSCENE, CENSORSHIP IS!

1640. Re: JView/CSView: Lose the blues idea!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3vb7pa$djs@nic-nac.CSU.net>
Source record: 89647

Jeff Potter is odd enough to ask if any JView XL users who have/are-getting
Sweet16's think "[is it] worth doing a rewrite" ???

YES YES >YES<! :)

Esp. with all that extra memory! >:^) Perhaps you could even (with the
help of a meg or two) make it where when you zoom in, it still decodes
the whole picture and you can scroll around in it :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1641. Re: Why a new OS? My thoughts, existing compilers and the Swee

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142809@cup.portal.com>
Source record: 89648

Well Glenn, I was trying to stay away from this but some of your comments
should be addressed. It may be obvious that I like small systems but
just as a point of order, how big of programs have people developed
anyway? I know I've been programming in one form or another for years & I've
only done something like 3 or 4 programs that were greater then 16k.
Another sign of code vs bloat is SD, the entire package was distributed
one one single density disk/version! OK, now there are the bbs programs,
but how many are there? Maybe less then 8 viable packages in 15 years &
a lot of the room they need is for data rather then actual code. Hobbiest
users in general do not make large programs. The examples you gave of things
like a fax program or compression routine were valid, but that & maybe
a few other applications like MODs or digitized speach are the only areas
where memory contraints are a problem & once again, it's data not
code.
As far as some of the other things relating to multitasking, if people
were willing to accept a common runtime package it would be doable, but
good luck! For instance, in a normal envirionment you would have somebody
write a program in C, somebody else in Pascal, ... Now each of these
programs would have their respective runtime packages resident in memory
at the same time. IMO, this is convienient for the programmers but not
good for a system with 16k banks. Just by way of example though, let's
say Kendrick asked me for a module for a program he was writing in Action!
The only thing he'd have to tell me or provide to me is the runtime
package he was using & where he's set the program counter. I could then
write code that would go into a bank, ANY BANK, and would access the
run time pack he's already loaded. I wouldn't even have to progam
in Action!, MAC/65 would work just as well. Matter of fact, if I ever
did get back into MAC, I'd probably just use the Action! run time pack
as my library anyway. Labor of love, but it took me, and Bill for that
matter, quite an investment in time to learn Action!. In my case, I started
off programming in assembly before basic even so I'm a little more
comfortable with both Action! & assembly. I expect no one at this stage
of the game to make the same investment in time and money, but it
could be almost that simple. I could tell an begining ML programmer
the requirements for accessing the Action! runtime package & I doubt
if the dumbest guy in the group wouldn't have it figured out in an
hour. 16k of space is plenty if you've got 4k of subroutines at $2400 or
so that do everything from string comparisons to block moves.
Rick

1642. Re: 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142810@cup.portal.com>
Source record: 89649

Chris, James King will probably give you the full FTP address. But how would people feel about trying another public site that doesn't seem to get much use? I'm not sure they would let us, but recently I've FTP'd to oakland.edu & 1) It had less then 1/2 the available lines taken 2) It already has an Atari area, only about 4 files though. Doesn't cost anything to ask if they'd let us maintain an archive there.
Rick

1643. New URL for Atari 8-Bit Homepage!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <DCFGn4.7LJ.0.-s@cs.vu.nl>
Source record: 89650

Hello!

My Atari 8-Bit Homepage has been moved to a new machine. This new machine is totally devoted to WWW and nothing else (unlike the old machine which also did nntp and some other stuff). The new URL is:

http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/index.html

If you have any links to the old URL, please change them into the new one. Also, if you encounter any problems while retrieving pages from the new machine, for examples, if pages can't be found or can't be accessed, report them to ipoorten@cs.vu.nl so I can fix it.

Bye,
Ivo

1644. NEW: PC Xformer 3.2 130XE emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <3vbc1s$h2n@news1.halcyon.com>
Source record: 89651

```
PC Xformer 3.2 Atari 130XE Emulator for MS-DOS
==============================================
July 28, 1995

Price: $34.95 U.S. ($29.95 until August 31)
Available: immediately
Requires: any MS-DOS compatible 486 or Pentium based PC

For additional product information contact Darek Mihocka at:

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA 98007, U.S.A.

Phone: 206-236-0540
Fax: 206-236-0257
America Online: BRASOFT
Compuserve: 73657,2714
GEnie: BRASOFT
MSN: BRASOFT
Internet: brasoft@halcyon.com
World Wide Web: http://www.halcyon.com/brasoft/

Introducing PC Xformer 3.2, the newest and fastest Atari 130XE which
allows any 486 or Pentium based PC to run Atari 800, Atari 800XL, and
Atari 130XE software as fast or faster than a real 130XE. PC Xformer 3.2
is fully backward compatible with earlier versions of PC Xformer and ST
Xformer and supports disk files created by the SIO2PC cable, ST Xformer,
and PC Xformer.

The three biggest features in version 3.2 are SPEED, SPEED, SPEED!
Unlike earlier versions of PC Xformer which were optimized for use on
386 based computers, PC Xformer 3.2 has been optimized for the 486 and
Pentium and runs an average of about 40% faster than the earlier
versions.

What this means for users is that PC Xformer 3.2 now runs about 9 times
faster than a 130XE (equivalent to a 16 MHz 6502) on a 90 Mhz Pentium,
and about 5 times faster on a 486/66. Even the slowest 486SX based PC
now runs PC Xformer faster than a real 130XE giving faster smoother
graphics in games and faster Atari BASIC programs, without having to
upgrade your PC.

For compatibility with programs that run best at the normal 1.8 MHz
speed of the Atari, PC Xformer 3.2 has two speeds of operation: NORMAL
(1.8 MHz mode) and TURBO (as fast as possible mode). All of the options,
such as selecting normal or turbo speed, whether to run with Atari
```

BASIC, whether to run in Atari 800 or XL/XE mode, etc. can all be set from the MS-DOS command line.

By popular demand PC Xformer now has a built-in 6502 debugger which allows you to examine and modify the Atari memory, disassemble 6502 code, and even single step 6502 code. For die hard hackers PC Xformer 3.2 also supports the ability to customize the Atari OS and BASIC.

PC Xformer 3.2 has full support for emulating Player Missile Graphics with collision detection, GTIA graphics modes, ANTIC display lists and DLIs, 256 color support, joystick support (as well as joystick emulation via the cursor keys on the keyboard), sound, printer, modem, and more. Atari BASIC as well as the Atari 800 and XL/XE operating systems are built-in.

PC Xformer 3.2 can also be run from the MS-DOS prompt in Windows 3.1, Windows 95, OS/2 2.1, and OS/2 Warp. Run it directly from MS-DOS for fastest speed.

PC Xformer 3.2 also includes a 40 manual, a copy of the shareware SIO2PC software, and about a megabyte of sample Atari 8-bit software.

How to order

Brand new users can purchase PC Xformer 3.2 by contacting Branch Always Software directly. To order by VISA or MasterCard, call us at 206-236-0540 and have your card ready, or send your order in by mail.

During the month of August we are offering PC Xformer 3.2 at an introductory price of only $29.95. After August 31 the price is $34.95.

Registered users of PC Xformer can upgrade for only $15. All prices include shipping to anywhere in the world.

PC Xformer 3.2 will also be available by September 1 from major Atari dealers including American Technavisions, B & C Computervisions, and Toad Computers. Call your local Atari dealer for pricing and availability.

Add-on products

There are several products and services available from other Atari developers which are of benefit to PC Xformer users.

The SIO2PC cable is a cable which connects your PC to your Atari 8-bit computer and allows you to transfer over entire disks of Atari 8-bit software to your PC. SIO2PC works on any MS-DOS based PC and creates "disk image" files which PC Xformer uses. SIO2PC can also be used to transfer files from the PC back to your Atari 8-bit computer.

SIO2PC is available fully assembled or in kit form from:

Nick Kennedy
300 South Vancouver Street
Russellville, AR
72801

Users who do not have access to an Atari 8-bit computer or an SIO2PC cable can have their disks transfered from Atari 8-bit 5.25" floppy disks to IBM PC 3.5"floppy disks for a small fee by contacting Rob Satonica at:

Creative Software Systems
7775 Scottdale Rd.
Berrien Springs, MI 49103

phone: (616) 473-3904

Also available from Creative Software Systems is the Atari Emulator Manager, an inexpensive MS-DOS utility which allows you to manage your Atari 8-bit files, configure your PC Xformer settings, and run PC Xformer, all by using your mouse to click on the various options and files on the screen. A must have for any PC Xformer user who juggles a lot of different Atari files! For example, you can have one configuration that runs your Atari BASIC software in turbo speed Atari 130XE mode. You could then have another configuration that runs your games disks in normal speed Atari 800 mode. Do all this by just pointing and clicking with the mouse.

To order or to find out more about the Atari Emulator Manager, contact Rob Satonica at Create Software Systems.

Atari shows

Once again we are hitting the road to demonstrate our products at Atari shows around North America. If you missed us at the Toronto and Sacramento shows in April, you can drop by our booths at the Indianapolis Atarifest on July 29th and the Dallas Atari show on October 7.

At both shows we will be demonstrating and selling the PC Xformer 3.2 emulator as well as our new Gemulator 4.0 Atari STE emulator for Windows 95.

If you cannot attend the shows, send us your name and address to receive future product announcements, show dates, our authorized Atari dealer list, product order forms, and more. If you are on the Internet, drop by our Web page.

Benchmarks

Ok, just how fast is PC Xformer? We belive it to be the fastest 6502 emulator available for your 486 or Pentium. We put a real 130XE computer side-by-side with a 486/66 computer and a Pentium P5-90 computer then ran some benchmarks in Atari BASIC. We found the 486/66 runs at least 4

times faster than the 130XE, while the 90 MHz Pentium runs at least 8
times faster, and sometimes faster!

Benchmark #1 is a simple FOR NEXT loop:

```
10 FOR X = 1 TO 10000:NEXT X
```

Atari 130XE: 22.5 seconds
66 Mhz 486: 4.6 seconds (5 times faster)
Pentium/90: 2.4 seconds (9 times faster)

Benchmark #2 is a screen scrolling benchmark:

```
10 FOR X = 1 TO 10000
20 ?X;
30 NEXT X
```

Atari 130XE: 109 seconds
66 Mhz 486: 29 seconds (4 times faster)
Pentium/90: 14 seconds (8 times faster)

And finally, Benchmark #3 is a graphical line sweep:

```
10 GRAPHICS 8
20 COLOR 1
30 FOR X = 0 TO 319
40 PLOT X,0
50 DRAWTO 159,159
60 NEXT X
```

Atari 130XE: 32 seconds
66 Mhz 486: 8 seconds (4 times faster)
Pentium/90: 4 seconds (8 times faster)

Now you can understand why for games we needed to supply a normal speed
option!

--
==========
Darek Mihocka, email:brasoft@halcyon.com http://www.halcyon.com/brasoft/
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 Compuserve:73657,2714 AOL:brasoft

1645. Re: Why a new OS? My thoughts, existing compilers and the Sweet-16...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3vbh9v$kqf@nic-nac.CSU.net>
Source record: 89652

James - yes, Action! IS nice... but it's not nice enough, IMO. Unfortunately I'm stuck with it. I know I'm going to get flamed on this one, but I actually think TurboBASIC XL is a more powerful language when it comes to the number of built-in routines and memory allocation handling it has..

Fast graphics routines, including a smart (recursive) fill routine, fast blit-drawn text (in any mode at any pixel position), etc.

And hell, it's compatible with good ol' Atari BASIC (and 5-10 times faster and can be pseudo-compiled, albeit a bit buggily)..

Ok, not that I'm saying TurboBASIC XL is the way to go - I haven't touched TBXL in a while.. it's as not fast, the programs aren't as self-contained as with Action!.. you need a special version to run with SpartaDOS 3.x and/or to use R: handlers (grrr). (Thanx to Tom Hunt for this, though!)

BUT - when I program MY kludge, it often ends up working more quickly (no unexpected crashes, I don't run out of memory all of a sudden, VERY trustable program-to-program switching, etc.) than Action! does.. <:^[

So what do I want? No, I don't want Action!BASIC XL :) ... I WOULD like a version of Action! which includes things like:

better structures (string in a struct, for example)
easy memory allocation
65816 code creation
65816 flat memory support
6502 extended memory support
operator overload (string = string + string)
built in things:
string types (so you need not declare them yourself)
float types (perhaps using a faster FP pkg than the OS has? :))
graphics routines
jump-to-dos, jump-to-program calls
free mem check from editor (like the [Sh][Ctl][?] hack is) (IF the environment is the editor/monitor/compiler mix that the current Action! cartridge is)
pmg routines
MACROS!!! (i can say "stick(0)" and it will NOT call the function.. it will simply act as if I defined something like BYTE STICK0=623 and then asked for STICK0 (direct mem access))
and on and on

It's very very possible, esp. with 65816's being around now! I'll help with the project - but sorry, only testing, support and design/ideas.. I'm not a very good coder, don't know 6502 and DON'T know 65816! :)

anyone else wanna start a thread (either here or e-mail) on this subject?

We had some good chat going on for those few months with the ADOS project
(btw- i think it's time to start that chat again :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1646. Re: Beta test v8 sio2pc software

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: naslund@ridgecrest.ca.us
Message-ID: <DCG4uI.J78@ridgecrest.ca.us>
Source record: 89653

In article <3u25sv$t48@antares.en.com>, classics@en.com says...
>
>Beta test version 8 of my sio2pc software will soon be available. I will
> be uploading it to ftp.xmission.com later on.
>
>Newest features include: pc-mirror (copy files and naviagate pc directories
.....
.....
.....
.....
>Thanks
>
>Steve

This sounds great! But, since xmission is down, I'm having trouble locating
the beta. I already looked at UMich but couldn't find it. Did you post it
anywhere else? Thanks.....Howard

1647. Re: Why a new OS? My thoughts, existing compilers and the Sweet-16...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: buescher@shed.inel.gov
Message-ID: <BUESCHER.95Jul28141931@shed.inel.gov>
Source record: 89654

>>>>> "James" == James Hague <junkster@chinook.halcyon.com> writes:
In article <3vb09p$alm@news1.halcyon.com> junkster@chinook.halcyon.com (James Hague)
writes:

James> Michael Ellis <michael@anest4.anest.ufl.edu> wrote:
>> I think you have respectable ideas, but, IMO, I feel that: 1) UNIX
>> == ugly (and, believe me, I've put my UNIX time in) 2)
>> ANY_HIGH_LEVEL_LANGUAGE + 8BIT == SLOW

Ok. I agree that unix is not the greatest. I just use it every day. So
I'd like to have something on my 8-bit that feels like a unix shell and is
reasonably quick. I like bash and tcsh for the simple reason that they
allow command line editing with emacs keybindings and have nice filename
and command completion. I use 4DOS on my PC but it isn't as nice. I
haven't seen anything that beats a modern unix shell as a command shell, or
an editor that I prefer to any decent emacs (jed, NotGNU, GNU, or Xemacs
all come to mind). I think a shell with all of the features of bash that I
actually use and a small emacs-like editor are quite possible and would be
very useful on the 8-bit. I don't think anybody is clamoring for named
pipes and such on their 800...

James> Agreed. And many Unix-like utilities that have been mentioned,
James> like make, aren't great solutions to problems IMO. A better
James> alternative to "make" would be to have a fast assembler so that
James> assembling all the code is just as fast as running a make
James> utility, selectively assembling code, and linking the result.
James> I've gotten along well with A86 for the PC in this regard.

Hmmm... ok, for stuff with a single source tree in a single language. But
what if you want to write the front end to an assembly program in C, for
example? Most of the reason for make is that C compilers are never that
fast. I find make to be very convenient on other platforms.

James> As for high-level languages, I don't think it is possible to
James> out-do Action! on the 8-bit machines. If anyone could get a C
James> compiler to be anywhere near as fast, both in compilation speed
James> and executable speed, I would be amazed. I still think that
James> assembly is the way to go; 6502 assembly is fun and easy.

I agree. If you want to do a really cool hack or if you want to write a
game on an 8-bit, you're going to be writing 6502 code. But, as John
Harris pointed out earlier, a decent C compiler would allow stuff for which
performance isn't critical to be ported from other platforms to the 8-bit.
I think this is a potentially good thing. I haven't used Action!.

James> I'm
James> glad that the authors of Alley Cat and Star Raiders and such
James> weren't so upset at the lack of a C compiler that they didn't go
James> ahead with their projects.

Now you're being snide. :) And, as a tangent, Star Raiders wasn't developed on an 8-bit if I remember correctly. Atari used a VAX or PDP or somesuch for cross-development back then.

Brent

1648. Re: Why a new OS? My thoughts, existing compilers and the Sweet-16...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-28 00:00:00 UTC
From: junkster@chinook.halcyon.com
Message-ID: <3vb09p$alm@news1.halcyon.com>
Source record: 89655

Michael Ellis <michael@anest4.anest.ufl.edu> wrote:
>
>I think you have respectable ideas, but, IMO, I feel that:
> 1) UNIX == ugly (and, believe me, I've put my UNIX time in)
> 2) ANY_HIGH_LEVEL_LANGUAGE + 8BIT == SLOW

Agreed. And many Unix-like utilities that have been mentioned, like make, aren't great solutions to problems IMO. A better alternative to "make" would be to have a fast assembler so that assembling all the code is just as fast as running a make utility, selectively assembling code, and linking the result. I've gotten along well with A86 for the PC in this regard.

As for high-level languages, I don't think it is possible to out-do Action! on the 8-bit machines. If anyone could get a C compiler to be anywhere near as fast, both in compilation speed and executable speed, I would be amazed. I still think that assembly is the way to go; 6502 assembly is fun and easy. I'm glad that the authors of Alley Cat and Star Raiders and such weren't so upset at the lack of a C compiler that they didn't go ahead with their projects.

James Hague
junkster@halcyon.com

1649. Re: JView/CSView: Lose the blues idea!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-29 00:00:00 UTC
From: toastman@deeptht.armory.com
Message-ID: <3vbu2d$i0s@degas.ICSI.Net>
Source record: 89521

```
TO> All right, I'll take a look at integrating GR.10 (where 0 in all
TO> 3 screens turns out black) into JVIEW. I was slashing into the
TO> code anyway to try some Floyd-Steinberg dithering (help!) and
TO> other things.

I don't think all those Gr10 screens will be necessary. In
fact it might not be at all practical, since poking new colors
into all eight color registers will most likely not be
possible to squeeze in before the border. That's why I asked
if it could be done just for the blue layer.

At least put in an option for either.

--
Powdered <toastman@armory.com>
```

1650. Re: Why a new OS? My thoughts, existing compilers and the Sweet-16...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-29 00:00:00 UTC
From: michael@anest4.anest.ufl.edu
Message-ID: <michael-2907951410120001@dialup-c4.cis.ufl.edu>
Source record: 89522

In article <3v9sg3$gt5@nnrp2.primenet.com>, krishna@primenet.com (Glenn Saunders) wrote:

> If you are going to bother spending countless hours slaving on a new OS,
> don't just spice up the single tasking existing OS/DOS and ignore all the
> OS developments which have come since. Worry about new software support
> LATER. If it isn't a big improvement it won't be much of an
> acheivement. If it's really good and sees little development, at least
> the few apps tha DO exist will speak well for the Atari8 and may create a
> domino effect of support. Like I said before. The original CoCo OS was
> _NOT_ OS/9. That was an option and quickly became the standard for the
> discriminating user.

Gotta agree with you here, Glenn. In fact, I'll go so far as to list a few of the OS' important responsibilities:

1) Memory management - Figure out how much is available and where, and provide a linear allocation/deallocation scheme
for applications. Prevents memory fragmentation.

2) Task management - Allocates an appropriate amount of memory for the application and its data. Preemtively switches from
task to task as appropriate.

3) Resource management- Allows applications to use shared resources and prevents conflicts that can arise from this.

I think that if software is to be written for a machine, you really need an OS that provides at leas this much functionality. I don't think developers are going to be willing to continue to reinvent the wheel in terms of memory management and the like every time they write a new program.

-Michael Ellis

1651. 8Bit/ST Collection For Sale...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-29 00:00:00 UTC
From: greglegg@aol.com
Message-ID: <3vduh8$jd6@newsbf02.news.aol.com>
Source record: 89523

July 29, 1995

I'm selling all my Atari hardware, software, etc. that I've collected over the last 10 years to make room for the stuff I'm going to collect over the next 10 years! ;)
Here we go...

8-Bit:

1 130XE (w/128K RAM and custom power supply)
1 256K ICD MIO (w/XE adaptor, controller card, 20 meg HD & 40 meg HD)
1 Sanyo green/mono monitor
1 XF551 DS/DD 5 1/4" disk drive (w/manuals & DOS 2.5 diskette)
1 Atari 1025 Dot matrix printer
1 ICD R-Time 8 cartridge (1 year old battery)
1 Supra 2400 baud modem
All cables, power supplies, etc. necessary
1 Atari 1064 memory module (to upgrade a stock 600XL to 64K RAM)
300-400 various 5 1/4 floppies (God only knows what is on most of them anymore)
MIDI Mate module

8-Bit Software (All with original package and manuals):

BBS Express Professional (node #444)
CutthroatsWitness
Ballyhoo
Infidel
Suspended
Gauntlet
Hybrid Arts' MIDIPatch
Virtuoso Desktop Performance Studio
Sherlock 1050
Solar Star
Seven Cities of Gold
Realm of Impossibility
Pinball Construction Set
One On One
Movie Maker
Archon II: Adept
Lords of Conquest
Mail Order Monsters
D-Bug
Cut & Paste (EA's Word Processor)
Mercinary (w/Second City Disk)
Raster Blaster

The Halley Project
Buck Rogers (cart)
Airball (cart)
Archon (cart)
Barnyard Blaster (cart)
Battlezone (cart)
Crossbow (cart)
Dark Chambers (cart)
David's Midnight Magic (cart)
Desert Falcon (cart)
Food Fight (cart)
Thunderfox (cart)
Atari Word Processor (CX404 - For the old 800s)
Coversational Italian / Conv. Spanish (cass)
Atari Light Lab Module
Atariwriter 80
Atari Microsoft BASIC II
VisiCalc
Atari Speed Reading (cass)
States & Capitals (cass)
**I've also got old Atari Computer game carts including Defender, Pacman,
Missile Command, etc., but haven't gone through that box yet...

Books/Magazines:

Assorted issues from Antic and Analog (don't ask me which ones, I have NO
idea anymore)
and diskettes
Compute's First/Second/Third Book(s) of Atari (took me forever to complete
the set)
Mapping the Atari
De Re Atari
Compute's Book of Atari Graphics
Your Atari Guide to 400/800 Personal Computing
Users Guide to Atari
Atari Games and Recreations
Games for Your Atari Computer
Atari Assembler

Still reading this?!? COOL!! In that case, here's some more...

ST Hardware:

1 520 ST (512K w/mouse & power supply)
1 SMM804 Dot matrix printer (that worked until I changed the DIP switches
and forgot where
they were to begin with... Duh...)
1 SF413 DS external disk drive
1 PS3000 Color monitor (w/SS internal disk drive)
PLUS - Cables and power supplies to make it all go.
MIDI cables

ST software (all with boxes and manuals):

Microsoft Write
Leather Goddesses of Phobos
Monty Python's Flying Circus
Motorhead
Skweek
MIDI Maze
Great Chefs #s 1, 2, &3
Vindicators
and a few others...

100 or so assorted floppies

* * Now that you've read this far, here is what I want for all of this * *

$400 obo.

I can be haggled with and we can work out something for shipping because
this is a buttload of goodies, after all.

Leave me email at GregLegg@Aol.Com.

Thanks for your time!

Greg Littlefield
Austin, TX

1652. Re: Why a new OS? My thoughts, existing compilers and the

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-29 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <142858@cup.portal.com>
Source record: 89524

>I agree that it
>would be nice to have a better development environment with a program like
>Mac/65. Specifically, cut and paste as well as scrolling up and down through
>the file would be at the top of my list

I desparately tried to convince Mac/65's author to support a better editor. He was completely uninterested, and kept saying things like, "Mac/65 is so fast, it really doesn't matter." Mac/65's editor doesn't even support full screen editing when entering source code (in autonumber mode). There's *NO* excuse for that.

He was totally clueless to the fact that actual program assembly time is a very small piece of the overall development time of a project. Even if assembly time were reduced to zero, I would only be able to complete projects maybe 1% faster. By comparison, editor features like being able to follow the path of subroutine calls and back, going directly to lines that had assembly errors, cut & paste, etc. payoff big time in the course of development.

The editor and debugger sections of a development system are more important than the assembler itself, for the simple reason that most of the development process is spent in those sections.

John Harris - jharris@cup.portal.com

1653. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-29 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <142859@cup.portal.com>
Source record: 89525

> Do you mean the 65816 sold with Sweet-16 is capable of higher
>clock speeds, or that a person could swap it out with a different 65816 that
>runs at higher speeds?

The current Sweet-16 design does not do this. But it can be done, and it
is very likely that such a design will be produced and sold some day in
the future.

> So, the major reason for changing graphics chips would be to
>add support for 80 columns? If so, why hasn't there been more support for
>the XEP-80?

Because it is way too slow. It also doesn't do color, for things like
ANSI color terminal emulation, picture viewing, or any other graphic
enhancements.

John Harris - jharris@cup.portal.com

1654. Re: 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-29 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <142860@cup.portal.com>
Source record: 89526

Bill; I believe I tried it twice with the binary mode set, once with ascii since I was under the impression if you ask for ascii the files are automatically sent UUE & decoded at Portal. Once again, it wasn't the entire file that was busted, Discomm managed to pick off quite a bit of those files intact before it bailed out. I'll give it one more shot this weekend to see if the problems been fixed, but like I said, I transfered 4 or 5 files out of Xmission the same week without any problems. Since I got 4 or 5 bad titles out of umich & the same number of good ones from sites like Xmission & oakland I'm pretty sure the problem wasn't with me or Portal. The copy of DSKTOATR I used was from the same session at umich & it worked fine on the xmission files, just not on some of the same files from umich.

1655. Re: Interested in NEW ATARI 8-bit OS?y

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-29 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3vcdn7$7b5@nnrp3.primenet.com>
Source record: 89527

The mortal Michael Ellis wrote:
: In my Atari, at least, the OS is built into ROM. This means that loading

A new OS would be good if a goodly part of it were in ROM, banked ROM if necessary. Diamond GOS cart was done this way, as was Sparta-X for that reason (although these are more like OS layers than an OS). And what of the old ROM? A Rom-switcher would have to be hacked of course... This is old hat in the Amiga universe. And they keep the old 1.3 OS for the same reason most 8-bit users would use the old OS...

GAMES!

On a 65816 system, on the other hand, you have RAM to spare so you might as well make THAT softwarebased.

1656. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-29 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3vce9b$7b5@nnrp3.primenet.com>
Source record: 89528

The mortal Chris_F_Chiesa@cup.portal.com wrote:
: 256K 8-bit to run the kind of GUI Bill is asking for, much less any apps

The original Amiga 1000 was sold with, I believe, 256K and it had to share that the coprocessors (screen and sound memory). Most of the OS was run from ROM. That's how you get around it. Yes, I think it's a tall order on a 6502. But not for a 65816 with linear memory. Mind you, the Atari8 has a far simpler archetecture and therefore the graphics and sound portion of the OS would be much simpler and therefore smaller than on more modern systems.

The problem with prior GUI efforts on the A8 is that they act simply as AtariDOS replacements and don't really do anything useful with the icons. MACs have their resouce and data portions and the ICON info is stored in the single file. Amigas use a separate Info file that can contain "tooltypes", stack size, and comments that affect how programs are run when clicked on. Building a GUI is more than just having a graphical AtariDOS replacement. It has to have some kind of icon methodology, special icons like appicons for drag and drop, and some kind of task manager and screen switcher.

: Shoot, while we're at it, how about arranging for the next version of the

PCXformer is still not perfect, and as long as that is the case, it is not a viable replacement.

Just because it's tough doesn't mean it shouldn't be encouraged. I HATE it when people say "don't bother, it's too much work". This is a cynical attitude. If he wants to try it, let him try it. If he fails, don't jump on his back.

The amount of attention this subject is getting is better than the low traffic this newsgroup has been suffering from so why bitch and whine?

1657. A Mind Forever Voyaging?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-29 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9507292224.AA11240@brachot.jct.ac.il>
Source record: 89529

Has the game A Mind Forever Voyaging, by Infocom, been released for
the 8-bits? The review in Analog doesn't seem to make this clear enough.

Is it available anywhere?

Does anyone out there have it?

-itay

Itay Chamiel bruck@brachot.jct.ac.il Pull down the blinds and run for cover

1658. Re: *** Ch.A.O.S. ***

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-29 00:00:00 UTC
From: rdoell@mcs.com
Message-ID: <3vcia6$e6r@News1.mcs.net>
Source record: 89530

Jeffrey Wood <woodzy@delphi.com> wrote:

>
>Please Snail-Mail Your List(s) To:
>Cheyenne Area Orphaned Systems
>c/o Jeffrey Wood
>813 Covered Wagon Drive
>Cheyenne, Wyoming 82007-1671
>NO PHONE CALLS, PLEASE!
>**********

This is so amusing to me... I'm reading in the c.s.atari.8bit
newsgroup, and your organizations name is CHAOS.. This brings back
fond memories for me of my local user group in Lansing, Michigan:
Capitol Hill Atari Owners Society...

Just thought I would tell ya..

1659. Trade tons-o-games for Xformer 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-29 00:00:00 UTC
From: rdoell@mcs.com
Message-ID: <3vcijj$e6r@News1.mcs.net>
Source record: 89531

If you have PC Xformer 3.0, I have 3 zips packed full of hundreds of games. I need to see this thing in action before I fork out the dough for it (even though it is quite inexpensive... But, I'm a broke mo-fo at the moment too..)

Email me if you are interested...

Thx!

1660. Re: Atari 8bit CDROM Player *is* possibl

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-29 00:00:00 UTC
From: Steve <100733.2604@CompuServe.COM>
Message-ID: <3vd5cg$g60$1@mhafc.production.compuserve.com>
Source record: 89532

A CDROM for the 8-BIT has got to be the hottest thing since
sliced bread!
Good luck!

1661. Re: Why a new OS? My thoughts, existing compilers and the Sweet-16...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-29 00:00:00 UTC
From: junkster@chinook.halcyon.com
Message-ID: <3vei08$lsv@news1.halcyon.com>
Source record: 89533

Michael Ellis <michael@anest4.anest.ufl.edu> wrote:
>
>I think that if software is to be written for a machine, you really need
>an OS that provides at leas this much functionality. I don't think
>developers are going to be willing to continue to reinvent the wheel in
>terms of memory management and the like every time they write a new
>program.

I can think of many examples to the contrary, including the Apple II, our beloved Atari 8-bit computers, and dozens of dedicated game machines. I think that the things you mentioned are nice, but they aren't necessary. I'm not against a new operating system; it would be an interesting project. I just don't think the lack of such is the reason that good Atari software isn't appearing. The all-time best word processor (and integrated package) in my opinion is AppleWorks. It's still worth using in 1995. And it runs on a cheesy old Apple IIe.

James Hague
junkster@halcyon.com

1662. Re: MAC Atari 8bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-29 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3vdgvl$46t@nic-nac.CSU.net>
Source record: 89534

Hey. I believe you can simply get a copy of PC Xformer (like 2.52)
and steal the .ROM images out of it and rename them. You've got an unZIPper
for your Mac, right? It's been a while (I've been a (not very active)
beta-tester for Rainbow) but I'm pretty sure that's all I did to get it
to work.

Regarding your BBS- no, but it sounds cool. I wrote my own BBS (over and
over again until finally one YEAR I had an actual THING people could
call up and leave messages on and stuff.. not very good though, very
UN-fool-proof). I didn't have a modem for my 8bit until a few years ago
(don't have any anymore.. it was an SX212 who's SIO port got killed),
nor have I ever lived anywhere near NJ. :)

As for Alt.Reality multitasking - umm, the best I can think of is that
the music and sound fx were handled by VBI routines- that's about as
close to "multitasking" as you can easily (and usefully) get on an XL...
And most games do it... (use VBI for sound or at least music - mainly
because the music's tempo shouldn't speed up when there's little action
and then slow way down when stuff starts happening in the game :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1663. Re: A Mind Forever Voyaging?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-29 00:00:00 UTC
From: jlodoen@shell.portal.com
Message-ID: <3veltd$gk8@jobe.shell.portal.com>
Source record: 89535

bruck@brachot.jct.ac.il (Elad Bruck) writes:

>Has the game A Mind Forever Voyaging, by Infocom, been released for
>the 8-bits? The review in Analog doesn't seem to make this clear enough.

AFAIK, no, it was not. It was the first Infocom title that
required 128K and 80-columns. The game data itself took up
260K (Zorks I-III were around 80K each for comparison).

I'm not sure if any 8-bits got the game. (Apple IIe/c maybe?)

>Is it available anywhere?

>Does anyone out there have it?

For the PC I do. If anyone were to compile one of the freeware
ZIL (Infocom game file) interpreters on the 8-bits,
you could play it. What with expanded RAM, the Flickerterm
technique, and more disk space... the time is right.

There are a few available on ftp.gmd.de, I assume C
source.

1664. Re: Lose the Blues (in ColrView)

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-29 00:00:00 UTC
From: toastman@deeptht.armory.com
Message-ID: <3vem63$n40@degas.ICSI.Net>
Source record: 89536

In article <3vb5lu$b0q@theopolis.orl.mmc.com>
Jeff Potter <potter@escmail.orl.mmc.com> wrote:
> Okay, I've tried ColrView with GR.10. It has to change seven color
> registers each line in the DLI. The old 6502 isn't quite up to it,
> and color banding appears on the left side of the screen. One or two
> registers aren't updated in time for the electron beam, and the effect
> lasts about 1/4th of each raster line. But the blacks are nice and
> pure. And seven colors + black yields 7 x 7 x 7 + 1 or 344 colors.

I personally pictured no such thing. My idea was this: two Gr9 layers
and a Gr10 layer. No one needs to remind me the implications of
changing secen registers per scan line.

> A long while back I dreamed up a "chroma killer" circuit change. It
> would detect when the luma output is all zeroes, then gate out the
> chroma signal before it gets combined with the luma. This would also
> fix the blue/purple haze y'all are complaining about.

I hope this will be built outside the Atari case, and be switchable.
To be perfectly honest, a way to convert the luma signal so that bright
red appears to be red instead of pink would be best (reducing the white
levels in everything, I forget what it's called)

> Also take a look at Clay Halliwell's program that views CV pics and
> uses the players to black out pixels that are a luminance of zero.
> I forget the name right now...

He actually made that? Where is it?

1665. Re: Atari Basic manuals, POKE addresses

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-29 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <BvIABZQ.ransom22@delphi.com>
Source record: 89537

Steven Harris <sharris@bobcat.ent.ohiou.edu> writes:

>And I'd also be interested at trying to get into assembly lang
>programming for 800xl. Where should I begin?

I made many attempts at learning 6502 assembler, all less than
completely successful -- until I got the right stuff. This stuff was right
for my own needs, but it may not be exactly what you need (based on your
programming experience, learning style,etc.) -- but it probably isn't a
bad place to start.
Get the Mac/65 with Toolkit package from B&C ComputerVisions
(408-986-9960) -- it is item ATD313, and the price is $59.95. This gets you
a Macro Assembler, a nice text editor, and a great debugger, and the toolkit
gives you a great starter macro set (including most functions from BASIC).
Then, get Atari Roots by Mark Andrews -- if you can find it anywhere.
I tried many books ("How to program your Atari in 6502 Assembler," "Atari
Assembly Language Programmer's Guide," The tari Assembler," etc.) and
found all of them lacking. Each gets the reader to the point of doing
addition, subtraction, multiplication, and division in assembler -- but does
not go into printing, setting up graphics modes, drawing, doing sound, etc.
In other words, they teach you FAR, FAR less than even the hublest book on
BASIC does for that language. Atari Roots goes into all of that stuff, and
the book's style is well suited to me. Atari Roots is also the only book
I know of that deals specifically with the Mac/65 assembler (in addition to
the ATari Assembler/Editor and ATari Macro Assembler).
Other useful resources, once you have the above, are "The Master
Memory Map for the Atari," "Compute!'s Mapping the Atari," and even the
Atari Assembler/Editor manual.

Good luck in your exploration of Assembler.

-Joe
--

---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1666. Help...Just bought an 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-29 00:00:00 UTC
From: sfreed@nucleus.com
Message-ID: <3vc10q$t80@news.nucleus.com>
Source record: 89538

Hello I just picked up an 800XL (four of them actually) and about a hundred discs...but I can't get any of them to load. I just keep getting a boot error. It's been years since I used an atari and I can't remember any of the commands to load, or list programs. Any help would be greatly appreciated.

Thanks,

Steven

1667. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-30 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hxIBRBf.ransom22@delphi.com>
Source record: 89539

John D Harris <jharris@cup.portal.com> writes:

>> So, the major reason for changing graphics chips would be to
>>add support for 80 columns? If so, why hasn't there been more support for
>>the XEP-80?
>
>*Because it is way too slow*. It also doesn't do color, for things like
>ANSI color terminal emulation, picture viewing, or any other graphic
>enhancements.

James King insists the XEP-80 handles 9600 baud well. And, really,
that is plenty fast for most any online application other than downloading
large programs or viewing files while online (and since we're just talking
about 80 column text, neither of those applies)(oopp..meant, "viewing
graphic image files while online", above).
Sure, it doesn't do color, but that's not a major big deal...at
least not to me. With FT-80's support of emphasized and blinking text,
you still get the necessary information. Color is nice when online, but
to me it isn't needed enough to justify grafting a new graphics chip on,
and supporting that mod with software.
As for picture viewing and other graphic enhancements, you'd said
(or at least implied) that the main reason for upgrading graphics chips is
to gain 80 column text. Since these two don't fall under that, I won't
debate their merits.
Does the XEP-80 support underlined, blinking, and/or luminance
levels in its text output? Can one change the font? If the answer is
no to either of these (especially that last one), then I see a very good
reason for it not to have been supported better. These things are
necessary for a robust terminal program (supporting the extended ASCII
characters, for instance).

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1668. Help: adding ram to 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-30 00:00:00 UTC
From: chair@pgh.nauticom.net
Message-ID: <DCIDGI.Dtx@pgh.nauticom.net>
Source record: 89540

```
--
chair@pgh.nauticom.net
http://www.nauticom.net/users/chair/
Be kind to your furniture! ;)
```

1669. Re: Why a new OS? My thoughts, existing compilers and the Sweet-16...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-30 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3vf8b7$4g7@nnrp2.primenet.com>
Source record: 89541

The mortal James Hague wrote:

: As for high-level languages, I don't think it is possible to out-do
: Action! on the 8-bit machines. If anyone could get a C compiler to

I should remind you that Action! compiles to p-code, not pure ML, and
uses its own runtime to run separate from the cartridge. If it compiled
directly to ML, like QUICK does (and unfortunately Quick suffered a quick
death for some reason) then it would probably be faster although Action!
is admirably fast as it is.

Let's just say there IS room for improvement.

1670. Re: Why a new OS? My thoughts, existing compilers and the Sweet-16...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-30 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3vf8la$4g7@nnrp2.primenet.com>
Source record: 89542

The mortal James Hague wrote:
: I can think of many examples to the contrary, including the Apple II, our
: beloved Atari 8-bit computers, and dozens of dedicated game machines. I

Memory is more important for a reason. An extension to the OS that
allowed programmers to build larger programs more easily or just using
the flat memory model of the 65816 would have facilitated many projects.
That as many apps have arrived that make their own unique claim on banked
ram for direct data storage is a testament to the programmers' ability to
withstand the torture it is to manually manipulate banked RAM. Believe
me, it isn't easy. And programs like Action! aren't well suited to this,
it really requires direct assembly.

1671. Re: Why a new OS? My thoughts, existing compilers and the Sweet

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-30 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3vf8vj$4g7@nnrp2.primenet.com>
Source record: 89543

The mortal Joe Walsh wrote:
: I agree with that. There may be some hope with the Sweet-16, but
: for a standard Atari8, forget the high level languages. I agree that it

It should be noted that a good deal of the reason for code bloat and
resource hungriness of more current software is because of the storage
and manipulation of higher resolution and higher color data. This would
not be as much of a problem with the Atari.

Another reason is by "throwing in the kitchen sink" rather than
and using shared resources.

So those of you that have seen sluggish PC apps that require Pentiums,
that when you remove the OS lag, the graphical requirements, and the bad
programming, you might actually be able to reduce it down to something
bearably fast on the Atari. Not rendering or other brute-force tasks,
but probably for everyday apps.

1672. Re: MAC Atari 8bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-30 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3vf9hc$4g7@nnrp2.primenet.com>
Source record: 89544

Goody, looks like the closest I'll get to an Atari emulator on this OTHER Jay Miner machine (Amiga) is going to have to run on my MAC emulator (Shapeshifter: which, at present, is so graphically slow as to be only usable at 1 bitplane). Rest of the throughput is fine, though. That's because Jim Drew is doing the usual thing about announcing emulations and then never delivering.

I just find it ironic that it'll take 2 levels of emulation for a machine that was always the best-suited for emulating the Atari, to do it.

It'll never be as fast as a native Amiga program emulating the Atari would be because things like PMGs and DLIs will get interpolated into blits and not into sprite and copperlist calls.

Someone's been talking of porting STXformer and I warned him that he'd have to remedy the PMG, sound, and color portions to take advantage of what the Amiga can do vs. a dog standard ST.

1673. R: handler for SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-30 00:00:00 UTC
From: bruck@avoda.jct.ac.il
Message-ID: <9507302045.AA11011@avoda.jct.ac.il>
Source record: 89545

I've figured out that SIO2PC can be used as a null cable.

Another user said it can also be used to connect the SIO directly to a modem, but HOW??? The plug won't just fit the modem, because both it and the socket in the back of the modem are female 25-pin connectors. Is all I need a gender changer?

And, whether I use it as a null modem or as a modem connector, I need an R: handler to support it. Now, this thing is plain enough that I can boot the R: handler from my 850 interface, turn it off (after the R: port has been opened), and use the SIO2PC as if it were a connection through the 850. This has two problems:

(A) I need the 850 on to boot the R:, and when opening and closing the channel (like when accessing a disk drive or sending a Break).

(B) The 850 handler doesn't support 19.2 Kbaud, while the SIO2PC hardware can use this speed.

Is there a disk-only R: handler that will solve these 2 problems?

Thanx

-itay

Itay Chamiel bruck@brachot.jct.ac.il Pull down the blinds and run for cover

1674. Re: JView/CSView: Lose the blues idea!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-30 00:00:00 UTC
From: bruck@avoda.jct.ac.il
Message-ID: <9507302157.AA14569@avoda.jct.ac.il>
Source record: 89546

> I don't think all those Gr10 screens will be necessary. In
> fact it might not be at all practical, since poking new colors
> into all eight color registers will most likely not be
> possible to squeeze in before the border. That's why I asked
> if it could be done just for the blue layer.

> Powdered <toastman@armory.com>

This is, in fact, an excellent idea, because the mode 10 takes up all the color registers, while mode 9 just needs one.. So the colors don't actually ever have to be changed, just GPRIOR!

What I mean is that the color registers can contain shades of blue ALL the time.. Like this:

Red line: background red, GPRIOR mode 9
Green line: background green, GPRIOR mode 9
Blue line: background *black*, GPRIOR mode 10

The other 8 registers are IGNORED in the red and green lines, so they don't EVER have to be changed!

Of course, this leaves the black areas brownish, and the idea for making areas black with PM graphics falls apart (PM and mode 10 use the same color registers), but I still think it's worth a look!

-itay

Itay Chamiel bruck@brachot.jct.ac.il Pull down the blinds and run for cover

1675. New Term80 software from CTH

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-30 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Jul30.190821.24806@wariat.UUCP>
Source record: 89547

I just downloaded Tom Hunt's new Term80.arc from CTH. Now,
this is a beta version. Only works on BB or MIO at 14.4k
baud and a ram-disk or hard drive. He's looking for beta
testers to get back to him with their experiences. So, if
you have a BB or MIO and 14.4k modem, I'll try to send you a
copy of this arc if you e-mail me. If CTH (419-368-4413) in
Ashland, Ohio is bad for you to call, I'll try to relay
messages concerning your experience with term80.arc to him.
This program contains y-modem g up/downloads.
I don't think it would be good to put on a ftp site just
yet as it is a beta version. And I think it would be best to
let Tom decide when to put it on ftp site.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1676. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-30 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <142905@cup.portal.com>
Source record: 89548

> James King insists the XEP-80 handles 9600 baud well. And, really,
>that is plenty fast for most any online application other than downloading
>large programs or viewing files while online (and since we're just talking
>about 80 column text, neither of those applies)(oopp..meant, "viewing
>graphic image files while online", above).

Downloading doesn't require a fast text display speed, so the XEP-80 wouldn't be a problem there. However, 9600 is half the speed needed to keep up with incoming text from high-speed modems. That falls short of my definition for "plenty fast". It will be even worse if someone ever produces a better serial interface capable of speeds greater than 19,200.

> As for picture viewing and other graphic enhancements, you'd said
>(or at least implied) that the main reason for upgrading graphics chips is
>to gain 80 column text. Since these two don't fall under that, I won't
>debate their merits.

Despite what may have been implied, I originally stated, and still agree with the additional enhancements that an upgraded graphic chip could provide. Even if 80 column text were the most important reason for upgrading, that does not diminish the value of the other enhancements -- enhancements that the XEP-80 did not provide.

The XEP-80 provided a mediocre 80 column text ability, had several bugs or limitations in its E: support, and didn't offer much else. I wouldn't have expected it to be as popular, or as well supported as an enhancement that provided much better and faster support in addition to higher res and higher color graphic capabilities.

> Does the XEP-80 support underlined, blinking, and/or luminance
>levels in its text output? Can one change the font?

Underlined - No
Blinking - No
Luminance - No
Fonts - Only between ATASCII graphics and Int'l characters.
Basically, matching the built-in fonts of the Atari.

John Harris - jharris@cup.portal.com

1677. FS: 800 system

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-30 00:00:00 UTC
From: mjr1769@tntech.edu
Message-ID: <1995Jul30.230901.13337@atlas.tntech.edu>
Source record: 89549

All of this goes together,it's a package deal!

Atari 800 w/48K
Atari 410 cassette drive
Atari 1050 disk drive
Commodore 1702 color monitor
Panasonic KX-P1090 printer (80 column,dot matrix,does graphics,
tractor or friction feed)
Ape-Face XLP printer interface (RS-232)

Atari- Atariwriter (cart)
BASIC (cart)
Basketball (cart)
States and Capitals (cass)
Conversational Spanish (cass)
Sublogic- Flight Simulator II (disk)
Koala- Micro Illustrator (disk)
WITH Koalapad touch tablet
Antic(APX Classics)- RAMbrandt ver. 2.0 (Compatible with touch
tablet or joystick, converts MicroIllustrator
files. Also prints files.
All of the above are in original boxes with documentation,
except the 800 and 410, which don't have the original box.
All of this equipment is in good shape. Of course, all cables and power
supplies are included.

You pay shipping. Make me an offer on this system!

MJR1769@gemini.tntech.edu

1678. Game Mercenary...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-30 00:00:00 UTC
From: U.KUMMEROW@TBX-2.BERLINET.DE
Message-ID: <5qqFiBpr3KB@talktalk.tbx-2.berlinet.de>
Source record: 89550

Hallo !

Is it possible to run Mercenary on a PC ?
(with an emulator ?)

Is this game available on disk, too ?
I have this game on tape. Is it possible to convert to disk ?
(I think the program is not only one part/block...)

Please write as PM, too !

Greetings from Berlin/Germany
Christo WAS here...

1679. Looking for drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: trimbach@dma.org
Message-ID: <3vhatk$mqt@sally.dma.org>
Source record: 89551

Hello all, I'm looking for 4-6 1050 or Xf551 drives. I need working drives with power supplies. If you only have one drive that's fine, just mail me your price (including shipping). Payment can be made just about anyway you wish but I prefer COD (I'll even pick up the tab for that). Finally netrefs are available if you want them.

Thanks,
Nick

trimbach@dmapub.dma.org

1680. Re: Help...Just bought an 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DCKB6v.I9D@freenet.carleton.ca>
Source record: 89552

Steven Freed (sfreed@nucleus.com) writes:
> Hello I just picked up an 800XL (four of them actually) and about a hundred
> discs...but I can't get any of them to load. I just keep getting a boot error.
> It's been years since I used an atari and I can't remember any of the commands
> to load, or list programs. Any help would be greatly appreciated.

It's quite simple, really. To load a BASIC program, type RUN"D:filename.ext

for any binary programs, you'll need to find a disk with DOS on it, since
they won't load without it, unless they have an auto-loader which runs it
once you turn on the computer. Make sure you're turning off BASIC when you
load a binary program by holding the 'OPTION' key when you turn the CPU on.

=CB=

--
"My sweetest friend, everyone I know goes away in the end" -Hurt, NIN
ba930 <-NCF Nyx-> cdbrown | "Nothing is true until it's OFFICIALLY DENIED"
ax029 <-TFN BFN-> bi967 | "Mission control.. we've got a problem"
= > J e S s T o D d ' S s P a C e ! ! < =

1681. Maze Mania , 2600 cartage..???

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: HSXR20D@prodigy.com
Message-ID: <3vhld1$1pis@usenetp1.news.prodigy.com>
Source record: 89553

Does any know where I can get Maze Mania or Maze Craze????

1682. Atari 8-bit Software, Parts and Books

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <3vi1vh$80u@ixnews3.ix.netcom.com>
Source record: 89554

```
Large selection of Software, Parts and Books. Example: MicroPrint
Printer Interface --- only $14.95. Call 510-352-3787 to request
catalog.
```

1683. Re: how to install memory boards in 800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <3vi2f8$80u@ixnews3.ix.netcom.com>
Source record: 89555

bjcorr@delphi.com (Ben Corr) wrote:

>In article <Pine.PTX.3.91.950725233032.3808A-100000@odin.cc.pdx.edu>,
>psu01223@odin.cc.pdx.edu (Alex Chamberlain) writes: > Hey all, here's a quick
>question: I rescued an 800 with no memory boards > in it from a local thrift
>store. I got three 16K boards from American > Technavision, but they're just
>that--boards with chips on one side and no > case. So, there's no way to tell
>which way they should go in the slots.
>> Anyone know? Also, which of the four slots under the hood should I put
>> the RAM boards in?
>>
>> TIA,
>> Alex
>>
>> --
>> Alex Chamberlain
>> psu01223@odin.cc.pdx.edu
>>
>The memory boards go into the 3 rear slots, farthest from the keyboard, Solder
>side of the board facing the keyboard, chip side facing the rear of the
>computer .bjcorr@delphi.com

Counting from the from of the machine, slot 1 contains the ROM board.
All boards are inserted in their sockets with the back of the board
facing you --- the parts facing away from you. Slots #2, 3 and 4
contain ram boards. - American Techna-Vision

1684. INSOMNIACS VIDEOGAME AUCTION!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: jrm8248@u.cc.utah.edu
Message-ID: <3vi2ed$gct@news.cc.utah.edu>
Source record: 89556

THE INSOMNIACS VIDEOGAME AUCTION!!!

HELP!!! I have so many video games, I cannot seem to sleep
at night. Please buy them now and save me from permanent I
NSOMNIA!!!

This auction is from Monday, July 31 until Sunday, August 6
at midnight mountain time.

Remember to bid high and bid fast because if you donUt, you
may miss your opportunity to own the games you really want.
And above all, remember to have fun!!!

The rules to this auction are at the end of this message.

ATARI 2600-NEAR MINT W/BOX & DIRECTIONS

-Air-Sea-Battle, box is damaged $2.00 min

-Combat $3.00 min

-Missle Command $3.00 min

-Pac Man w/ Atari Pac Man Sticker on Box $3.00 min

-Space War $3.00 min

Atari 2600-LOOSE GAMES

-Adventure

-Armor Ambush

-Basic Math: Atari, cx-2661

-Bowling: Atari

-Boxing: Activision

-Canyon Bomber: cx-2607

-Circus Atari: Atari

-Chopper Command

-Codebreaker

-Crystal Castles: Atari $2.00 min

-Defender: Atari

-Demon Attack

-Enduro: Activision

-Flag Capture: Atari cx-2644

-Freeway: Activision

-Ghostbusters: Activision $3.00 min

-Golf: cx-2634

-Gorf: CBS Video Games

-Hangman: Atari

-Human Cannonball: Atari

-Ice Hockey: Activision

-Joust: Atari

-Jungle Hunt: Atari

-Kool-Aid Man: General Foods Corp. $5.00 min

-Marine Wars: Konami

-Millipede: Atari

-Night Driver: Atari

-Outlaw: cx-2605

-Popeye: Parker Brothers

-Pitfall: Activision

-Q*bert: Parker Brothers

-Raiders of the Lost Ark: Atari

-Reactor: Parker Brothers

-Realsports Football: Atari

-River Raid: Activision

-Space Jockey: US Games

-Star Master: Activision

-Star Raiders: Atari

-Star Wars The Empire Strikes Back

-Strategic Space Combat Game: Sears Telegames

-Street Racer: Atari

-Super Challenge Baseball

-Superman: cx-2631

-Target Fun: Sears Telegames

-3-D Tic-Tac-Toe: cx-2618

-Venture: Coleco

-Video Olympics

-Video Pinball: Atari
Damaged Label

-Yars Revenge: Atari

ATARI 5200-LOOSE GAMES

-Centipede, w/ overlay $1.50 min

-Counter Measure, w/ overlay, w/ directions $2.00 min

-Defender, w/ overlay $2.00 min

-Football, w/ overlay $1.50 min

-Galaxian, w/ overlay $1.50 min

-Gorf, w/ overlay, w/ directions $2.00 min

-Jungle Hunt, w/ directions $1.50 min

-Kangaroo $1.50 min

-Mario Brothers, w/ directions

-Pac-Man, w/ overlay, w/ directions $1.50 min

-Pole Position, w/ directions $1.50 min

-Popeye, w/ directions $1.50 min

-Real Sports Soccer, w/ directions

-Star Raiders, w/ overlay, w/ directions $1.50 min

-Super Breakout, w/ overlay $1.50 min

ATARI 7800-LOOSE GAMES

-One-On-One $2.00 min

-Pole Position II

COLECOVISION-LOOSE GAMES

-Carnival

-Donkey Kong

-Donkey Kong Junior

-Gorf

-Ladybug

-Mouse Trap

-Rocky Super Action Boxing, may not work, case is damageed

-Smurf Rescue in GargamelUs Castle

ATARI 400/800-LOOSE GAMES

-Atariwriter Word Processor: RX8036

-Basic Computing Language: CXL4002

-Pac-Man: CXL 4022

-Space Invaders: CXL4008

-Star Raiders: CXL4011

INTELLIVISION-LOOSE GAMES

-Advanced Dungeons &Dragons

-Armor Battle

-B-17 Bomber

-Burger Time

-Carnival: Coleco

-Commando

-Donkey Kong: Coleco

-Electric Company, label is damaged

-Frog Bog

-NASL Soccer

-Pitfall: Activision

-Space Hawk

-Space Spartans

-TRON Deadly Discs

-TRON Maze-A-Tron

-Utopia

INTELLIVISION-Box+Directions

-Armor Battle $2.00 min

-SNAFU, box, no directions

-Sub Hunt, shrink wrapped: $3.00 min

ODYSSEY2-loose games

-Alien Invaders-Plus, w/ box, w/ directions

-Alpine Skiing

-Blockout/Breakdown

-Computer Intro

-Hockey/Soccer

-Invaders From Hyperspace

-Ive Got Your Number

-K.C. Munchkin

-Math-A-Magic/Echo

-Speedway/Spinout/Cryptologic, w/ box, w/ directions

-Sub Chase/Armored Encounter

-UFO

SEGA MASTER SYSTEM

-Hang On/Safari Hunt

COMMODORE 64-Loose Cartridges

-Jupiter Lander

-Sea Wolf

TEXAS INSTRUMENTS 99/4A-Loose Cartridges

-Addition

-Addition and Subtraction 1

-Adventure

-Alien Addition

-Alligator Mix

-Alpiner

-Beginning Grammar

-Blackjack and Poker

-Car Wars, w/box, w/ directions $4.00 min

-Computer Math Games II

-Connect Four

-Division 1

-Dragon Mix $5.00 min

-Early Reading $1.50 min

-Early Learning Fun w/ directions

-Hangman

-Home Financial Decisions

-Household Budget Management $1.50 min

-Hunt The Wumpus

-Meteor Multiplication

-Moon Mine

-Multiplication 1

-Munchman

-Music Maker

-Number Magic

-Parsec $1.50 min

-Pac-Man: Atari $2.00 min

-Percents

-Personal Record Keeping

-Personal Report Generator

-Scholastic Spelling Level 3

-Story Machine

-Super Demon Attack

-Terminal Emulator II w/box, directions $4.00 min

-The Attack

-Touch Typing Tutor

-Tunnels of Doom

MISC. SYSTEMS-
*some systems say no cables but if you bid I will look for
them, but I will not guarantee that I find them. Shipping
will vary depending on the system.
MINIMUM BID INCREMENTS FOR ALL OF THE SYSTEMS
WILL BE $1

-Atari Ultra Pong Doubles $4.00 min

-Atari 2600 jr, no cables does work $4.00 min

-Atari 2600 jr, no cables does not work $2.00 min

-Atari 2600 Paddle Controllers $1.00 min

-Atari 800XL, no cables $8.00 min

-Atari 1200XL no cables $8.00 min

-Atari 1050 Disk Drive, no cables $8.00 min

-Colecovision, w power supply, joysticks $8.00 min

-Commodore 64 Computer, w/ power supply, in box $10.00 min

-Commodore 1541 Disk Drive, w/ cables $10.00 min

-Intellivoice for Intellivision Systems $6.00 min

-Odyssey2 in box with cables not working $1.00 min

-Texas Instruments 99/4A box + cables $10.00 min

-Texas Instruments 99/4A Speech Synthesizer $6.00 min

ATARI 2600-excee + $.50
for each additional cartridge. Shipping and handling
for systems will range between $6 and $10.00 depending
on weight. Larger systems may be more. All cartridges
and systems will be shipped through the US Postal
System anywhere in the Continental US. Other areas
will need to make special arrangements for shipping.

8. Following the auction, each bidder will be contacted
individually for payment and shipping. Money Orders
(sorry no personal checks) are the preferred form of
payment, but cash is always accepted. Payment
MUST be received within 7 days.

9. The will be no guarantee or warranty on anything purchased
from this auction. Cartridges have been tested and do work,
unless otherwise specified and systems have been tested and
do work unless they have no cables or power supply.
.
10. FINALLY, IF YOU ARE THE HIGH BIDDER YOU MUST
PAY FOR YOUR ITEMS, OTHERWISE YOUR POSTMASTER
WILL BE INFORMED AND YOU WILL BE BARRED FROM
FUTURE AUCTIONS!!!

Your participation in this auction signnifies your consent
to follow these rules as stated.

1685. Re: Help...Just bought an 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199507310610.XAA21649@zippy.sonoma.edu>
Source record: 89557

Hello - it sounds like the disks you're trying to load aren't bootable disks. If they're simply "disks with stuff on them", not, say, a commercial disk you'd buy (like, say, "BoulderDash").

You'll need to find a bootable disk there somewhere (something with a DOS- commercial games usually have their own DOS system (which is not very powerful) written for them and you can't access it).

Once you've got a DOS loaded, to load binary games, boot like this:

Turn on drive
Insert bootable DOS disk
Press and hold OPTION
Turn on computer
Release OPTION after a few moments (once it starts loading (beepbeepbeep))

A DOS menu (or prompt, if you're using some DOSes like SpartaDOS) will appear. On every since DOS I've seen which uses a menu, these commands seem to appliy:

A. (sometimes also/or a number) - show files on the disk
L. load a file

If you want to load a BASIC game, boot like this:

Turn on drive
Insert bootable DOS disk
Turn on computer

Type: RUN "D:filename.ext" to load and run a program, or:
LOAD "D:filename.ext" to load, and then
RUN to run
Also: DOS to get to DOS
BYE to get to the self-test, from which
you may press RESET to reboot (and hold
or don't hold OPTION - if you don't want
or want BASIC)

Good luck!

The popular (in the US, at least) DOSes include:

MyDOS 4.53 - very Atari DOS 2.5 (the old "standard") like -
runs most programs which can run with DOS 2.5
but it's much more powerful
SpartaDOS 3.2 - very powerful but not as compatible with DOS 2.5
(not only with disks but also with which programs
can be run with it)

I'd stick to MyDOS unless you want to run a BBS :)
Both handle hard drives and/or disks with up to 16MB of space, if you care.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1686. Re: Atari Basic manuals, POKE addresses

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <3vi2pp$80u@ixnews3.ix.netcom.com>
Source record: 89558

American Techna-Vision sells the book "Mapping the Atari XL/XE" for
$6.95. This book has extensive coverage of POKE and PEEK adresses.
American Techna-Vision can be reached at 510-352-3787.

1687. Re: MAC Atari 8bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: bwu@panix.com
Message-ID: <3vi2v8$ao@panix.com>
Source record: 89559

In <3vdgvl$46t@nic-nac.CSU.net> kendrick@zippy.sonoma.edu (William Kendrick) writes:
>Hey. I believe you can simply get a copy of PC Xformer (like 2.52)
>and steal the .ROM images out of it and rename them. You've got an unZIPper
>for your Mac, right? It's been a while (I've been a (not very active)
>beta-tester for Rainbow) but I'm pretty sure that's all I did to get it
>to work.

Actually, I tried this - but the new PC Xformer (2.52) doesn't have
separate files for the Atari OS anymore(?) - so I didn't have any luck
with that =~^(

Bryan

1688. Re: Why a new OS? My thoughts, existing compilers and the Sweet-16...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199507310624.XAA21790@zippy.sonoma.edu>
Source record: 89560

What!? Glenn, I hope you don't think Action! compiles the same way that
I think TurboBASIC XL does - where the runtime is not only supplying
basic routines, but is also going through the code and interpreting it..

Because if you are, you're WRONG.

The ONLY reason you need to include the "runtime" package in Action! is if
you are going to distribute the program - the cartridge ROM holds all
of the built-in routines (Print(), SetColor(), Graphics(), MoveBlock(), etc.)..

That's where the RUNTIME.ACT file comes in - it redefines the built-in
routines (which the compiler simply defines as jumps to certain locations
on the cartridge) into real PROCedures and FUNCtions .. for speed, (probably
not only when it comes to their execution speed, but also their compilation
speed) the routines are simply stored as blocks of data (executable code,
in this case, of course).

If I write a program in Action! and compile it, I can run it from DOS,
from another Action! program, from BASIC (if it works, as is the case with
any other standard binary .COM file)... the thing is, just like programs
that rely on the OS's resources, Action! programs (which aren't compiled
with the RUNTIME.ACT file) reply on the Action! cart's resources sitting
in memory..

Get it?

Also - I think Quick died for two reasons:

(1) 40 (or was it only 38!?) chars. per line in the editor and compiler
Trying to do things like STRCPY() and PRINT() were complete pains in
the rear! - having to split and re-split lines left and right! >:^[
(2) The environment - it was a nice one, but unstable. <:^[Perhaps
if it were on ROM like Action! is? :)

Finally, even the Quick manual admits the Action! is faster than Quick..
The top three fastest languages they stated were:

#1 Assembly (of COURSE!)
#2 Action!
#3 Quick

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1689. Re: 800, 810 and 850 Power Supplies?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <3vi387$80u@ixnews3.ix.netcom.com>
Source record: 89561

joeaux@news.gate.net (Strafe) wrote:

>Ok, you guys got me to dig out my Atari 800. At one time Atari
>was the ONLY computer that I would buy. I started with the 800
>(which I've still got) then a 800XL, 1200XL, 130XE and then
>finally a 520ST (I was a registered developer for Atari on the
>ST series when they were released). I upgraded the 520 the
>hard way 'cause at the time there was no other way to do it!
>Soldered all that stuff by hand. I forgot just how much fun
>the 800 is! Now to the main question. Where in Gods name can
>I find some power bricks for the 800, 810 and 850? And if there's
>an FAQ, point me in the right direction! It feels good to use
>an old friend again (always thought that the 800 had the BEST
>damn keyboard in the world).
>-Joe-

>--
>-Joe Aycock (joeaux@gate.net)
>-Lover of all things Macintosh, OS/2 or Unix,
>-and collector of Transformers.
>-"Drivin' down the road in Cold Blue Steel, got a
>-Blues Man on the back, a Beautician at the wheel..."

American Techna-Vision sells the original power supplies for only
$4.00 each or (10) for $30.00. They also have a huge stock of other
parts, software and books. Request a catalog by calling 510-352-3787
>--

1690. Re: 800, 810 and 850 Power Supplies?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <3vi3e6$990@ixnews3.ix.netcom.com>
Source record: 89562

joeaux@news.gate.net (Strafe) wrote:

>Ok, you guys got me to dig out my Atari 800. At one time Atari
>was the ONLY computer that I would buy. I started with the 800
>(which I've still got) then a 800XL, 1200XL, 130XE and then
>finally a 520ST (I was a registered developer for Atari on the
>ST series when they were released). I upgraded the 520 the
>hard way 'cause at the time there was no other way to do it!
>Soldered all that stuff by hand. I forgot just how much fun
>the 800 is! Now to the main question. Where in Gods name can
>I find some power bricks for the 800, 810 and 850? And if there's
>an FAQ, point me in the right direction! It feels good to use
>an old friend again (always thought that the 800 had the BEST
>damn keyboard in the world).
>-Joe-

>--
>-Joe Aycock (joeaux@gate.net)
>-Lover of all things Macintosh, OS/2 or Unix,
>-and collector of Transformers.
>-"Drivin' down the road in Cold Blue Steel, got a
>-Blues Man on the back, a Beautician at the wheel..."

American Techna-Vision sells the original power tranformers for only
$4.00 each or (10) for $30.00. They also have a huge selection of
other parts, software and books. Request a catalog by calling
510-352-3787
>--

1691. PRINTER INTERFACE FOR ATARI 8-BIT

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <3vi3p3$g6j@ixnews2.ix.netcom.com>
Source record: 89563

American Techna-Vision has a good stock of the MicroPrint Printer Interface. This allows you to connect any standard Parallel Printer to your 8-bit. Works with all 8-bit computers except the 1200XL. Includes instructions on how to modify the 1200XL to work with this interface. American Techna-Vision also has a large stock of replacement parts, commercial software and books. To obtain a catalog phone 510-352-3787.

1692. Low Cost PRINTER INTERFACE for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <3vi45g$5lq@ixnews6.ix.netcom.com>
Source record: 89564

American Techna-Vision sells the MicroPrint Interface for only $14.95. It allows you to connect any standard Parallel Printer to your Atari 8-bit. Works with all models except the 1200XL. Includes instructions that allow you to modify the 1200XL to work with the interace. They also carry a large number of replacement parts, commercial software and books. To obtain a catalog phone 510-352-3787.

1693. detection of DOS by programms - HOW ???

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.242.000CD843@genesis.informatik.rwth-aachen.de>
Source record: 89565

Hello !!!
My problem is the following:
To get my next program running with all DOS, I need to find out, which DOS
is actually in the machine .
Is there any POKE to get the whole name or are there different methods ?
I'm especially interested in

SpartaDos 1.X, 2.X, 3.2 f/g(x), X
BW-Dos 1.X
BiBoDos 5.X,6.X
OSS-DOS
Atari Dos 2.0, 2.5
MyDos 4.X
Turbo-Dos

Thank you very much !

Matt
Please send personal mail - It's easier to me to keep the information.

1694. High Speed SIO routines of Happy/Speedy

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.243.000CE6BA@genesis.informatik.rwth-aachen.de>
Source record: 89566

Hello !!!

How can I access the high speed SIO routines of a Speedy or Happy drive ?

Matt

P.S. By the way : Are Speedy or Happy drives able to format ultraspeed
sector skew - my don't want to ! Is there any ROM-Upgrade ?

1695. WANTED: ROM burning files of 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.244.000CF1A9@genesis.informatik.rwth-aachen.de>
Source record: 89567

Hello !!!

I want to have the ROM-Files of a 1200 XL to put them into my 800XL (want to see the wonderful ATARI-LOGO)

Please send them to me via uuencode !!!

Matt

1696. Wanted: Burning file for 130 XE Mapper - Chip

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.245.000CFD07@genesis.informatik.rwth-aachen.de>
Source record: 89568

Hello !!!

I need the terms of the 130XE Mapper-Chip (U34) to put them into a GAL.

Please help - my 130 is only a 65 now !!!

Matt

1697. WANTED: scematics for external RAM-Upgrade !!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.246.000D0447@genesis.informatik.rwth-aachen.de>
Source record: 89569

Hello !!!!

Somebody here could give me the scematics for an external RAM-Upgrade ?

Matt

1698. Rainbow at InfoMac

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DCKz0w.Hzx@aston.ac.uk>
Source record: 89570

Hi,

Just a quick note to say that the Rainbow demo is now at
InfoMac at

ftp.amug.org info-mac/rec/rainbow-demo.hqx
/app/rainbow-demo.hqx

People looking for some software may like to try

wuarchive.wustl.edu /systems/atari/umich.edu/8bit

The Xmission site has, as I believe, passed into folklore.

Finally, regarding ROM images. Please don't ask me for them;
I can't send them.

Good luck,

Chris Lam.

1699. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <3vimvq$dlu@no-names.nerdc.ufl.edu>
Source record: 89571

Mark Statzer writes:

>What's the point of a new OS, new CPU, and a system that's not backward
>compatible to Atari-8 users? If you can't run the old software, it's not an
>Atari anymore! If you want to build a new computer from scratch, have at it.

Once again, let me harp on the "can't run the old software" phrase. This statement implies that you've made some bizaare modification to your 8-bit and, unless hell freezes over, there
ain't no way that you're going to be able to run your classic 8-bit software.

I'll say it again: that notion is garbage. When you reach the point in the day at which you'd
like to run M.U.L.E or AtariWrite Plus or whatever, you would perform the following steps:
1) turn off your computer
2) insert your program floppy
3) turn your computer on.

At this point you will hear a beeping sound that indicates that the desired CLASSIC 8-bit program is loading. The above steps, I might add, might remind you of what is CURRENTLY required to switch from one program to another. It is my opion that if the program you are switching FROM happens to be a new OS running up-to-date software, well... you've gotten something for nothing and that's good.

But then, I might be crazy or something....

-Michael Ellis

1700. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <3vintn$dlu@no-names.nerdc.ufl.edu>
Source record: 89572

Chris_F_Chiesa@cup.portal.com writes:

>I guess I don't see your point, Michael. C is a -compiled- language. That
>means that your C statements at some point turn into MACHINE INSTRUCTIONS.
>"Simply" create an ANSI C-supporting compiler that generates Really Efficient
>instruction sequences, and I should think the final result would run as
>fast as if you had hand-coded the ML directly. It's possible that I'm mis-
>sing something, but if so, I don't know what it is and you should now en-
>lighten me!

I think you've answered your own question, there, Chris. C is a -compiled- language and this
means that each C statement translated to MANY machine instructions. In fact, it generates many more than are really need to accomplish a given task. It has to. Even the most sophisticated optimizing C compiler can't alter it's basic code-generating algorithm to solve a
particular problem.

In machine language, on the other hand, the programmer is interacting directly with the system
and knows what the bare-essentials are for his program.

Consider this:

```
void main()
{
int i=0;

for(i=0; i<10; i++)
{
printf("Hello there.\n");
}
}
```

Even this SIMPLE routine would require MANY MANY MANY more lines of code than it's machine language equivalent. Granted, the PRINTF function is more sophisticated than what you'd probably use in ML (in this case, a call to the CIO), but the point here is that it's OVERKILL;
you don't NEED all of PRINTF's capabilities so you're WASTING MEMORY. No so in ML.

Hope this clears things up.

-Michael Ellis

1701. Re: please id atari chip set

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <3viphe$m0d@ixnews2.ix.netcom.com>
Source record: 89573

jjessop@ix.netcom.com (Jerry Jessop) wrote:

>In <3uptsi$bps@newstand.syr.edu> dwjurkat@rodan.syr.edu (Jurkat)
>writes:
>>
>>I bought an Atari chip set and would like to know which chip is which.
>>
>>C014805-22
>>
>>C012294B-01
>>
>>C014795
>>
>>C012296D-01
>>
>>C014806-12
>>
>>They should be the 6502, PIA, GTIA, ANTIC, and POKEY.
>>
>>Also if anyone knows what are the standard "Number-Names", as given
>>in the data books. I'd like to see the data sheets for them.
>>Thanks, dj.

>You will not find "standard" ID numbers or specs for custom chips from
>Atari. They were designed by Atari and built only for Atari.....ok not
>the 6502 but the 6502 "Sally" was modified per Atari specs. Not to be
>confused with the 6502C, not an Atari item.

>Jerry

CHIP ID'S:

CO14805 -- GTIA
CO12296 -- PIA
CO14806 --- CUSTOM 6502 CPU
CO14795 --- PIA (INDUSTRY STANDARD 6520)
CO12294 --- POKEY

REMEMBER: AMERICAN TECHNA-VISION OFFERS THE COMPLETE SET OF 40 PIN
LSI CHIPS AS LISTED ABOVE FOR ONLY $4.95. PHONE 510-352-3787 AND
REQUEST CATALOG OF OTHER PARTS, SOFTWARE AND BOOKS.

RALPH --

1702. Quick, is it dead?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <168FD3867BC@east-01.novell.leeds.ac.uk>
Source record: 89574

I don't think Quick is dead, it is just not very well supported in the USA. It is quite popular in Europe, more especially Germany where it originates from.

I have done a bit of programming in Quick and I find it very good, indeed I have a couple of games in the pipeline both of which will be written in Quick. My opinion is that it is more suited to programming games rather than utilities and it has quite strict rules for which portions of memory you can use but they can be worked around with a bit of care and knowledge. The software is disk based and both the editor and compiler are stored in memory at once, the editor looks nice but is not too clever when you are searching/ scrolling through a big program.

If I were a betting man I would wager more commercial games have been written in Quick than in Action!, I could be wrong and I don't want to start an arguement, but thats my feeling anyway. Plus Quick is only #15, whereas Action is $45 (#30ish)!

Richard Gore
chmrig@leeds.ac.uk

1703. FAQs on the WWW

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510101ac42a3748d4a@[137.22.11.119]>
Source record: 89575

For those of you who use the hypertext versions (and who maintain Atari-related Web pages), the FAQ and Vendor/Developer lists have new home locations on the World Wide Web:

http://www.smartpages.com/faqs/atari-8-bit/faq/faq.html
http://www.smartpages.com/faqs/atari-8-bit/vendev/faq.html

For reference, the whole Usenet FAQ archive by Tom Fine is moving away from Ohio-State. To point to the whole thing, use:

http://www.smartpages.com/faqs/

-Michael

Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

1704. Re: Why a new OS? My thoughts, existing compilers and the Sweet-16...

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <3vitf1$ed7@news1.halcyon.com>
Source record: 89576

Glenn Saunders <krishna@primenet.com> wrote:
>
>The Atari8 is just plaing cramped. 64K limits are a problem! Don't fool
>yourself.

It depends what you want to do. I do a lot of writing on my PC clone and I keep files less than 20K or so. Not because I'm anal retentive or that 20K is some magic number; that's just the file sizes my normal way of keeping things mentally managable happens to result in. I know there are applications that would be easier to write in more memory, things like FAX programs, desktop publishing, huge databases, etc. But I honestly don't use anything like that, mostly because I think such software is overkill for my needs.

Possibly a good approach to writing a new OS would be to come up with a list of software that people *must* have for their Atari 8-bit and that would require oodles of memory or other OS features. I know some people would like an ANSI C compiler, but, realistically, is anyone really gonna write it? And is it necessary? Probably not.

James Hague
junkster@halcyon.com

1705. Re: Rainbow at InfoMac

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: starman@cnj.digex.net
Message-ID: <3vj7bd$90i@cnj.digex.net>
Source record: 89577

I just DLed the Rainbow demo from Info-Mac and I must say that although Rainbow is probably very good, I can't run it on my Mac. Rainbow wasn't sent with the ROMs. Ok..I understand that. My problem is that I have an 800 and an 800XL but I don't have a monitor/TV for it anymore. I haven't used it in ages. I'd like to DL the ROMs from the 800XL except the demo version doesn't work with the 800XL ROMs! I also don't have an 850 connector (never needed one).
Since I own an 800 and 800XL, I don't think it would be an infringement on copyright if I can ask someone to send me the ROMs. I would just like to be able to TRY the demo before I shell out the $$$ for it. I also will need to drop $$$ on an 850 which I don't want to do unless I need it. Any help? I really don't want these 6 boxes of software I have to go to waste. Why not use a TV in the house? They're all wall mounted.

Mike

********** Mike Gaines
* * * * * starman@cnj.digex.net
* * * * * Personal/Star Wars/Movie Reviews Page at:
* ****** ** http://cnj.digex.net/~starman/Starman.html
* * * * * New links to Synergy, Yanni, DTS
* * * * *
********** Germans love David Hasselhoff

1706. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <3vj6g1$3hb@ns.mcs.kent.edu>
Source record: 89578

```
Michael Ellis (michael@anest4.anest.ufl.edu) wrote:
: void main()
: {
: int i=0;
:
: for(i=0; i<10; i++)
: {
: printf("Hello there.\n");
: }
: }

:Even this SIMPLE routine would require MANY MANY MANY more lines of code
:than it's machine language equivalent. Granted, the PRINTF function is
:more sophisticated than what you'd probably use in ML (in this case, a c
:all to the CIO), but the point here is that it's OVERKILL;
:you don't NEED all of PRINTF's capabilities so you're WASTING MEMORY.

Which is why you should be an efficient C programmer and use
puts("Hello there.");

--Craig
```

1707. I have a 65xe,no 850, but I want to run RAINDOW!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: nolram@panix.com
Message-ID: <nolram-3107951501240001@nolram.dialup.access.net>
Source record: 89579

What can I do? Would sending a picture of my xe be necessary for me to
get ROM images?

1708. Ralph Maddox (Was Re: PRINTER INTERFACE FOR ATARI 8-BIT)

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3vjebe$n2h@nic-nac.CSU.net>
Source record: 89580

Ralph - good to see ATV is online - although, seeing so many messages
which all more or less say the same thing ("ATV has it: 1-510-...")
can get kind of ... umm.. boring ;)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1709. Better than Star Raiders?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: toastman@armory.com
Message-ID: <3vjh5a$k7l@news.scruz.net>
Source record: 89581

These questions concern the original Star Raiders for the 400/800.

First of all, the attack computer has this nifty locking-on device in the corner. If I get a ship aligned vertically, two little bars appear. If I get it in my crosshairs, two more bars appear. The third pair of bars signifies that I have a good enough lock to fire a pair of torpedoes right into the Captain's private john. Of course it seems to take a bit more than having something in the crosshairs to get that, and I was wondering what exactly it is?

Second, what factors determine rank upon the completion of a mission? Time? Energy usage? Firing accuracy? What?

Thank you.

--
Burnt <toastman@deepthought.armory.com>

1710. Atari 1050 disk problem?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: epf@ludd.luth.se
Message-ID: <3vjhnh$agk@zero.ludd.luth.se>
Source record: 89582

Anyone here who is familiar with the Atari 130?
A friend of mine got an 130XE (I think...) with a 1050 disk drive for
FREE, and unfortunately no manuals came with it.
And now for the question...
How do I see or load what is on the floppy (directories,catalogs,files,
programs or whatever), and how do I start the programs?

BTW, does any one know where to get any Atari FAQ's?

--

Per Flodstrom
epf@ludd.luth.se

1711. Re: I have a 65xe,no 850, but I want to run RAINDOW!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: starman@cnj.digex.net
Message-ID: <3vjpuo$p7c@cnj.digex.net>
Source record: 89583

In article <nolram-3107951501240001@nolram.dialup.access.net>,
M.S. <nolram@panix.com> wrote:
>
> What can I do? Would sending a picture of my xe be necessary for me to
>get ROM images?

I have the same problem. 800 and 800XL, no 850, and no way to get what I
need from my Atari to my Mac.

********************** Mike Gaines
* * * * * starman@cnj.digex.net
* * * * * Personal/Star Wars/Movie Reviews Page at:
* ****** ** http://cnj.digex.net/~starman/Starman.html
* * * * * New links to Synergy, Yanni, DTS
* * * * *
********************** Germans love David Hasselhoff

1712. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: michael@anest4.anest.ufl.edu
Message-ID: <michael-3107951957100001@dialup-c3.cis.ufl.edu>
Source record: 89584

In article <3vj6g1$3hb@ns.mcs.kent.edu>, clisowsk@condor.mcs.kent.edu (BRiTiSH) wrote:

>
> Which is why you should be an efficient C programmer and use
> puts("Hello there.");
>

;-)

-Michael Ellis

1713. Re: Star Raiders questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: jlodoen@shell.portal.com
Message-ID: <3vjrhm$b61@jobe.shell.portal.com>
Source record: 89585

toastman@armory.com (Burnt Toast Man) writes:

>First of all, the attack computer has this nifty locking-on
>device in the corner. If I get a ship aligned vertically, two
>little bars appear. If I get it in my crosshairs, two more
>bars appear. The third pair of bars signifies that I have a
>good enough lock to fire a pair of torpedoes right into the
>Captain's private john. Of course it seems to take a bit more
>than having something in the crosshairs to get that, and I was
>wondering what exactly it is?

The manual gave full info.

Two marks appear that indicate the computer has horizontally
locked your photons onto the target. Two more appear to
indicate the computer has horizontally and vertically locked
your photons onto the target. When two more marks appear on the
bottom of the Attack Computer Display, the target is locked in
horizontally, vertically, and is _within range_. This is the best
^^^^^^^^^^^^
time to fire your photons. Both photons will fire with a kill
probability of 90% guaranteed.

>Second, what factors determine rank upon the completion of a
>mission? Time? Energy usage? Firing accuracy? What?

Your rank and class are determined with this formula:

M + 6 x (enemy destroyed)
- energy used/100
- time/100
- 18 x (bases enemy destroyed)
- 3 x (bases you destroyed)

VALUES FOR M

Mission Level (Completed, Aborted, Penalty for Starship Destroyed)

NOVICE (80, 60, 40)
PILOT (76, 60, 50)
WARRIOR (60, 50, 40)
COMMANDER (111, 100, 90)

RATING MISSION SCORE
ROOKIE 48-79
NOVICE 80-111
ENSIGN 112-143

PILOT 144-175
ACE 176-191
LIEUTENANT 192-207
WARRIOR 208-223
CAPTAIN 224-239
COMMANDER 240-271
STAR COMMANDER 272-303

1714. HTML viewer for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: toby@case.cyberspace.com
Message-ID: <3vjrhj$epn@case.cyberspace.com>
Source record: 89586

Anyone know of one of these?

1715. Star Raiders questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: toastman@armory.com
Message-ID: <3vjgi8$k79@news.scruz.net>
Source record: 89587

These questions concern the original Star Raiders for the 400/800.

First of all, the attack computer has this nifty locking-on device in the corner. If I get a ship aligned vertically, two little bars appear. If I get it in my crosshairs, two more bars appear. The third pair of bars signifies that I have a good enough lock to fire a pair of torpedoes right into the Captain's private john. Of course it seems to take a bit more than having something in the crosshairs to get that, and I was wondering what exactly it is?

Second, what factors determine rank upon the completion of a mission? Time? Energy usage? Firing accuracy? What?

Thank you.

--
Burnt <toastman@deepthought.armory.com>

1716. ATTENTION DEALERS UK, EUROPE

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <3vji2k$lkp@ixnews3.ix.netcom.com>
Source record: 89588

American Techna-Vision has a HUGE stock of Printer Interfaces available for the Atari 8-bit. The MicroPrint Interface by Supra is available in small to large quantities at extremely good prices. We also welcome sales to individuals in Europe, UK. For inquires phone USA 510-352-3787 or FAX 510-352-9227

1717. Q: How to connect a modem to an 800/800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: DL10@cornell.edu
Message-ID: <DL10-3107952235220001@cu-dialup-0033.cit.cornell.edu>
Source record: 89589

Can anyone tell me how to go about connecting a SupraFAXmodem (14.4K) to either an 800 or 800XL? It's been a while since I've used my 8-bit machines - and when I did use them, I used a 300bps modem that simply plugged into a joystick port. Now, I'm interested in transferring a large number of files over to a Mac and would obviously like to avoid using the slow 300bps modem. (This 14.4 is just a spare I have lying around - so I figured it might be put to good use.)

BTW, I do not own an 850 interface - and if I can avoid having to buy one (or any other equipment for this one-time use), I'd obviously prefer it.

Thanks for any advice.

--

Don Lee (DL10@cornell.edu)

1718. Re: T-34 - where to get?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: ckormos@delphi.com
Message-ID: <hNGCJ9l.ckormos@delphi.com>
Source record: 89590

My copy of t34 works fine on my American TV.
Why is everyone saying this is a PAL game?
Charley

1719. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <pzEBhbl.ransom22@delphi.com>
Source record: 89591

John D Harris <jharris@cup.portal.com> writes:

>Downloading doesn't require a fast text display speed, so the XEP-80
>wouldn't be a problem there. However, 9600 is half the speed needed to
>keep up with incoming text from high-speed modems. That falls short of
>my definition for "plenty fast". It will be even worse if someone ever
>produces a better serial interface capable of speeds greater than 19,200.

I don't see the relevance of your statement that 9600 is half
the speed needed to keep up with incoming text from high-speed modems.
Heck, my IBM-based BBS runs at 28.8Kbaud, and I have four or five users
who call in at 2400 baud, all with no complaints. They're still getting
2400 baud, as that is what my modem sets itself to during the handshake.
So, if, in our case, 9600 baud is faster than you can read, that should be
plenty fast enough for text applications. Unless, of course, I am missing
something. :)

>Underlined - No
>Blinking - No
>Luminance - No
>Fonts - Only between ATASCII graphics and Int'l characters.
> Basically, matching the built-in fonts of the Atari.

Ah, that is a shame. No chance for decent terminal emulation, then.
Text enhancement isn't absolutely necessary, but it helps since many online
services use those things (in the absence of color support) to aid in
differentiating meaning (ie, emphasized for commands, normal for posts, etc.)

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1720. Re: Lose the Blues (in ColrView)

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <3vjltf$6g6@theopolis.orl.mmc.com>
Source record: 89592

In article <3vem63$n40@degas.ICSI.Net>, toastman@deeptht.armory.com (Powdered Toast Man) writes:
|> In article <3vb5lu$b0q@theopolis.orl.mmc.com>
|> Jeff Potter <potter@escmail.orl.mmc.com> wrote:
|> > Okay, I've tried ColrView with GR.10. It has to change seven color
...
|> I personally pictured no such thing. My idea was this: two Gr9 layers
|> and a Gr10 layer. No one needs to remind me the implications of
|> changing secen registers per scan line.

Okay, I understand now. Sorry, Powdered, I don't know your background in Atari programming. Yes, switching from GR.9 to 10 is lots faster. My pixel color routines will have to be unique for blue then (8 levels rather than 16).

Maybe with a 65816 the color changes would get done in time...

|> > A long while back I dreamed up a "chroma killer" circuit change. It
...
|> I hope this will be built outside the Atari case, and be switchable.

That's tougher, but doable. It would be easier on a split luma-chroma output Atari.

|> To be perfectly honest, a way to convert the luma signal so that bright
|> red appears to be red instead of pink would be best (reducing the white
|> levels in everything, I forget what it's called)

Uhhh... arguably bright red *is* pink. Do you mean saturated red?

|> > Also take a look at Clay Halliwell's program that views CV pics and
..
|> He actually made that? Where is it?

He did make it. It's available on GEnie, from a year or two ago. Seems to me it had the name "black" in the title.

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

1721. Re: Why a new OS? My thoughts, existing compilers and the Sweet

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hxNB51g.ransom22@delphi.com>
Source record: 89593

James Hague <junkster@coho.halcyon.com> writes:

>It depends what you want to do. I do a lot of writing on my PC clone and
>I keep files less than 20K or so. Not because I'm anal retentive or that
>20K is some magic number; that's just the file sizes my normal way of
>keeping things mentally managable happens to result in. I know there are
>applications that would be easier to write in more memory, things like
>FAX programs, desktop publishing, huge databases, etc. But I honestly
>don't use anything like that, mostly because I think such software is
>overkill for my needs.

It sounds like you use computers as I do. I happen to have very,
very few needs for a computer beyond what a stock 130XE can provide. Heck,
there is only one need I have for anything beyond a stock 64K XL: compiling.
And even that is just a convenience of time. (errr..assembling! not compiling,
I have to switch out of C++ mode![G]) I say it is a convenience because
assembling from floppy to floppy takes about as long as compiling C source
used to take on my 386SX-16 (course, those C programs were MUCH bigger than
the stuff I do on Atari, but still...).

But for word processing, spreadsheets, databases, graphics work, and
the other tasks I have for using the computer, 64K is plenty.

>Possibly a good approach to writing a new OS would be to come up with a
>list of software that people *must* have for their Atari 8-bit and that
>would require oodles of memory or other OS features. I know some people
>would like an ANSI C compiler, but, realistically, is anyone really gonna
>write it? And is it necessary? Probably not.

It would make my life a lot easier if there were instantly to appear
before me a fast, comprehensive C compiler for the Atari8. I could give up
learning assembly! :) But, once I put the effort into learning Assembly
that I did in learning BASIC and C before it, I'll be in good shape. And,
as you said, it is unlikely that anyone is going to implement a full ANSI C
compiler on the Atari8.

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1722. Re: Better than Star Raiders?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: rford10445@aol.com
Message-ID: <3vk8jv$aqe@newsbf02.news.aol.com>
Source record: 89594

I wish the manual told ya what skrag meant.

Z

1723. Re: Better than Star Raiders?

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.49.001157ED@mindspring.com>
Source record: 89595

In article <3vk21n$pfr@nnrp3.primenet.com> krishna@primenet.com (Glenn Saunders) writes:
>From: krishna@primenet.com (Glenn Saunders)
>Subject: Re: Better than Star Raiders?
>Date: 1 Aug 1995 02:03:35 GMT

>I think if you intentionally skrag a starbase you automatically get the
>lowest rank for being a traitor, but I'm not sure.

Actually the points lost ffor destroying your own base are less than if the enemy does it. In a situation where it is too late for you to stop the enemy, the manual suggests you destroy it yourself. Destruction of a starbase also generates new enemies for you to destroy, so I'm not sure how the final total would be affected.

Bruce Willard
bwillard@mindspring.com

1724. Re: Beta test v8 sio2pc software

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: u9217375@muss.cis.McMaster.CA
Message-ID: <3vk0jh$2i8@muss.CIS.McMaster.CA>
Source record: 89596

Yes please tell me were you put it?! Thanks Alot!

1725. Re: JView/CSView: Lose the blues idea!

Newsgroup: comp.sys.atari.8bit
Date: 1995-07-31 00:00:00 UTC
From: toastman@deeptht.armory.com
Message-ID: <3vjbj1$j3t@degas.ICSI.Net>
Source record: 89597

bruck@avoda.jct.ac.il (Elad Bruck) sez:
> > I don't think all those Gr10 screens will be necessary. In
> > fact it might not be at all practical, since poking new colors
> > into all eight color registers will most likely not be
> > possible to squeeze in before the border. That's why I asked
> > if it could be done just for the blue layer.
>
> > Powdered <toastman@armory.com>
>
> This is, in fact, an excellent idea, because the mode 10 takes up
> all the color registers, while mode 9 just needs one.. So the
> colors don't actually ever have to be changed, just GPRIOR!

That's my POINT!

As for black areas being brown, it would be less noticable
than a bright blue. In fact, it has been my experience that
zero-luma colors are often darker than black itself on my TV,
except in the blue hues.

--
Powdered <toastman@armory.com>

1726. 9600 bps and text ....

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3vk2cm$8ui@nic-nac.CSU.net>
Source record: 89456

Remember the following things in regards to 9600 vs. 19.2k (14.4k) bps
and text speed with terminals:

1. Reading text at 9600 is fine, but...
If I can textually only keep up with 9600, I will be FORCED to log-in
at that speed or deal with losing data when it appears on my screen.
This is not a problem, EXCEPT I'd like to download stuff as well.
If I have to log in at 9600 to see what files I have to download,
then I'm stuck downloading them at "1/2" the speed my expensive mode
can support.
If I have to log in at 14.4/19.2k bps to download files as fast as
possible, then I'm stuck being unable to read stuff on my screen.

2. I can't keep up with TEXT moving at 9600 bps, but...
ANSI and VT codes are also sent to a terminal and need to be kept up
with by it. Try running "tin" or "elm" or "lynx" at 2400 compared to
14.4k. After you've done it at 14.4k, you'll not want to suffer anything
slower!
Some text isn't WORTH reading:
Message headers
Long menus (when you KNOW where you want to go)
Screen redraws (a message comes in and you have to [^L] the program,
or you [^Z] (stop) a program and then return to it and it automat-
ically redraws, etc.)

>I< want a modem interface capable of 19.2k bps or higher, and I'm also
>GLAD< that things like Ice-T and Flick80 exist which go faster than XEP80's
and do more things, screen-wise!!!

Thanx Itay! Thanx Earl!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

--
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1727. Re: Lose the Blues (in ColrView)

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-01 00:00:00 UTC
From: toastman@deeptht.armory.com
Message-ID: <3vkbq7$m0c@news.scruz.net>
Source record: 89457

potter@sunny3.DAB.GE.COM (Jeff Potter) sez:
> |> I personally pictured no such thing. My idea was this: two Gr9 l
> |> and a Gr10 layer. No one needs to remind me the implications of
> |> changing secen registers per scan line.
>
> Okay, I understand now. Sorry, Powdered, I don't know your
> background in Atari programming. Yes, switching from GR.9 to 10 is
> lots faster. My pixel color routines will have to be unique for
> blue then (8 levels rather than 16).
>
> Maybe with a 65816 the color changes would get done in time...

Color changes? It's barely a tougher task than clearing the
screen. Just go through the blue layer and give each byte an
ROR and an AND #$77. Unless of course you meant changing color
registers for three-gr10 mode.

And for the record, I have very little background in Atari
programming though before I knew ML, I knew how to make a DATA
statement into a DLI. I figured out what 169 and 141 and 96
meant and such. But that was it. The way I came up with
this, I looked through the file in REFMAN.ARC. It's amazing
how easy graphics stuff on the Atari can be. Of course it's
just as amazing how difficult the XIO system looks.

I really need to lose the handle, don't I? heh. nobody will
take me seriously.

--
Powdered <toastman@armory.com>

1728. Re: please id atari chip set

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-01 00:00:00 UTC
From: jjessop@ix.netcom.com
Message-ID: <3vkbmk$4qm@ixnews3.ix.netcom.com>
Source record: 89458

In <3viphe$m0d@ixnews2.ix.netcom.com> rmax99@ix.netcom.com (Ralph
Maddox) writes:
>
>jjessop@ix.netcom.com (Jerry Jessop) wrote:
>
>>In <3uptsi$bps@newstand.syr.edu> dwjurkat@rodan.syr.edu (Jurkat)
>>writes:
>>>
>>>I bought an Atari chip set and would like to know which chip is
which.
>>>
>>>C014805-22
>>>
>>>C012294B-01
>>>
>>>C014795
>>>
>>>C012296D-01
>>>
>>>C014806-12
>>>
>>>They should be the 6502, PIA, GTIA, ANTIC, and POKEY.
>>>
>>>Also if anyone knows what are the standard "Number-Names", as given
>>>in the data books. I'd like to see the data sheets for them.
>>>Thanks, dj.
>
>
>>You will not find "standard" ID numbers or specs for custom chips
from
>>Atari. They were designed by Atari and built only for Atari.....ok
not
>>the 6502 but the 6502 "Sally" was modified per Atari specs. Not to be
>>confused with the 6502C, not an Atari item.
>
>>Jerry
>
>
>CHIP ID'S:
>
>CO14805 -- GTIA
>CO12296 -- PIA
>CO14806 --- CUSTOM 6502 CPU
>CO14795 --- PIA (INDUSTRY STANDARD 6520)

>CO12294 --- POKEY
>
>REMEMBER: AMERICAN TECHNA-VISION OFFERS THE COMPLETE SET OF 40 PIN
>LSI CHIPS AS LISTED ABOVE FOR ONLY $4.95. PHONE 510-352-3787 AND
>REQUEST CATALOG OF OTHER PARTS, SOFTWARE AND BOOKS.
>
>RALPH --
>

Can we assume that you are the owner of American Techna-Vision aka
American TV? :)

Jerry

1729. Re: please id atari chip set

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-01 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <3vkc67$sv5@ixnews6.ix.netcom.com>
Source record: 89459

jjessop@ix.netcom.com (Jerry Jessop) wrote:

>In <3viphe$m0d@ixnews2.ix.netcom.com> rmax99@ix.netcom.com (Ralph
>Maddox) writes:
>>
>>jjessop@ix.netcom.com (Jerry Jessop) wrote:
>>
>>>In <3uptsi$bps@newstand.syr.edu> dwjurkat@rodan.syr.edu (Jurkat)
>>>writes:
>>>>
>>>>I bought an Atari chip set and would like to know which chip is
>which.
>>>>
>>>>C014805-22
>>>>
>>>>C012294B-01
>>>>
>>>>C014795
>>>>
>>>>C012296D-01
>>>>
>>>>C014806-12
>>>>
>>>>They should be the 6502, PIA, GTIA, ANTIC, and POKEY.
>>>>
>>>>Also if anyone knows what are the standard "Number-Names", as given
>>>>in the data books. I'd like to see the data sheets for them.
>>>>Thanks, dj.
>>
>>
>>>You will not find "standard" ID numbers or specs for custom chips
>from
>>>Atari. They were designed by Atari and built only for Atari.....ok
>not
>>>the 6502 but the 6502 "Sally" was modified per Atari specs. Not to be
>>>confused with the 6502C, not an Atari item.
>>
>>>Jerry
>>
>>
>>CHIP ID'S:
>>
>>CO14805 -- GTIA
>>CO12296 -- PIA

>>CO14806 --- CUSTOM 6502 CPU
>>CO14795 --- PIA (INDUSTRY STANDARD 6520)
>>CO12294 --- POKEY
>>
>>REMEMBER: AMERICAN TECHNA-VISION OFFERS THE COMPLETE SET OF 40 PIN
>>LSI CHIPS AS LISTED ABOVE FOR ONLY $4.95. PHONE 510-352-3787 AND
>>REQUEST CATALOG OF OTHER PARTS, SOFTWARE AND BOOKS.
>>
>>RALPH --
>>

>Can we assume that you are the owner of American Techna-Vision aka
>American TV? :)

>Jerry

That is correct. -- Ralph

1730. 1050 DD Drive/Cables/Box MINT! $35 shipped

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-01 00:00:00 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <3vkeqf$5ks@usenet.INS.CWRU.Edu>
Source record: 89460

Anywhere in the USA . . .

--
~ ~
Sanjay Parker K2000/EPS/ASR/More!!
Showcase Studios 216/481-1161 PD/SW Samples/Patches/Progs
~ ~

1731. 8-bit computer equipment -- FOR SALE/TRADE

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-01 00:00:00 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <3vks62$ep9@usenet.INS.CWRU.Edu>
Source record: 89461

updated 07/31/95

I have the following 8-bit computer equipment for sale or trade. The list includes systems from Atari, Commodore, Radio Shack, and Texas Instruments.

Everything is sold as is. Unless specified, all items have been tested and are in perfect working order.

Buyer has ten (10) days to send payment, and pays all shipping costs, which will be sent via U.S. Snail. The shipping cost depends on both the weight of the package and the distance that it is traveling. The buyer has the choice of either first class or parcel post (slower, but cheaper).

Payment must be made in U.S. funds, by either check or money order, drawn from a U.S. bank branch. Canadian buyers must send a Canadian Postal Money Order, payable in U.S. funds. This is the only way I have found to deal with my friends to the north (my bank is very picky, but the U.S. Post Office will cash a Canadian Postal M.O.)

* = (after price) Tentatively sold/traded. Inquiries welcome.

*****

LOT #1

ATARI 400 COMPUTER with RCA cable, and 410 Data Recorder.

This is a complete system, except for RF switchbox and power supply.

$14.00 *

*****

LOT #2

ATARI 600XL COMPUTER with original power supply, and RCA cable.

I will also throw in a second ATARI 600XL (haven't checked it out yet, so I don't know if it works or not), FREE.

This is a complete system, except for RF switchbox.

$29.00

*****

LOT #3

ATARI 800XL COMPUTER with original power supply, and RCA cable.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox.

$49.00

*****

LOT #4

ATARI 65XE COMPUTER with original power supply, and RCA cable

This is a complete system, except for RF switchbox.

$39.00

*****

LOT #5

ATARI 130XE COMPUTER with original power supply, and RCA cable.

This is a complete system, except for RF switchbox.

$64.00

*****

LOT #6

ATARI 1050 (127K) DISK DRIVE, with original power supply, and one (1) Molex connector cable.

$39.00

*****

LOT #7

ATARI 1050 (127K) DISK DRIVE, with one (1) Molex connector cable.

This disk drive doesn't include the power supply.

$34.00

*****

LOT #8

COMMODORE 64 COMPUTER with box, User's Guide (175 pgs.), power supply, and RCA cable.

I will also throw in a second non-working COMMODORE 64 for parts, FREE.

This is a complete system, except for RF switchbox.

$29.00

*****

LOT #9

COMMODORE 1541 DISK DRIVE with power cord, and serial cable.

$25.00

*****

LOT #10

COMMODORE 1541 DISK DRIVE.

Power cord and serial cable are available from Radio Shack for around $11.

$20.00

*****

LOT #11

RADIO SHACK COLOR COMPUTER with RCA cable, built-in power cord, and
built-in BASIC.

This is a complete system, except for RF switchbox.

$14.00 *

*****

LOT #12

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER with TI power supply and RF switchbox,
Beginner's BASIC (150 pgs.), one function key strip (for keyboard), and
four (4) cartridges [no boxes or manuals for cartridges]:

BEGINNING GRAMMAR
CAR WARS
MUNCH MAN
PARSEC

I will also throw in a second working TI 99/4A console, FREE.

This is a complete system. Nothing else is needed to play.

$34.00

*****

I am interested in accepting 8-bit computer and/or pre-Nintendo video game
systems and/or cartridges in trade towards any of these items. Systems I
am interested in include, but are not limited to, the following list:

ATARI 2600 (still need Starpath Supercharger [Arcadia])
ATARI 5200
ATARI 7800
ATARI 8-BIT COMPUTERS (still need color monitor)
BALLY ASTROCADE
COLECOVISION

COLECO ADAM COMPUTER
COMMODORE 64 COMPUTER
COMMODORE VIC-20 COMPUTER
FAIRCHILD CHANNEL F
INTELLIVISION
MICROVISION (still need system)
ODYSSEY2
RCA STUDIO II (still need custom RF switchbox and power supply)
SEGA MASTER SYSTEM
TEXAS INSTRUMENTS T.I. 99/4A COMPUTER (still need color monitor)
TOMY TUTOR
TRS-80 COLOR COMPUTER
VECTREX

*NOTE: I already have most of these systems. What I am mainly looking
for now is software (primarily cartridge based).

Please send a list of what you have, and I'll let you know what I can offer.
Please be specific, and indicate whether or not items (cartridges and/or
systems) include the box and/or instruction manual. Please also mention how
many, and what kind, of controllers are included.

Request system reservations at: dw901@cleveland.freenet.edu
or VGA2000@ix.netcom.com

Michael J. Novak Jr.

--
Interested in BUYING/SELLING/TRADING personally owned video games for:
GENESIS, SEGA CD, 32X, GAME GEAR, SUPER NINTENDO, GAME BOY, and ATARI JAGUAR?
For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at: dw901@cleveland.Freenet.Edu or VGA2000@ix.netcom.com

1732. Andrew Davie

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-01 00:00:00 UTC
From: sharris@bobcat.ent.ohiou.edu
Message-ID: <DCMv9D.LsE@boss.cs.ohiou.edu>
Source record: 89462

Sorry for the personal post.

Andrew,
I couldn't reach by your e-mail address. Let me know
if you're still interested in the Atari Write cartridge or
if you got one by another means in my slowness.

Steve Harris

1733. Roll-your-own SCSI inteface - possible?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-01 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <v01530501ac4410b5a5cb@[140.254.12.85]>
Source record: 89463

Does anyone have any idea how difficult it would be to make a SCSI
interface for an 8-bit? Or how to go about it? I realize there are lots
of good options out there, but I just can't afford a Black Box right now...

Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"

*** Magic: The Gathering: It's not just a hobby anymore... ***
http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html

1734. Re: Atari 1027 Printer

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-01 00:00:00 UTC
From: David Brady <Brady_David@Tandem.Com>
Message-ID: <3vlrrj$hiu@gazette.tandem.com>
Source record: 89464

In article <3vcgvu$m3g@moe.cc.emory.edu> Gary Holder, gholder@emory.edu
writes:
>If so, you might try re-inking it somehow.

To re-ink a 1027 ink roller you'll need to purchase an ink-pad
re-inker. The one I used had a little roll-on ball on the top.
Take the ink roller off the 1027 and roll ink onto the roller.
Apply ink to the entire surface of the roller - do this until
the thing is fairly saturated.

Have fun!
DavidB

1735. Re: Atari 8-bits in the Real World!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-01 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <138362@cup.portal.com>
Source record: 89465

>The software is Infosoft 5000 v.5.3 (c) 1986 INFO/soft technology, Inc.
>Seattle.

This is an Atari8, and an early version of the software I wrote. The InfoSoft 7000, also done in 1986, is the software that allowed mixed Gr8, Gr7.5, and GTIA graphics on the same scanline. (Like the Our5oft demo). Otherwise, the software was pretty crude and used only Atari standard text modes with redefined csets. Large letters were drawn with multiple characters, much like using Ctrl-graphic characters.

Cuurent versions use the Gr.8 mode and have many font sizes and styles. All fonts are proportionally spaced and fully auto-kerned based on the graphic shape of the character. The primary uses are cable TV and hotels, but there have been a few othre uses over the years. Here's some of them:

The arrival and departure schedules in the Maui airports. (Hawaii)

An on-screen program guide used in some cable systems.

An electronic newspaper, and classified ad network.

Thought I can't personally confirm it, I was told that IBM used a version of my character generator in its corporate headquarters. I always thought that would make a neat Atari advertisement:

"What IBM uses when _they_ get down to business."

John Harris - jharris@cup.portal.com

1736. Re: Question to the 8-bitters...

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-01 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <138628@cup.portal.com>
Source record: 89466

Bill; It's gotta be the fumes! Long story without a real point: I helped my brother-in-law get through SJSU by doing a mix of tutoring & his homework. He's now teaching in a Jr High school in Mt View. Don 't know why, maybe it's that "No good deed goes unpunished" thing, but he talked me up to the faculty there. Said something to the effect they needed a responsible adult to help with the computer lab & if I didn't shoot my mouth off, they wouldn't know the difference. I got to talking to the teacher in charge, after she said we're getting in Silicon Graphics work stations next year, laughed & said they refuse donations of anything less then a '386, indicated if I do what they'd like me to do I could mix in what I like to do; I said I'd volunteer! Really, it was the robotics I envisioned running off an Atari that sucked me in. My B-I-L is a little upset with me. Mostly he was happy, but his intent was that I get hired vs giving it away for free. I sort'a hope things work out, when I told her I only work FRI-SUN nights she said something like "Great, that means your available 5 days a week!" Seems to good to be true, I've never done anything in my life to deserve to be this lucky. Something will probably happen though. Last time I tried to do something like this at a local school, they had a teacher with a valid California teaching credential offer to do the job for $6.85 an hour! I expect the same thing will happen here if they decide to make it a paid position. Such is life, but I'm planning on enjoying myself in the meantime.
Rick

1737. FREE CATALOG, PARTS, SOFTWARE and BOOKS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-01 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <3vm61s$8rd@ixnews5.ix.netcom.com>
Source record: 89467

American Techna-Vision has a huge stock of 8-bit replacement parts,
software and books at closeout prices. To receive a free catalog EMAIL
me your NAME and ADDRESS. - Ralph

1738. Re: MAC Atari 8bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-01 00:00:00 UTC
From: hal@ll.mit.edu
Message-ID: <hal-0108951007170001@mera>
Source record: 89468

Well I managed to get the new Atari emulator for the Mac to work. Used the ROM found in PC Xformer 2.5. Seems amazing after all these years to see the Atari Logo on my screen again.

Now the question is how to get all the old games from my Atari 800 over to my Mac. Any suggestions?

I have an old disk drive which still kind of works, and cartridges of such games as Star Raiders, Blue Max, etc.... Are any of these programs on the net in a form useable by the emulator? What are the copywrite issues? Finally, how do I go about getting them off of the Atari and into the Mac?

Thanks in advance,

-- Harold

1739. Re: 9600 bps and text ....

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-01 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <B9PjBbz.ransom22@delphi.com>
Source record: 89469

William Kendrick <kendrick@zippy.sonoma.edu> writes:

>1. Reading text at 9600 is fine, but...
> If I can textually only keep up with 9600, I will be FORCED to log-in
> at that speed or deal with losing data when it appears on my screen.
> This is not a problem, EXCEPT I'd like to download stuff as well.
> If I have to log in at 9600 to see what files I have to download,
> then I'm stuck downloading them at "1/2" the speed my expensive mode
> can support.
> If I have to log in at 14.4/19.2k bps to download files as fast as
> possible, then I'm stuck being unable to read stuff on my screen.

okay, now I understand what John Harris was getting at. The only
things I can add are: 1) I don't download very frequently, so that didn't
even enter my mind :), and 2) When I do download, I'm downloading Atari8
stuff (any IBM stuff I have is *uploaded* to my BBS by users who want to
download from me in return), and with the size of Atari8 files, 9600 baud
isn't the handicap it is in the IBM world, where anything less than 1 MB
is considered worthless[Grin].
Nope, those arguments don't hold true for many, but at least they
explain why I missed that. :P

>2. I can't keep up with TEXT moving at 9600 bps, but...
> ANSI and VT codes are also sent to a terminal and need to be kept up
> with by it. Try running "tin" or "elm" or "lynx" at 2400 compared to
> 14.4k. After you've done it at 14.4k, you'll not want to suffer anything
> slower!

Actually, once you have a BBS and can access such stuff as ANSI-laden
door games locally, even 14.4Kbaud seems mighty slow. ;) Even so, I do
call out on my Atari (don't want to tie up the BBS) when I call here and to
BBS's other than my own, and the 9600 baud rate hasn't upset me yet..even
when I play ANSI games like Global War.

-Joe
--

---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1740. Re: Wanted: a good book on programming the 6502

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-01 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <137892@cup.portal.com>
Source record: 89470

One of my favorites books has always been 6502 Assembly Language Subroutines
By Lance Leventhal. I used to just sit there, looking at those puppies
trying to figure out what was going on. Everything from two dimensional
word arrays to multiple precision binary division is in that thing. More
then a little info is in there one hardware interface/interupts. If I had
to chose one ml book to save in a fire, that would be it. It has a lot
of info on BCD math that you won't usually find in a straight Atari
reference. I think Philip Price cited it as one of his favorite sources
also. It kind of figures since most CRPGs are just a fancy data base.
Bill, in my life I've had to use floating point twice from ML, & maybe
twice from Action! for some specific translations of graphic demos from
basic. It's just not a floating point world out there! Once you make the
conversion from floating point to integers it become like a religious
thing. For instance, I don't eat 1/6 of a pie, I have one slice & 5 are
left. I don't have a 1/4 of a tank of gas, it's enough<some people may
argue this> to get me about 50 miles. I never have $.75 in change, I
have 3 quarters. It's good that the FP access from Action! is enough
of a pain that not many people use it. It's a great way to get a program
that runs so fast it sings to slow down to the point where it grunts.
Rick

1741. Little Mac Atari Emulator Problems - FORWARDED

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-01 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DCn5rI.4sJ@aston.ac.uk>
Source record: 89471

Hi,

Paul asked me to post these findings here since a technical
hitch prevents him from doing so.

Thanks to Paul for these.

Chris Lam.

From andersonp@jeflin.tju.edu Tue Aug 1 15:56 BST 1995
Mime-Version: 1.0
To: lamcw@aston.ac.uk
From: andersonp@jeflin.tju.edu (Paul A. Anderson)
Subject: Little Mac Atari Emulator Problems
Date: Tue, 1 Aug 1995 14:56:39 +0000

Great job, I tried out the Atari emulator last night and it works
fantastic. I just wanted to let you know of two problems with the ROM
transfering.

1. Due to a bug/typo when sending the original Atari OS to ROM, a patch is
required to properly access the 850 interface's serial ports. It was
distributed with most modem software as a 1 block AUTORUN.SYS and is needed
to use the BASIC XFER program on early 800s otherwise you get an error 130
(invalid device) when trying to open R: in line 220. This may also confuse
some people as BASIC will drop out of execution with the error without
allowing the final POKE to turn the screen display back on. This bug may
have been fixed in later Atari's but I don't remember if and when...

2. There is an error in the XFER program that causes a type 3 error (value
error) when trying to PUT a byte to #7. This is a result of negative values
in the B array caused by adding 48 to HI before calculating LO. The program
should read:

```
40 HI = INT(K/16)
50 LO = (K-HI*16)
55 HI = HI+48
56 LO = LO+48
```

Other than dropping transfers down to 4800 baud for reliability, once I got
the ROM over to the MAC everything worked great!! It's pretty fast to
(especially since they said it could'nt be done in C ;)) Now I'm on my way
down to the bank to get a money order for pounds so that I can get the full
version and start digging up the thousands of games I accumulated years
ago...

Later,
Paul

1742. IceT & 850 Setup Q's

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-01 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <rumpf.1-0108952013580001@slip5-15.acs.ohio-state.edu>
Source record: 89472

Okay, I just got an 850 interface, and I'm trying to log in to a local freenet - but IceT (which I've never used before) tells me there's no modem handler installed. I read the readme for IceT and it says I should have gotten a handler file with the 850 (I didn't - Frank, do you know anything about this?). Bobterm loads some sort of handler directly from the 850. So what do I do to get IceT to work? Or is there a better comm package that suppports vt100 that I'm not aware of???

Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"

*** Magic: The Gathering: It's not just a hobby anymore... ***
http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html

1743. Re: WhadidISay? BobTerm corrupts files!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-01 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.54.002CEBC6@mindspring.com>
Source record: 89473

In article <141241@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:
>From: Rick_Michael_Cortese@cup.portal.com
>Subject: Re: WhadidISay? BobTerm corrupts files!
>Date: 1 Aug 1995 15:47:20 -0700

> Let's say you want to transfer a 131 byte file from your Atari
>to a clone. The first 128 bytes is sent normally & the clone grabs it, the
>Atari sends the next 3 bytes as 3 bytes of data + 125 bytes of the character
>ASCII 3 followed by checksum. This ain't normal, everybody else uses a
>different padding character, Atari just uses the number of valid data bytes
>to pad the 128 byte block. It's enough to confuse software for other
>computers & more then a few of us have seen these bytes added permanently
>to files. Once there added, they're there for good. The problem isn't
>specific to BobTerm, it can happen with all Atari Xmodem transfers.
>Rick

I used to run a BBS and had this problem a lot, but I remember the pad character as being somewhat random, definitely not always ASCII 3. The worst case was when it padded with the same character as the last true character in the file. It was not a problem with basic programs, just ML and graphic files. I wrote a program to clean the padded characters out and a lot of files that crashed and burned ran perfectly after being stripped of the extra characters. If anyone wants it, it is at Umich in the CIS directories, or I'll send it email at request.

Bruce Willard
bwillard@mindspring.com

1744. Need value of pot on 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-01 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.55.00692D8E@mindspring.com>
Source record: 89474

Well, I just got an 800 to add to my collection. It is in perfect condition and works great, so of course, I wanted to fix it! There is a potentiometer on all Ataris to adjust the hue. With Salt II, you can set it just like the factory. Apparently, this one had never been moved, because when I tried, my colorful Atari 800 became monochrome. Since the pot shattered when I tried to move it, and since there is no value marked on the pot or the board, can anyone out there give me the resistance so that I can replace it? It is R 309 on the board inside the shield, but outside the regular pop-top. Thanks in advance.

Bruce Willard
bwillard@mindspring.com

1745. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-01 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/faq_807263874@rtfm.mit.edu>
Source record: 89598
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List

Revised 31-Jul-95

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

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when given.

The Atari 8-Bit Computers Frequently Asked Questions List was created to
provide answers to many commonly asked questions found in the Internet's
comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group. It is in
a constant state of development, and comes with no guarantees. If you
see any problems, I need to hear from you!

--- Where to get the latest copy of the 8-bit Atari FAQ List ---

The home of many FTP archive sites, automatically updated monthly:
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq

The World Wide Web hypertext version, automatically generated monthly:
http://www.smartpages.com/faqs/atari-8-bit/faq/faq.html

WWW "flat hypertext" versions, automatically generated monthly:
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.faq.html

Usenet newsgroups where this FAQ list is automatically posted monthly:
news:comp.sys.atari.8bit news:comp.answers news:news.answers

You can also get the latest version by e-mail.
mailto:mail-server@rtfm.mit.edu message says:
send usenet/news.answers/atari-8-bit/faq
quit
```

Subject: 0.1) Table of contents

0.1) Table of contents

Introduction
1.1) What is an Atari 8-bit computer?

Usenet
2.1) What is comp.sys.atari.8bit?
2.2) What is comp.sys.atari.announce?
2.3) What is comp.sys.atari.advocacy?
2.4) What is comp.sys.atari.programmer?
2.5) What is comp.emulators.misc?
2.6) What is comp.emulators.announce?

E-Mail
3.1) What is the Info-Atari8 Digest?
3.2) What is INFO-A8?
3.3) How can I access the Merit/UMich Archive by e-mail?
3.4) How can I retrieve files from FTP sites by e-mail?
3.5) How can I post to Usenet newsgroups by e-mail?
3.6) How can I access the World Wide Web by e-mail?

FTP
4.1) How can I access the Merit/UMich Archive by FTP?
4.2) What is the Boston Archive?
4.3) What is the PVV Archive?
4.4) What is the ClarkNet Archive?
4.5) What is the Gatekeeper's Archive?
4.6) What is the Closer To Home Archive?

Telnet
5.1) What is the Cleveland Free-Net Atari SIG?
5.2) What is the Youngstown Free-Net Atari SIG?
5.3) What is the National Capital Free-Net Atari SIG?
5.4) What is the Closer To Home BBS?
5.5) How can I access the World Wide Web by Telnet?

Gopher
6.1) How can I retrieve files from the Merit/UMich Archive through Gopher?

World Wide Web
7.1) What WWW pages support the 8-bit Atari?

Prospero
7.8) How can I access the Merit/UMich Archive by AFS?

IRC
7.9) What IRC channels discuss the 8-bit Atari?

Online Magazines
8.1) What is the CAIN Newsletter?

File Formats
9.1) What's this UUEncoding stuff (.uu, .uue files) all about?
9.2) What is an .arc file?
9.3) Okay, how about a .dcm file?
9.4) What is an .xmo file?

Emulation
10.1) What 8-bit Atari emulators exist for other computing platforms?

File Transfer Solutions
11.1) What are the best terminal emulators available?
11.2) Can I read/write 8-bit Atari disks on an IBM-PC?
11.3) Can I read/write MS-DOS disks on an 8-bit Atari?
11.4) How do I transfer files using a null modem cable?

Storage Media
12.1) What 5.25" floppy disk drives are available?
12.2) How can I use 3.5" floppy disks with my 8-bit Atari?
12.3) What do I need to connect a hard drive to my 8-bit Atari?
12.4) How can I use an IBM-PC as a storage device for my Atari?

General Interest
13.1) What's the best DOS for the Atari?
13.2) What hardware has Atari created in the 8-bit computer line?
13.3) What are the power-supply requirements for my Atari components?
13.4) What are the pinouts for the...?
13.5) What BBS software can be used on the Atari?
13.6) What version of Atari BASIC do I have?
13.7) What are the Standards for Used 8-Bit Stuff?

Other Documents of Interest
14.1) What vendors, developers, or publishers support the 8-bit Atari?
14.2) Where is my nearest 8-bit Atari BBS?
14.3) Where is my nearest 8-bit Atari user group?
14.4) How do I use my new or emulated Atari?
14.5) What prominent Atarians are reachable by e-mail?

Subject: 1.1) What is an Atari 8-bit computer?

In order of their release, the Atari 8-bit computers include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System. The 400/800 models were first shown publicly in November 1978 and first sold in 1979. The final machine, the XE Game System, was released in 1987. Atari Corp. officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

The following text was written by Chris Crawford and appears in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. It has been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM,

ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

GTIA is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

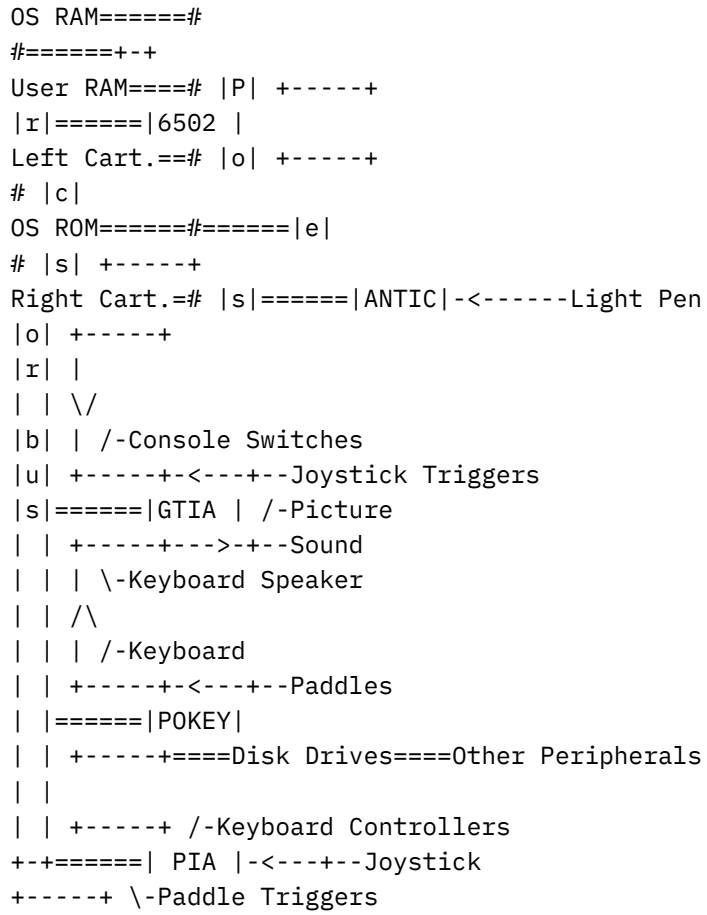
POKEY is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The 130XE and XEGS contain a small additional LSI called FREDDIE, a RAM address multiplexor. . According to mailto:masstorage@closer.brisnet.org.au (Masstorage), "Freddy is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. Freddy also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a freddy but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from freddy, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to freddy for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say freddy does the bank switching is beyond me. An 800XL

can look like a 130XE with that 16-pin chip installed (That's right NO freddy)
and an extra 8 RAM chips."

Hardware Arrangement



Beginners at using the 8-bit Atari platform may wish to contact Bill
Kendrick, mailto:kendrick@sonoma.edu, for his Newbie/Emulator FAQ.

The following is taken from Bill's Newbie/Emulator FAQ.
Graphics:
The Atari has maximum resolution of 320 x 192 (standard, non-overscanned
screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4,
160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are also
supported. 40 x 24 x 256-character (128 normal, 128 inverse, character
set indirection available) text mode is standard (2 colors).
40 x 24 x 128-multi-colored-character (4 colors per character allowed,
the other 128 characters have 4th changed into a color 5) and
40 x 12 x 128-multi-colored-character screen modes are available.
GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-only,
and 80 x 192 x 9 color screen modes.
Graphics Modes Summarized:
Mode Horiz.xVert.xColors text/graphics
0 40 x 24 x 2 text
1 20 x 24 x 5 text

2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 2 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Normal (bordered), narrow (underscanned), and wide (overscanned) screen modes are available.
Screen modes can be mixed (by lines) down the screen using the Display List (a program which is executed by the ANTIC graphics chip every screen refresh (60 times per second on real NTSC Ataris).
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.
All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

Sound:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.

[I'd like more system spec's here.]

Subject: 2.1) What is comp.sys.atari.8bit?

If you have Usenet newsgroup access you can access this discussion group through news:comp.sys.atari.8bit. This is an unmoderated newsgroup for discussion about the 8-bit Atari 400/800/XL/XE computing platform. All postings to news:comp.sys.atari.8bit automatically appear in the Info-Atari8 Digest and in INFO-A8.

comp.sys.atari was split into comp.sys.atari.8bit and comp.sys.atari.st in approximately 1986. To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

news:comp.sys.atari.8bit is archived by the INFO-A8 listserv.

Subject: 2.2) What is comp.sys.atari.announce?

news:comp.sys.atari.announce is the moderated Usenet newsgroup for news items and announcements related to all Atari computing platforms. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari announcements. Moderated by Yat Siu from mailto:lexicor@world.std.com

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Subject: 2.3) What is comp.sys.atari.advocacy?

news:comp.sys.atari.advocacy is the unmoderated Usenet newsgroup for advocating for or against the various Atari computing platforms. If you enjoy making comparisons between Atari 8-bit and other computing platforms, this is the place to do it.

Subject: 2.4) What is comp.sys.atari.programmer?

news:comp.sys.atari.programmer is the unmoderated Usenet newsgroup for topics in programming on the various Atari computing platforms, including the Atari 8-bit.

Subject: 2.5) What is comp.emulators.misc?

news:comp.emulators.misc is the unmoderated Usenet newsgroup for the discussion of emulating computing platforms on other computing platforms. All emulator discussion that does not involve the Apple][, the Commodore 64, or the WINE MS-Windows emulator (which each have their own emulator groups) may be found on news:comp.emulators.misc.

Subject: 2.6) What is comp.emulators.announce?

news:comp.emulators.announce is the moderated Usenet newsgroup for news items about emulating one computing platform on another. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari emulator announcements. The moderator may be contacted at mailto:emulators-request@qualcomm.com

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Subject: 3.1) What is the Info-Atari8 Digest?

If you have Internet e-mail access you can access this discussion group through the Info-Atari8 Digest.

The Info-Atari8 Digest originates from

mailto:atari8@netcom.com

Subscription requests should be sent to the above address with the subject:

SUBSCRIBE | UNSUBSCRIBE (that is, one or the other)

The first line of the body of the letter should be the person's full name followed by his/her mailing address. For example:

Mike Todd snyder10@convex1.tcs.tulane.edu

To contribute to discussion threads in the Info-Atari8 Digest, send your posting to mailto:comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on news:comp.sys.atari.8bit and in INFO-A8.

Note that any posting sent to mailto:atari8@netcom.com will NOT be cross-posted to news:comp.sys.atari.8bit. The Moderator is presently working to correct this.

The Info-Atari8 Digest is archived by the INFO-A8 listserv.

Recent copies are also kept at ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason Duerstock.

The Info-Atari8 Digest Moderator is Mike Todd, mailto:snyder10@convex1.TCS.Tulane.EDU

Subject: 3.2) What is INFO-A8?

If you have BITNET or Internet e-mail access you can access this discussion group through INFO-A8.

The BITNET subscription commands are:
tell listserv at marist register <your real full name>
tell listserv at marist subscribe info-a8

The Internet subscription command is:
mailto:listerv@vm.marist.edu where the message says
subscribe info-a8 <your real full name>

To contribute to discussion threads in INFO-A8, send your posting to mailto:comp-sys-atari-8bit@cs.utexas.edu . Postings sent here automatically appear on news:comp.sys.atari.8bit and in the Info-Atari8 Digest.

Any postings sent to mailto:info-a8@vm.marist.edu or to INFO-A8@MARIST will not reach news:comp.sys.atari.8bit, so don't send your postings there.

You may leave the list at any time by sending a "SIGNOFF INFO-A8" command to LISTSERV@MARIST, or by sending a message to mailto:listserv@vm.marist.edu that says "unsubscribe info-a8". Please note that this command must NOT be sent to INFO-A8@MARIST nor to mailto:info-a8@vm.marist.edu .

The archive of comp.sys.atari.8bit, the Info-Atari8 Digest, and INFO-A8:

You can obtain a list of the available archive files by sending an "INDEX INFO-A8" command to LISTSERV@MARIST or by sending a message to mailto:listserv@vm.marist.edu that says "index info-a8". These files can then be retrieved by means of a "GET INFO-A8 filetype" command, or by using the database search facilities of LISTSERV. Send an "INFO DATABASE" command for more information on the latter.

Recent copies are also kept at ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason Duerstock.

The INFO-A8 Moderators are:
HARRY@MARIST (A Harry Williams)
mailto:ravi@mcnc.org (Ravi Subrahmanyan)
mailto:billw@score.stanford.edu (Bill Westfield)

INFO-A8 was created on December 9, 1986.

Subject: 3.3) How can I access the Merit/UMich Archive by e-mail?

For more information on the Merit/UMich archive, see the section of this FAQ list on accessing this archive by FTP.

Downloading - BART

Brode's Archive Retrieval Thang - the Merit/UMich Archive e-mail file server

To learn about using BART to access the Merit/UMich Archive, send e-mail to: mailto:atari@atari.archive.umich.edu . The subject of the message doesn't matter, but let the body of your message be:

help
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes), try including a line of this form:

path [your e-mail address]

BART automatically uuencodes binary files (so they may be mailed over the Internet) and splits up large files into parts of about 30K or less.

Uploading

Simply uuencode the file, (please split it into parts of 60 K or less) and mail the result to mailto:lenn@atari.archive.umich.edu (Jody Lenn). Please

name the parts in the subject line. This is really helpful as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description of
the file, etc. Shar files are also acceptable, but uuencoded is preferred.

Subject: 3.4) How can I retrieve files from FTP sites by e-mail?

There are several general-purpose FTP mail-servers. These may be used to
retrieve any files available from anonymous FTP sites on the Internet.

1) mailto:ftpmail@decwrl.dec.com with no subject line, and two-line
body with line 1 help and line 2 quit

2) mailto:ftpmail@grasp.insa-lyon.fr (body: help) Please, European
users only.

3) mailto:bitftp@pucc.princeton.edu (body: help or ftplist for a
list of anonymous ftp sites)

Of the mail-servers listed here, I recommend this "BITFTP" server. To help you
get started using it, try this example of retrieving files from the Merit/Umich
Software Archives (through the barnone.citi.umich.edu mirror site). Send a
message to bitftp@pucc.princeton.edu that says exactly:

```
ftp barnone.citi.umich.edu
user anonymous
cd /afs/umich.edu/group/itd/archive/atari/8bit
dir
cd Telecomm
dir
get ft80v037.txt
get icet.txt
binary
get ft80v037.arc
get icet.arc
quit
```

4) mail BITFTP@DEARN or to mailto:BITFTP@vm.gmd.de (body: help or
ftplist for a list of anonymous ftp sites) (Europe only)

Subject: 3.5) How can I post to Usenet newsgroups by e-mail?

There are a several 'public' mail/News gateways. Each one has their own
ways for addressing syntax. The three most common ones are:

Site: cs.utexas.edu
Syntax: newsgroup-name@cs.utexas.edu
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp-sys-atari-8bit@cs.utexas.edu

Site: newbase.cs.yale.edu
Syntax: newsgroup.name-news@newsbase.cs.yale.edu
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Site: decwrl.dec.com
Syntax: newsgroup.name@decwrl.dec.com
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp.sys.atari.8bit@decwrl.dec.com

Mail-to-news gateways of this sort tend to be overloaded.
Therefore, please do not use these gateways or any other similar
gateways if you can post to Usenet directly.

Subject: 3.6) How can I access the World Wide Web by e-mail?

Swiped from the WWW FAQ, which is maintained by mailto:boutell@netcom.com
(Thomas Boutell), here is how to access a web page by email:

mailto:server@mail.w3.org (preferred) or to
mailto:listserv@info.cern.ch (older address) containing
the following single line. (What you put on the subject line doesn't
matter; blank is OK. This line should go in the text of the message.)
You will receive as a reply a simple page intended to help you learn
more about the Web.

send http://www.earn.net/gnrt/www.html

Subject: 4.1) How can I access the Merit/UMich Archive by FTP?

The Merit/University of Michigan Software Archives hold a huge number
of files for many computing platforms, including the Atari 8-bit
computers. Our 8-bit Atari Archivist is Jody Lenn,
mailto:lenn@atari.archive.umich.edu ; the Atari Archive as a whole is
maintained by mailto:boydm@atari.archive.umich.edu (Mickey Boyd).

The convention for Anonymous FTP sites is to accept "anonymous" as your
username, and your e-mail address as your password. All of the
FTP sites mentioned in the FAQ list follow this convention.

Downloading (Try the site nearest you first)
---
a) ftp://atari.archive.umich.edu/atari/8bit (141.211.120.11, United States)

b) ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit
(128.252.135.4, United States)

c) ftp://src.doc.ic.ac.uk/computing/systems/atari/umich/8bit
(146.169.2.10, United Kingdom)
d)

ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit
(129.69.8.13, Germany)

e) ftp://ftp.orst.edu/pub/mirrors/archive.umich.edu/atari/8bit
(128.193.4.2, United States)

f) ftp://barnone.citi.umich.edu/afs/umich.edu/group/itd/archive/atari/8bit
(141.211.128.22, United States)

g) ftp://phlem.ph.kcl.ac.uk/pub/Atari8bit (137.73.4.24, United Kingdom)

h) ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
(147.70.146.36, United States)

Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

Uploading

Place uploads in ftp://atari.archive.umich.edu/atari/8bit/New

No uploads may be made to the Archive's mirror sites.

Remember to set file type to BINARY when uploading non-text files
(.arc, .com, .dcm, etc.) by FTP. Also, please upload a short .text file
describing what your upload is, so our 8-Bit Archivist will be sure to place
it in an appropriate permanent directory.

Note that the 8bit/New directory is "write-only."

Newly uploaded items may be found in the 8bit/Newitems subdirectory.

Subject: 4.2) What is the Boston Archive?

Here's an 8-bit Atari FTP site located at Boston University. It is
maintained by Adam Bryant, mailto:adb@albert.bu.edu . This site seems to
have seen no uploads for years, but there are some files here that aren't
on any of the other sites.

ftp://cs-ftp.bu.edu/PC/ATARI (128.197.13.20)

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by Eyvind Bernhardsen,
mailto:eyvind@lise.unit.no . PVV stands for ProgramVareVerstedet, or The
Software Workshop, a student society at the University of Trondheim, Norway.

ftp://nova.pvv.unit.no/pub/Atari/8bit (129.241.36.207)

Uploads go to ftp://nova.pvv.unit.no/incoming/atari/8bit; Eyvind moves
them to the appropriate directory. Please include a .readme file with
each upload, so people know what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

This smallish 8-bit Atari FTP site is maintained by Kevin Atkinson,
mailto:kevina@clark.net .

ftp://ftp.clark.net/pub/atari (168.143.0.2)

Write to Kevin for uploading instructions.

A mirror of the ClarkNet Archive, kept by Jason Duerstock:
ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari
8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The
Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the Closer To Home Archive?

Here is a fairly large FTP site in Australia kept by
mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears).

ftp://closer.brisnet.org.au/pub/archive1/8_bit (203.4.149.97)

Support site for James Bradford's Super 8-bit Products including SuperDos,
SuperRam, Super800<->XL and much more.

Uploads go in ftp://closer.brisnet.org.au/pub/incoming

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

The Cleveland Free-Net is the hub system of the NPTN, the National
Public Telecomputing Network. It can be accessed by any of the following:
telnet://freenet-in-a.cwru.edu, telnet://freenet-in-b.cwru.edu, or
telnet://freenet-in-c.cwru.edu (129.22.8.32 or 129.22.8.51).
Type "go atari" to reach the Atari SIG.

Those who add their names to the Atari SIG user directories are
automatically members of the official Atari user group C.A.I.N. - Central
Atari Information Network.

The Cleveland Free-Net Atari SIG publishes the CAIN Newsletter, maintains
the CAIN Home Page on the WWW, and keeps the "Who's Who in the Atari
Community E-Mail Directory" listing. Send correspondence and press
releases to mailto:xx004@cleveland.freenet.edu .

Subject: 5.2) What is the Youngstown Free-Net Atari SIG?

Youngstown Free-Net (Youngstown, Ohio USA)
telnet://visitor@yfn.ysu.edu (192.55.234.27)

Type "go atari" to reach the Atari SIG. Write to
mailto:xx140@yfn.ysu.edu for more information.

Subject: 5.3) What is the National Capital Free-Net Atari SIG?

National Capital Free-Net (Ottawa, Canada)
telnet://guest@freenet.carleton.ca (134.117.1.25)

Type "go atari" to reach the Atari SIG. Write to Christopher Browne at
mailto:aa454@Freenet.carleton.ca for more info.

Subject: 5.4) What is the Closer To Home BBS?

Kept by mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears), this is a
BBS in Australia which supports the 8-bit Atari.

telnet://guest@closer.brisnet.org.au (203.4.149.97)

Subject: 5.5) How can I access the World Wide Web by Telnet?

This section swiped from the WWW FAQ, which is kept by
mailto:boutell@netcom.com (Thomas Boutell).

An up-to-date list of these is available on the Web as
http://info.cern.ch/hypertext/WWW/FAQ/Bootstrap.html and should be
regarded as an authoritative list.

telnet://telnet.w3.org
A telnettable browser provided by the W3 coalition.

telnet://www@www.cc.ukans.edu
Offers Lynx, a full screen browser which requires a vt100
terminal. Log in as www. Does not allow users to "go" to
arbitrary URLs, so GET YOUR OWN COPY of Lynx and install it on
your system if your administrator has not done so already. The
best plain-text browser, so move mountains if necessary to get
your own copy of Lynx!

telnet://www@www.njit.edu
(or telnet 128.235.163.2) Log in as www. A full-screen browser
in New Jersey Institute of Technology. USA.

telnet://www@www.huji.ac.il
A dual-language Hebrew/English database, with links to the rest
of the world. The line mode browser, plus extra features. Log
in as www. Hebrew University of Jerusalem, Israel.

telnet://sun.uakom.cs
Slovakia. Has a slow link, only use from nearby.

telnet://www@info.funet.fi
(or telnet 128.214.6.102). Log in as www. Offers several
browsers, including Lynx (goto option is disabled there also).

telnet://www@fserv.kfki.hu
Hungary. Has slow link, use from nearby. Login is as www.

Subject: 6.1) How can I retrieve files from the Merit/UMich Archive through
Gopher?

The Merit/UMich Archive has a native Gopher server. Try

gopher://gopher.archive.merit.edu:7055/11/atari/8bit

to connect directly to the Merit/UMich Archive's 8-bit Atari directory. I
personally recommend this method for downloading from the Merit/UMich
Archive.

There are also several mirror archive sites with Gopher servers:

gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit

gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit

gopher://gaia.ucs.orst.edu:70/11/g-i-s/computer/zftparea/mirrors/archive.umich.
edu/atari/8bit

Subject: 7.1) What WWW pages support the 8-bit Atari?

Atari 8-Bit Computers FAQ and Vendor/Developer Lists
Michael Current, mailto:mcurrent@carleton.edu
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq.html

Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://www.cs.vu.nl/~ipoorten/Atari.8bit.Homepage/index.html

Atari 8-Bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~un55/8bit.html

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://www.uci.agh.edu.pl/student/airgrp/tatar/public_html/Atari/hp.html

Central Atari Information Network
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Rob Funk's pages
http://www.cis.ohio-state.edu/~funk/

CompuCat BBS
Neal Kinney, mailto:nkinney@netcom.com
ftp://ftp.netcom.com/pub/nk/nkinney/html/compucat.html

Classic Computer and Video Game Systems
http://www.gate.net/~cmwagner/atari8.html

Subject: 7.8) How can I access the Merit/UMich Archive by AFS?

If your local system supports AFS, this method of accessing the Merit/UMich Archive is a breeze.

Downloading

Just copy files from file:///afs/umich.edu/group/itd/archive/atari/8bit/

Uploading

Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

Subject: 7.9) What IRC channels discuss the 8-bit Atari?

#Atari8 - Just for 8-bit Atari users!

#classic - Classic Games and Systems Collectors.

Subject: 8.1) What is the CAIN Newsletter?

The Central Atari Information Network Newsletter is the monthly online magazine of the Cleveland Free-Net Atari SIG. The editor is Mark Leair of the Atari SIG. 8-bit computers support is provided by Michael Current and Craig Lisowski. For information, write to the Atari SIG at mailto:xx004@cleveland.freenet.edu .

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
Merit/UMich: Archivers/uudecode.bas, Archivers/uudecode.doc
Boston: comm/uudecode.lst, comm/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
Merit/UMich: Archivers/yau.arc
Boston: comm/yau.uue, comm/yaue.uue, comm/yau.doc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
Merit/UMich: Utilities/uue.arc

Dumas UU-coder by John Dunning - should work w/BART-style split files.
Merit/UMich: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that is common in the MS-DOS world. This is done to make the file shorter, so it takes up less space on your disk and it takes less time to transfer between computers. The archives contains several 8-bit Atari archivers fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
Merit/UMich: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc
Boston: {comm,util}/superarc.uue, {comm,util}/superarc.doc

Subject: 9.3) Okay, how about a .dcm file?

A .dcm file is a format unique to the 8-bit Atari which is used to convert entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff.
Merit/UMich: Archivers/dskcom32.arc or Archivers/diskcomm.arc (same thing!)
Boston: {util,comm}/diskcomm.uue

Subject: 9.4) What is an .xmo file?

.xmo stands for XMODEM. The idea was that the file was not plain text, but was a binary file. As a binary file, it had to be downloaded using a file transfer protocol such as XMODEM. The use of ".xmo" as a filename extender was popular once, but has been discouraged for years.

Subject: 10.1) What 8-bit Atari emulators exist for other computing platforms?

These are the emulators that are usable.

1) ST Xformer 2.55, from Branch Always (see companion Vendor/Developer List for complete contact info). A freeware 8-bit Atari emulator for the Atari ST.

Merit/UMich: /atari/Emulators/stxf255.lzh

2) PC Xformer, from Branch Always (see companion Vendor/Developer
List for complete contact info). The 8-bit Atari emulator for
DOS/Windows/OS/2. Versions 2.0 and 2.5 are freeware; 3.0 is the commercial
version.

The following further info on PC Xformer provided by Bill Kendrick,
mailto:kendrick@sonoma.edu . Contact him for his Newbie/Emulator FAQ.

2.0 emulates an Atari 800. It requires about 300K of
free memory, 320x200x256 (MCGA/VGA/SVGA) graphics, and a 286 CPU.
It does not support ROM files, disk image swapping within the
program, player/missile graphics collision detection, sound,
PC joystick support, modem/printer support, but is free.

2.5 is the replacement for 2.0. It emulates either an Atari 800
or an Atari 800XL. It requires about the same as 2.0. It does
support ROM files and the PC speaker is used to emulate the old
Atari 400/800 internal speaker clicks. It is also free.

3.0 is the first commercial release. It emulates an Atari 800,
800XL, or 130XE (128K RAM; I heard it was to do 320K but I think
that was reduced). It requires a 386 and 512K of memory. It
supports Sound Blaster, player/missile graphics collision detection,
modem/printer and PC joystick support. It
comes with a disk with the software, an ammendum to the printed
documents, and a bunch of Atari 8-bit software (example programs:
demos/games, and a few useful utilities). It supports disk swapping
through a (currently) simple menu.

All versions support .XFD (Xformer disk) format disk images, and
all versions of PC Xformer support SIO2PC disk images (.ATR's).

PC Xformer 3.0 comes with a 36-page printed manual and reference.
It includes appendicies explaining graphics, sounds, colors, BASIC,
subdirectory paths (for MSDOS which in turn explains SpartaDOS/MyDOS),
a quick keyboard reference, ATASCII characters (all 128 drawn out),
the Atari editor, error codes, file IO (commands, devices, XIO calls)
as well as giving breif information on how to contact other Atari
users, common file extenders, and it includes a LARGE glossary
explaining Atari BASIC / TurboBASIC XL commands, Atari computer
terms, and general computer terms.

Merit/UMich: Xf2/xf2.zip, Xf2/xf25.zip

Of importance to PC Xformer users is:
DcmToDsk, freeware by Jason Duerstock. It converts most .DCM files into
SIO2PC .ATR's for use with SIO2PC and PC Xformer.
Merit/UMich: Sio2pc/dcm2dsk2.zip

Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

BobTerm 1.22, shareware by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; excellent for BBSing
Merit/UMich: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
Merit/UMich: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Combination VT100, XMODEM, Kermit; buggy at file Xfers
Merit/UMich: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Excellent at VT100 on the XEP80; 1200bps top speed
Merit/UMich: Telecomm/vt850b1.arc

FlickerTerm 80 0.37, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus

Merit/UMich: Telecomm/ft80v037.arc

Ice-T 2.0 XE (requires 128K) or 1.1 by IceSoft (Itay Chamiel)
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: XMODEM download
Autodial: Yes (2.0 XE) or No (1.1)
Backscroll buffer: Yes--8 screens (2.0 XE) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.0 XE) or No (1.1)
Summary: Excellent for high-speed VT100 emulation
Beta-test versions of both available from mailto:bruck@brachot.jct.ac.il

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Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
Merit/UMich: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
Merit/UMich: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
Merit/UMich: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett and Mark Vallevand - The latest version!
Merit/UMich: Diskutils/myutil.zip
PVV: utilities/disk/myutil.zip

HereZs some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (280-some rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind

- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
Merit/UMich: Xf2/anad207.zip, Xf2/anadisk.txt
Deana by Nate Monson - converts AnaDisk dump files from Atari format
Merit/UMich: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:preston.f.crow@dartmouth.edu ,
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
Merit/UMich: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 12.4), can be
used to read/write to a hard drive connected to an MS-DOS system. This
can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the
companion vendor/developer list) allow the Atari XF551 disk drive to read
720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software
Services (see the companion vendor/developer list), allows both low
density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe
Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard
floppy drives to be used on the Atari. A utility is included to
read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on each computer. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. (Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25-pin port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need a Multi I/O or Black Box, which use the PBI (parallel bus), then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C port.
13 1
o o o o o o o o o o o o o

```
o o o o o o o o o o o o o
25 14
```

(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed but also pins 4 and 5 as well as 6 and 8. Or better yet, make a true 25 wire, straight through cable and use a commercial null modem. A commercial null modem is just a small device with the correct lines already crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:Masstorage@closer.brisnet.org.au (James Bradford)
mailto:conradus@plearn.edu.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> Happy 1050
SS SD/ED/DD Warp speed US Doubler/19.2 and 52k. track buffering

==> Super Archiver 1050
SS SD/ED/DD Ultra Speed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) unknown DOS restrictions

==> Supermax 1050
SS SD/ED/DD 19.2k and 52k (ultra speed)

by Super products. Compatiable with superdos and US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

==> CSS XF551
SS/DS SD/ED/DD US Doubler compatible. Updates drive to work
better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

==> Percom AT88-Sy[PD]
where: y=1 -> a single-drive unit
y=2 -> a dual-drive unit
PD -> equipped with a built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOSXL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS

from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- Ultra Speed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- Ultra Speed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2001
SS SD/ED/DD 19200 bps or 38000 bps

CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2002
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: My-DOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatibel with the SDX)

- Ultra Speed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades
- Floppy Board

==> Atari XF521
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

Corvus ? 10 megabytes Fast but still relatively
slow I/O, kludge through
joystick ports for 800.
Rare
Supra/K-P N/A various Some limitations on drive
type and size and total
number of drives in sys.
FTe Multi I/O various 256 byter per sector
restriction. 256K and
1 meg ramdisk models.
Printer and modem, modem
will handle 19.2K bps
CSS Black Box various Will handle all SCSI drives.
Allows 9 drive access for
MYDOS. Currently the only
modem interface with CTS/RTS
hardware flow control. 19.2K
ready.
SWP ATR-8000 unknown limits Rare daughterboard for hard
drives. I/O is probably
fairly slow on this baby and
there may be DOS restrictions.

==> IDE/AT-BUS hard disk (still under construction)

Subject: 12.4) How can I use an IBM-PC as a storage device for my Atari?

Original by Dave Paterson, mailto:d.paterson2@genie.geis.com

SIO2PC is a cable and software combination that lets you use your PC as up to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to 16 megs. SIO2PC also lets you redirect the printer output to your PC printer or to a file on the PC. High speed drives are emulated (a la US Doubler).

All these functions are transparent at the Atari end; you never notice the difference between SIO2PC and regular drives, except that the SIO2PC drives are faster than any others (except Ramdisks and PBI interface drives).

SIO2PC 3.19i is shareware by Nick Kennedy.
Merit/UMich: Sio2pc/sio319i.exe

Of importance to SIO2PC users is:
DcmToDsk, freeware by Jason Duerstock. It converts most .DCM files into SIO2PC .ATR's for use with SIO2PC and PC Xformer.
Merit/UMich: Sio2pc/dcm2dsk2.zip

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/ developer list); MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
Merit/UMich: Os/dos25.arc (DOS 2.5)
Merit/UMich: Fte/fte32g.arc (SpartaDOS 3.2)
Merit/UMich: Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Personal Computer (1979) 8-16K, membrane keyboard, 400/800 OS
800 Personal Computer (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs

600XL Home Computer (1983) 16-64K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
800XE Home Computer (1987?)~same as 130XE but 64K. Mostly eastern Europe.
65XE Personal Computer (1985) same as 800XL minus PBI
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
XE Game System (1987) same as 65XE plus Missle Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 Printer -40 col.
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I
835 Direct Connect Modem -300 baud, with Telelink II
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige &
black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col., letter quality
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, with XE Term
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1200 1200XL internally, many slight cosmetic differences
800XLF 800XL incorporating a FREDDY chip (as in the XE's)
1250XLD Earlier concept of the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL Earlier concept of the 1450XLD
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1090 XL Expansion System-for PBI, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XTM201 -non-impact printer

XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari components?

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have. I'm also not sure how much of this section is valid outside North America. If it's not valid where you are, I need to hear from you!

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)

9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030

9 V AC ???? VA (??? A) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO

9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027

24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
600XL,800XL,65XE,130XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
600XL,800XL,65XE,130XE,XE Games System
5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE

6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P"

9 V DC 500 mA (4.5 W) Atari#CO16353 adapter:
XEP80,SX212,2600
9 V DC 500 mA (4.5 W) Atari#CA014034 adapter:
XEP80,SX212,2600

9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,1 Meg FTe MIO,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297 adapter:
1400XL,1450XLD

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12;FTe P:R: Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7

7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance (not on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input

5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

--850 R1-4 pinouts from: mailto:generic@rahul.net (Chris Rosenthal)
R1: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6

1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

--850 P: pinout from: Jim Evans, mailto:donor@max.u.washington.edu
P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9
1. Data Strob
2. D0
3. D1
4. D2
5. D3
6. D4
7. D5
8. D6
9.
10. Data pins pull up +5V
11. Ground
12. Fault
13. Busy
14. -
15. D7

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy

12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section by mailto:winston@merk.com (Winston Smith)

Here is the run down of ATARI 6502 8-BIT BBSes that I am aware of:

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which
it refers to as "OASIS PAL modules". This OASIS demo module comes with an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" with
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages file
hogs). There is a commercial version of OASIS called "OASIS IV" that
performs networking. There was an OASIS network between Boston,
Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word
of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank
Walters wrote it.

OASIS IV, CARINA, and BBS-EXPRESS-PROFESSIONAL! are all commercial
programs. I haven't heard anything about OASIS IV and CARINA for a while,
but PRO!-BBS is still a viable commercial enterprise last that I had heard.

Subject: 13.6) What version of Atari BASIC do I have?

At the READY prompt, enter Z? PEEK(43234)Z

If the result is: You have Revision:
162 A
96 B
234 C

Subject: 13.7) What are the Standards for Used 8-Bit Stuff?

Developed by mailto:b.poehland@genie.geis.com (Ben Poehland)

When selling used 8-bit Atari equipment in the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group, please consider describing the condition of the materials you are selling using these standards. This will go a long way toward preventing potentially highly-contentious misunderstandings. Usage is voluntary, but recommended.

LN (Like New)-- Item is pristine, unused, w/all manuals & original packaging materials.
EC (Excellent Condition)-- Item is little used, good working order, physically clean, may have a very few minor cosmetic blemishes, w/original manuals.
GC (Good Condition)-- Item is in good working order but slightly soiled, contains worn parts or minor scratches/dings that betray heavy service or old age, w/original manual or copied manuals.
FC (Fair Condition)-- Item in working order but missing manuals/accessories; heavily worn/soiled or cosmetically damaged.
BC (Basket Case)-- Item does not work, is damaged/butchered, missing manuals & accessories etc., but contains salvageable parts.

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." The latest version may be obtained in the following locations, among many others:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers
mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/vendev
quit

You can also ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: 14.2) Where is my nearest 8-bit Atari BBS?

Rick Detlefsen is presently compiling a new comprehensive Atari computers bulletin board systems list. Contact him by any of the following for more information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: USER GROUP SURVEY
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.3) Where is my nearest 8-bit Atari user group?

Rick Detlefsen is presently compiling a new comprehensive Atari computers user groups list. Contact him by any of the following for more information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: USER GROUP SURVEY
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.4) How do I use my new or emulated Atari?

"The Unofficial Atari 8bit Newbie / Stupid Question / Emulator Help FAQ" is maintained by mailto:kendrick@sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the PC Xformer 8-bit Atari emulator for Windows from Branch Always Software.

Subject: 14.5) What prominent Atarians are reachable by e-mail?

The "Who's Who in the Atari Community E-Mail Directory" listing includes people involved in all of the Atari computing and gaming platforms. This file is maintained by Len Stys, SIG Manager of the Cleveland Free-Net Atari SIG. Write to mailto:xx004@cleveland.freenet.edu (Atari SIG).

End of atari-8-bit/faq

1746. HOW TO GET ROMS FOR "RAINBOW" (ATARI XL EMULATOR)! The answer.

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3vjdif$mgt@nic-nac.CSU.net>
Source record: 89599
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit,comp.sys.mac.announce,comp.sys.mac.apps,comp.sys.mac.misc

People have been asking how they can get ROM images (OS and BASIC) for use with the new Atari 8-bit emulator, "Rainbow" for the Macintosh, by Chris Lam.

The ROM images found in the 2.5 version of "PC Xformer," the 2nd unregistered release of the Atari 8-bit emulator for PCs, by Branch Always Software are available as follows :

FTP to: atari.archive.umich.edu
or: amiga.archive.umich.edu ("cd" command doesn't work right)
or: mac.archive.umich.edu
etc..

The Atari 8-bit directory there is: atari/8bit
PC Xformer 2.5 (NOT 2.52!) is at: atari/8bit/Xf2/xf25.zip

Or you can simply Gopher there:

Gopher: gopher.archive.umich.edu
then: Merit Software Archives
then: Atari Archive (Merit Network, USA)
then: 8bit
{ then: Xf2 }

UnZIP the archive and rename the .ROM files appropriately and put them where Rainbow wants them. (Refer to the documentation which came with Rainbow.)

As to the rights of these files, I'm unaware who owns the rights, but I THINK Atari gave them up. (The 800 OS ROMs have been free ever since the 800XL was around when they produced the "Translator" disk which replaced the 800XL OS with the 800 OS so that some older programs could work properly).

For more information on Rainbow, point your Web browser Chris Lam's "Emulators" page:

http://www.aston.ac.uk/~lamcw/emulators.html

For more information on PC Xformer, point your Web browser to Branch Always Software's page:

http://www.halcyon.com/~brasoft/

For more information on the Atari 8-bit, point your Web browser to my (Bill Kendrick's) page:

My page:
http://zippy.sonoma.edu/~kendrick

New Breed Software:
http://zippy.sonoma.edu/~kendrick/nbs

The "Unofficial Atari 8-bit New User, Emulator Help FAQ":
http://zippy.sonoma.edu/~kendrick/xf2faq.txt

Other Pages (has links to other Atari 8-bit pages):
http://zippy.sonoma.edu/~kendrick/other/other.html

Note: The Emulator Help FAQ is going to need a major rewrite once I get
my hand on the latest copy of Rainbow, AND once I get my hand on the
latest copy of the Atari 8-bit emulator for Unix... <sigh!>

GOOD LUCK! REMEMBER- THE .ROM FILES ARE IN PC XFORMER 2.5's ZIP,
NOT PC XFORMER 2.52's ZIP!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1747. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-01 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <3vkihoINNrrp@duncan.cs.utk.edu>
Source record: 89600
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $100 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

1748. Re: Star Raiders questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-01 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3vk1js$pfr@nnrp3.primenet.com>
Source record: 89601

I think the enemy has to remain in the crosshairs for a little while before the lock happens. This is, of course, dangerous because he is hurling P.T.s your way which requires dodge and weave, therefore instances of computer lock will be rare unless you decide to take some hits and keep him in the crosshairs.

1749. Re: Better than Star Raiders?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-01 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3vk21n$pfr@nnrp3.primenet.com>
Source record: 89602

The mortal Burnt Toast Man wrote:
: Second, what factors determine rank upon the completion of a
: mission? Time? Energy usage? Firing accuracy? What?

You need a manual.

It's based on mainly:

number of dockings
starbase losses
number if kills (if you die before completing a mission)
duration of game

I think if you intentionally skrag a starbase you automatically get the
lowest rank for being a traitor, but I'm not sure.

I just wish it were possible to also go after and skrag the repair/refuel
shuttle!

1750. Re: R: handler for SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-01 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DCLy74.IAq@iglou.com>
Source record: 89603

If the SIO2PC by itself works as a null modem, you will need a gender changer and a null modem to connect it to a modem. An R-verter handler should go up to 19200; of course you'll need to set the modem for software flow control (AT&K4).

--
Bill Marcum bmarcum@iglou.com
SEX IS NOT OBSCENE, CENSORSHIP IS!

1751. Re: Atari 1050 disk problem?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3vjt93$5ch@nic-nac.CSU.net>
Source record: 89604

My Atari 8-bit New User, Emulator Help FAQ is an ok start. It's not
that great for a lot of actual new user things (but that's why people
pose questions to me and I add them :)).

As for it being an emulator FAQ, unfortunately it's only PC Xformer
at the moment (that's why it was made, many Xformer users would pop up
here on c.s.a.8 asking newbie questions and the c.s.a.8 FAQ didn't help
too much)

If you have Web access, all of these are available to you right now!

My "Unofficial Atari 8-bit New User, Emulator Help FAQ" version 0.7:

http://zippy.sonoma.edu/~kendrick/nbs/xf2faq.txt

The "comp.sys.atari.8bit" official FAQs' locations were posted here today
and can be accessed (as well as other 8bit pages) from my "Other Pages" page
at:

http://zippy.sonoma.edu/~kendrick/other/other.html

Good luck! Two things:
"DOS" in BASIC gets you to DOS
OPTION while booting turns off BASIC (get to DOS right away)
from there, if it's DOS 2.5 or MyDOS or many other popular menu-based
DOSes, it should be easy

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1752. Re: HTML viewer for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3vk00a$76n@nic-nac.CSU.net>
Source record: 89605

References: <3vjrhj$epn@case.cyberspace.com>

I was working on an offline one. It's not TOO difficult of a task,
really. Some problems you'll encounter in making an HTML viewer on the
Atari include:

(1) How to do the text - plain text? Mixed text modes? How about
nice big Daisy Dot III (or DD3-style) fonts? I'd go for the latter.
(2) How do you get from one page to the next? You don't. You have
to fetch ALL of the HTML files you'd want to look at, download them,
and then view them. Yuk! See below. :)
(3) Inline graphics - GIF conversion on the Atari can be pretty slow....

Now, re: #2:

I have a plan to make a terminal-like program (perhaps you'll dial into
your system with BobTerm or IceT or Flick80 - exit back to DOS and then
load this program).

It will call a program (99% likely it'll be "lynx" for Unix/VMS/etc.)

It will tell the program to get an HTML file and return the SOURCE
(not the rendered data) to you WITHOUT being interactive.

The terminal will read this in (by now, Lynx has finished it's job
and quick back to the shell) and render it.

The user can do whatever - click stuff, fill out forms, quit, etc.
You're still logged in and still at the prompt.

Pretty cool, huh? I heard that I-Comm for Windows does this.. pretty
neat.

BTW- to get lynx to send you an HTML (which will be dumped to your
terminal or to a file or program if you pipe it to one) just run it
as: "lynx -source -dump THE_URL" instead of just "lynx THE_URL"
or "lynx" and then opening ([g]oing to) "THE_URL"...

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
--
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1753. Re: HOW TO GET ROMS FOR "RAINBOW" (ATARI XL EMULATOR)! The answer.

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-02 00:00:00 UTC
From: jjessop@ix.netcom.com
Message-ID: <3vn95a$joh@ixnews2.ix.netcom.com>
Source record: 89475
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc,comp.sys.mac.misc

In <3vjdif$mgt@nic-nac.CSU.net> kendrick@zippy.sonoma.edu (William Kendrick) writes:
>
>People have been asking how they can get ROM images (OS and BASIC) for
>use with the new Atari 8-bit emulator, "Rainbow" for the Macintosh, by
>Chris Lam.
>
>The ROM images found in the 2.5 version of "PC Xformer," the 2nd unregistered
>release of the Atari 8-bit emulator for PCs, by Branch Always Software are
>available as follows :
>
>FTP to: atari.archive.umich.edu
> or: amiga.archive.umich.edu ("cd" command doesn't work right)
> or: mac.archive.umich.edu
> etc..
>
>The Atari 8-bit directory there is: atari/8bit
>PC Xformer 2.5 (NOT 2.52!) is at: atari/8bit/Xf2/xf25.zip
>
>Or you can simply Gopher there:
>
>Gopher: gopher.archive.umich.edu
> then: Merit Software Archives
> then: Atari Archive (Merit Network, USA)
> then: 8bit
>{ then: Xf2 }
>
>UnZIP the archive and rename the .ROM files appropriately and put them
>where Rainbow wants them. (Refer to the documentation which came with
>Rainbow.)
>
>As to the rights of these files, I'm unaware who owns the rights, but
>I THINK Atari gave them up. (The 800 OS ROMs have been free ever since
>the 800XL was around when they produced the "Translator" disk which replaced
>the 800XL OS with the 800 OS so that some older programs could work properly).
>
>For more information on Rainbow, point your Web browser Chris Lam's

>"Emulators" page:
>
> http://www.aston.ac.uk/~lamcw/emulators.html
>
>For more information on PC Xformer, point your Web browser to Branch
Always
>Software's page:
>
> http://www.halcyon.com/~brasoft/
>
>For more information on the Atari 8-bit, point your Web browser to my
>(Bill Kendrick's) page:
>
> My page:
> http://zippy.sonoma.edu/~kendrick
>
> New Breed Software:
> http://zippy.sonoma.edu/~kendrick/nbs
>
> The "Unofficial Atari 8-bit New User, Emulator Help FAQ":
> http://zippy.sonoma.edu/~kendrick/xf2faq.txt
>
> Other Pages (has links to other Atari 8-bit pages):
> http://zippy.sonoma.edu/~kendrick/other/other.html
>
>Note: The Emulator Help FAQ is going to need a major rewrite once I
get
>my hand on the latest copy of Rainbow, AND once I get my hand on the
>latest copy of the Atari 8-bit emulator for Unix... <sigh!>
>
>GOOD LUCK! REMEMBER- THE .ROM FILES ARE IN PC XFORMER 2.5's ZIP,
>*NOT* PC XFORMER 2.52's ZIP!
>
>-bill!
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
>William (Bill) Kendrick / | \ ** New Breed Software **
>http://zippy.sonoma.edu/~kendrick
>

Atari gave up the rights due to the translator disk? I think this is wrong, but I really don't know for certain. I am pretty certain Atari maintains control of all the 8 bit code and will maintain ownership.

Considering the Atari legal dept. has been the sole profit generator for the company for the last 11 years now, I would look into this.

Jerry

1754. Re: Rainbow at InfoMac

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-02 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DCoJ6L.FMF@aston.ac.uk>
Source record: 89476

Hi,

;I just DLed the Rainbow demo from Info-Mac and I must say that although
;Rainbow is probably very good, I can't run it on my Mac. Rainbow wasn't
;sent with the ROMs.

I was deliberately cautious about what software I included with Rainbow.

I would like very much to include the ROMs and DOS 2.5. I have written
to Atari UK about it and their reply was 'persuade us by saying what's in
it for Atari' (I'm paraphrasing)

I received an email from someone saying the the ROMs were released into
the public domain 3 or 4 years ago. Now, I certainly need a bit more
evidence than this so I will try to contact Atari again. If anyone
can help with this, I would be grateful. I will write again to Atari UK
to clarify the position.

Sorry to all those who are finding the lack of ROMs a problem. I feel
that including the ROMs, although nice, doesn't help Atari users much.
He/she will still want to get their favourite software from the 8bit
system to the Mac. The solution I proposed was the 850 unit. Other solutions
may be possible e.g. via modem or adaption of the SIO2PC cable.

Regards,

Chris Lam.

1755. INSOMNIACS VIDEOGAME AUCTION DAY 2

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-02 00:00:00 UTC
From: jrm8248@u.cc.utah.edu
Message-ID: <3vms4b$ai2@news.cc.utah.edu>
Source record: 89477

THE INSOMNIACS VIDEOGAME AUCTION!!!

HELP!!! I have so many video games, I cannot seem to sleep
at night. Please buy them now and save me from permanent I
NSOMNIA!!!

This auction is from Monday, July 31 until Sunday, August 6
at midnight mountain time.

Remember to bid high and bid fast because if you donUt, you
may miss your opportunity to own the games you really want.
And above all, remember to have fun!!!

The rules to this auction are at the end of this message.

ATARI 2600-NEAR MINT W/BOX & DIRECTIONS

-Air-Sea-Battle, box is damaged $2.00 min

-Combat $3.00 min

-Missle Command $3.00 min

-Pac Man w/ Atari Pac Man Sticker on Box $3.00 min

-Space War $3.00 ltravis

Atari 2600-LOOSE GAMES

-Adventure $2.00 mnathan

-Armor Ambush

-Basic Math: Atari, cx-2661

-Bowling: Atari

-Boxing: Activision $1.00 lestermi

-Canyon Bomber: cx-2607 $1.00 ltravis

-Circus Atari: Atari $1.00 ltravis

-Chopper Command $1.00 mnathan

-Codebreaker

-Crystal Castles: Atari $4.50 chrine

-Defender: Atari

-Demon Attack

-Enduro: Activision

-Flag Capture: Atari cx-2644

-Freeway: Activision $1.00 mnathan

-Ghostbusters: Activision $3.00 ltravis

-Golf: cx-2634

-Gorf: CBS Video Games $1.00 ltravis

-Hangman: Atari

-Human Cannonball: Atari

-Ice Hockey: Activision $1.00 ltravis

-Joust: Atari $1.00 lestermi

-Kool-Aid Man: General Foods Corp. $5.00 ltravis

-Marine Wars: Konami $7.50 cbrem

-Millipede: Atari $1.00 lestermi

-Night Driver: Atari

-Outlaw: cx-2605

-Popeye: Parker Brothers $1.00 lestermi

-Pitfall: Activision

-Q*bert: Parker Brothers $1.00 lestermi

-Raiders of the Lost Ark: Atari $1.00 mnathan

-Reactor: Parker Brothers

-River Raid: Activision $1.00 mnathan

-Space Jockey: US Games

-Star Master: Activision

-Star Raiders: Atari

-Star Wars The Empire Strikes Back $1.00 mnathan

-Strategic Space Combat Game: Sears Telegames $1.00 lestermi

-Street Racer: Atari

-Super Challenge Baseball

-Superman: cx-2631 $1.50 mnathan

-Target Fun: Sears Telegames

-3-D Tic-Tac-Toe: cx-2618 $1.00 ltravis

-Venture: Coleco $1.00 ltravis

-Video Pinball: Atari
Damaged Label

-Yars Revenge: Atari

ATARI 5200-LOOSE GAMES

-Centipede, w/ overlay $1.50 min

-Counter Measure, w/ overlay, w/ directions $2.00 min

-Defender, w/ overlay $2.00 min

-Football, w/ overlay $1.50 min

-Galaxian, w/ overlay $1.50 min

-Gorf, w/ overlay, w/ directions $2.00 min

-Jungle Hunt, w/ directions $1.50 min

-Kangaroo $1.50 min

-Mario Brothers, w/ directions

-Pac-Man, w/ overlay, w/ directions $1.50 min

-Pole Position, w/ directions $1.50 min

-Popeye, w/ directions $1.50 min

-Real Sports Soccer, w/ directions

-Star Raiders, w/ overlay, w/ directions $1.50 min

-Super Breakout, w/ overlay $1.50 min

ATARI 7800-LOOSE GAMES

-One-On-One $2.00 rdubinsk

-Pole Position II

COLECOVISION-LOOSE GAMES

-Carnival

-Donkey Kong

-Donkey Kong Junior

-Gorf

-Ladybug

-Mouse Trap

-Rocky Super Action Boxing, may not work, case is damageed

-Smurf Rescue in GargamelUs Castle

ATARI 400/800-LOOSE GAMES

-Atariwriter Word Processor: RX8036 $1.00 rwjones

-Basic Computing Language: CXL4002

-Pac-Man: CXL 4022 $2.00 mnathan

-Space Invaders: CXL4008 $3.00 mnathan

-Star Raiders: CXL4011

INTELLIVISION-LOOSE GAMES

-Advanced Dungeons &Dragons

-Armor Battle

-B-17 Bomber

-Burger Time $1.00 ltravis

-Carnival: Coleco

-Commando $5.00 rdubinsk

-Donkey Kong: Coleco

-Electric Company, label is damaged

-Frog Bog

-NASL Soccer $2.00 rdubinsk

-Pitfall: Activision $1.00 ltravis

-Space Hawk

-Space Spartans

-TRON Deadly Discs

-TRON Maze-A-Tron

-Utopia

INTELLIVISION-Box+Directions

-Armor Battle $2.00 min

-SNAFU, box, no directions

-Sub Hunt, shrink wrapped: $3.00 min

ODYSSEY2-loose games

-Alien Invaders-Plus, w/ box, w/ directions

-Alpine Skiing

-Blockout/Breakdown

-Computer Intro

-Hockey/Soccer

-Invaders From Hyperspace

-Ive Got Your Number

-K.C. Munchkin

-Math-A-Magic/Echo

-Speedway/Spinout/Cryptologic, w/ box, w/ directions

-Sub Chase/Armored Encounter

-UFO

SEGA MASTER SYSTEM

-Hang On/Safari Hunt

COMMODORE 64-Loose Cartridges

-Jupiter Lander

-Sea Wolf

TEXAS INSTRUMENTS 99/4A-Loose Cartridges

-Addition

-Addition and Subtraction 1

-Adventure

-Alien Addition

-Alligator Mix

-Alpiner

-Beginning Grammar

-Blackjack and Poker

-Car Wars, w/box, w/ directions $4.00 min

-Computer Math Games II

-Connect Four

-Division 1

-Dragon Mix $5.00 min

-Early Reading $1.50 min

-Early Learning Fun w/ directions

-Hangman

-Home Financial Decisions

-Household Budget Management $1.50 min

-Hunt The Wumpus

-Meteor Multiplication

-Moon Mine

-Multiplication 1

-Munchman

-Music Maker

-Number Magic

-Parsec $1.50 min

-Pac-Man: Atari $2.00 riffraff

-Percents

-Personal Record Keeping

-Personal Report Generator

-Scholastic Spelling Level 3

-Story Machine

-Super Demon Attack $2.00 aa441

-Terminal Emulator II w/box, directions $4.00 min

-The Attack

-Touch Typing Tutor

-Tunnels of Doom

MISC. SYSTEMS-
*some systems say no cables but if you bid I will look for
them, but I will not guarantee that I find them. Shipping
will vary depending on the system.
MINIMUM BID INCREMENTS FOR ALL OF THE SYSTEMS
WILL BE $1

-Atari Ultra Pong Doubles $4.00 min

-Atari 2600 jr, no cables does work $4.00 min

-Atari 2600 jr, no cables does not work $2.00 min

-Atari 2600 Paddle Controllers $1.00 min

-Atari 800XL, no cables $8.00 min

-Atari 1200XL no cables $8.00 min

-Atari 1050 Disk Drive, no cables $8.00 min

-Colecovision, w power supply, joysticks $10.00 paladin

-Commodore 64 Computer, w/ power supply, in box $10.00 min

-Commodore 1541 Disk Drive, w/ cables $10.00 min

-Intellivoice for Intellivision Systems $6.00 min

-Odyssey2 in box with cables not working $1.00 min

-Texas Instruments 99/4A box + cables $10.00 min

-Texas Instruments 99/4A Speech Synthesizer $6.00 min

ATARI 2600-excess

-Pac-Man
-Combat
-Asteroids
-Defender
-Missle Command
-Space Invaders
-E.T

Send all bids to: jrm8248@u.cc.utah.edu

HERE ARE THE RULES:

1. This auction is from Monday, July 31 until Sunday, August 6
at midnight mountain time.

2. Current high bids will be posted every other day on this
newsgroup and bidders will most likely be notified when
they are outbid for an item.

3. High bidders will be posted by their email name unless
otherwise specified.

4. When sending a bid, your subject must be INSOMNIAC BID .

5. Minimum bids will be $1 and bidding increments will
be $.50 unless otherwise posted all in US Dollars.

6. If two people bid identical bids, then the person
responding first will get credit for the bid.

7. Shipping will be $3.00 for the first cartridge + $.50
for each additional cartridge. Shipping and handling
for systems will range between $6 and $10.00 depending
on weight. Larger systems may be more. All cartridges
and systems will be shipped through the US Postal
System anywhere in the Continental US. Other areas
will need to make special arrangements for shipping.

8. Following the auction, each bidder will be contacted
individually for payment and shipping. Money Orders
(sorry no personal checks) are the preferred form of
payment, but cash is always accepted. Payment
MUST be received within 7 days.

9. The will be no guarantee or warranty on anything purchased
from this auction. Cartridges have been tested and do work,
unless otherwise specified. Most systems have been tested and
do work. The systems which may not work are the ones without
cables or a power supply.

10. FINALLY, IF YOU ARE THE HIGH BIDDER YOU MUST
PAY FOR YOUR ITEMS, OTHERWISE YOUR POSTMASTER
WILL BE INFORMED AND YOU WILL BE BARRED FROM
FUTURE AUCTIONS!!!

Your participation in this auction signnifies your consent
to follow these rules as stated.

1756. Re: Why a new OS? My thoughts, existing compilers and the Sweet-16...

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-02 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3vmv69$ksc@nnrp2.primenet.com>
Source record: 89478

Mike at FTE has obviously been busy, but certainly with any hardware project you could use an update to the languages so you can WRITE something for it. (Regarding Sweet16). MAE is okay for the assembly programmer but what of others? One of the reasons the T-816 failed is that it had nothing other than an assembler available for it.

FTE has the source (I presume) to the OSS/ICD languages so it's up to him whether he wants to update them. I think BXE and Action! are fine candiates for 816 usage. Certainly both languages could use some updating to take better advantage of banked RAM (BXE for more banks, and Action! for better memory handling in general) but it's been so long since FTE took over that I don't think it's gonna happen because it hasn't in all this time.

Another thing they could make easier is MODULARITY. Being able to load up another program, store parameters someplace, and run the new program, would be important for 64K machines. Carina really jumps through hoops to accomplish this. Memlo and other memory handling/Basic registers, USR calls, etc...

And of course, any language for the 816 should be able to expand its symbol table as much as you have room for. I believe BXE reserves most of the rest of main RAM for this, but this might be a bottleneck on a multimeg machine.

1757. Re: Better than Star Raiders?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-02 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3vmve9$ksc@nnrp2.primenet.com>
Source record: 89479

The mortal Bruce Willard wrote:
: Actually the points lost ffor destroying your own base are less than if the
: enemy does it. In a situation where it is too late for you to stop the enemy,
: the manual suggests you destroy it yourself. Destruction of a starbase also
: generates new enemies for you to destroy, so I'm not sure how the final total
: would be affected.

Very interesting. Like a Japanese honorific suicide. Fascinating.

1758. Re: Better than Star Raiders?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-02 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3vmvfi$ksc@nnrp2.primenet.com>
Source record: 89480

The mortal RFord10445 wrote:
: I wish the manual told ya what skrag meant.

I think I've been playing Wing Commander too much. It's used in that game some.

1759. Update on "Unofficial Atari 8-bit New User, Emulator Help FAQ"

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-02 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3vn270$rbu@nic-nac.CSU.net>
Source record: 89481
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

My FAQ, the "Unofficial Atari 8-bit New User, Emulator Help FAQ", which
has helped many:

(1) Use PC Xformer, the Atari 8-bit emulator for PCs
(2) Start or get back into using the Atari 8-bit computer (emulated or not)

Has now, FINALLY, been changed from raw, preformatted text into (currently
somewhat buggy) HTML!

ALSO, very soon, additions such as:

More information on the later versions of PC Xformer, including the
upcoming 4.0 release!
Information on using Rainbow, the Atari 8-bit emulator for Macs..
& Information on using "6502", the 6502 CPU and Atari 8-bit emulator for
Unix!

Help is needed of course - please ask questions, report mistakes and
errors and whatnot to me as soon as you find them!

Both the older 0.7 (text only) version ("xf2faq.txt"), and the newer,
still-needing-its-filename-changed 0.8 (HTML) version ("xf2faq.html")
are still available from my Home Page, at this URL:

http://zippy.sonoma.edu/~kendrick - my page
http://zippy.sonoma.edu/~kendrick/nbs - New Breed Software's (also me)

Thank you very much!

For those interested, yes, the document will still be posted irregularly
to both comp.sys.atari.8bit and comp.emulators.misc, once it has been
churned through an HTML to text converter (probably just dumping it out
through Lynx for Unix).

The whole FAQ is still one linear document, by the way (for now at least)

Thanx again!!!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1760. Re: IceT & 850 Setup Q's

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-02 00:00:00 UTC
From: bosco@yab.com
Message-ID: <3vnbuo$7mm@news.yab.com>
Source record: 89482

Robert Rumpf (rumpf.1@osu.edu) wrote:
: Okay, I just got an 850 interface, and I'm trying to log in to a local
: freenet - but IceT (which I've never used before) tells me there's no
: modem handler installed. I read the readme for IceT and it says I should
: have gotten a handler file with the 850 (I didn't - Frank, do you know
: anything about this?). Bobterm loads some sort of handler directly from
: the 850. So what do I do to get IceT to work? Or is there a better comm
: package that suppports vt100 that I'm not aware of???

No, Ice-T works fairly well. The problem is that Ice-T doesn't use the
built-in handler in the 850. I tried several handler files and ran
across one ftp-ing to UMICH. It's a 16-sector (single-density) file
named ATARISRS.232 and must be 'pre-appended' to the Ice-T file or put it
a batch file before loading Ice-T.

Hope this helps.

John Collins
NWPAC

1761. Re: "Hello World!"....

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-02 00:00:00 UTC
From: snyder10@rs1.tcs.tulane.edu
Message-ID: <3vn510$ibk@rs10.tcs.tulane.edu>
Source record: 89483

Saw the post talking about the "Hello World!" bit...I got the idea (maybe wrongly) that the author thought doing the same thing in ML was harder just because of a few extra line.

If I was doing the "Hello World!" bit under SDX I'd cheat...(see example)

```
;SDX Hello World!
.OU D6:>HELLO.COM
;
PRINTF = $A926
.OR $3000
;
PRINT JSR PRINTF ; SDX lib function
.BY $9B
.BY "SpartaDOS X Hello World!"
.BY $9B "Version %b.%b" $9B
.BY $9B $00
.WO FIRST
.WO SECON
FIRST .BY $01
SECON .BY $01
RTS
;
.OR $02E0
.WO PRINT
.EN
```

Or I could cheat this way under either MYDOS or AtariDOS 2.x...(see example)

```
;Atari / MYDOS Hello World!
.OU D6:>HELLO1.COM
;
ICCOM = $0342
ICBLL = $0348
ICBLH = $0349
CIOV = $E456
;
.OR $3000
;
PRINT LDX #$00
LOOP TXA
PHA
LDA TEXT,X
LDX #$0B ; PUT BYTE
```

```
STX ICCOM
LDX #$00
STX ICBLL
STX ICBLH
JSR CIOV
;
PLA
TAX
INX
CPX #$1E
BNE LOOP
;
END RTS
;
TEXT .BY $9B "DOS Hello World!" $9B
.BY "Version 1.1" $9B
;
.OR $02E0
.WO PRINT
.EN
```

Yeah, I know it's a bit boring but hey...I'd nothing better to do this evening than chip in my 2 cents! Anyway, while CC65 and Action! are nice, and yes, Action! does produce ML not Pcode, nothing beats ML.

Mike

1762. Re: IceT & 850 Setup Q's

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-02 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <199508021307.JAA06776@postbox.acs.ohio-state.edu>
Source record: 89484

> No, Ice-T works fairly well. The problem is that Ice-T doesn't use the
> built-in handler in the 850. I tried several handler files and ran
> across one ftp-ing to UMICH. It's a 16-sector (single-density) file
> named ATARISRS.232 and must be 'pre-appended' to the Ice-T file or put it
> a batch file before loading Ice-T.
>

Actually I solved the problem last night shortly after posting. I found a
file called auto850.arc at the merit archives, which turned out to be a
basic program which, when run, creates an autorun.sys file which boots the
850 as an R: device. I didn't pre-append this to Ice-T (I don't like the
idea of doing that; don't ask me why) but running this file (which I
renamed 850boot) and then running IceT worked just fine!

Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"

*** Magic: The Gathering: It's not just a hobby anymore... ***
http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html

1763. Re: 8Bit/ST Collection For Sale...

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-02 00:00:00 UTC
From: greglegg@aol.com
Message-ID: <3vnuvl$a8k@newsbf02.news.aol.com>
Source record: 89485

Everything is sold! Thanks to everyone who replied, but it went a LOT
faster than I thought it would!

Greg Littlefield
Austin, TX

1764. Broadcast Radio

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-02 00:00:00 UTC
From: markg@alpha.wcoil.com
Message-ID: <3vo61h$hl0@ns.concourse.com>
Source record: 89486

About 6-7 years ago I was asked to redesign and build an
Automation System for our radio station here in Lima, Ohio... This system
would have to join our ABC Network at the top of each hour, play
commericals at each stop break, control 4 other cartridge machines, and
play a Music Format using 4 reel to reel tape decks.

Wow, this seemed impossible ...

At the time, I owned an Atari 130XE computer and was doing alot
of BASIC programming, and decided to use this machine as the "brains" of
the operation. With the help of the BASIC XE and RTIME modules I was
ready to write the program.

To make a long story short, the Atari 130XE is still in operation
and running our 1000 watt Radio Station from 9PM-5AM every day of the
week, bringing in and controlling shows like; Mike Reagan , Lowell Ponte
and many others...

Mark Gierhart
WIMA Radio

P.S. Don't have the date in front of me, but ANTIC magazine published an
article about this system..

```
===============================================================================
Mark D. Gierhart markg@alpha.wcoil.com "Even a mosquito doesn't get a
Lima, Ohio Amateur Radio - KE8MB slap on the back til he
& Broadcast Engineer starts working"
===============================================================================
```

1765. Re: Why a new OS? My thoughts, existing compilers and the Sweet-16...

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-02 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <3vo5m5$pmt@news1.halcyon.com>
Source record: 89487

Glenn Saunders <krishna@primenet.com> wrote:
>
>I should remind you that Action! compiles to p-code, not pure ML,

It *does* compile to pure ML. Dump some code to disk, disassemble it,
and see for yourself. Or dig up a long ago review from ANALOG (circa
1984) which included a disassembly of the Sieve benchmark.

James Hague
junkster@halcyon.com

1766. Re: Why a new OS? My thoughts, existing compilers and the Swee

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-02 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <143082@cup.portal.com>
Source record: 89488

Glenn, just some mildly relevant stuff on the language/816. I don't see myself upgrading anytime in the near future, but implementing the kludge of the 816 in Action! would be trivial. I've already posted how to write a subroutine in assembly to be called as an Action! PROCEDURE(). To take advantage of something like a 816 all that would be necessar is to write the PROC in 816 code. For instance, the MoveBlock() routine could be rewritten in 816 and if my memory of John Harris post is correct, it would only be 2/3rds the size & about 2 times as fast. Ditto for several other PROCs like Zero(), I think the 816 has a STZ command that would really make things like clearing the screen fly.
But I really doubt if Mike has a heck of a lot of stuff more then ROM images for the CARTs. I'm under the impression that except for the BASICs and maybe DOS XL a lot of code was licenced from outside developers so the quality of the source code or if it ever even got from developer to OSS to ICD to FTE in a usable form is questionable. But as John pointed out, most of the routines in 816 are considerably shorter then the equvalent 6502 code. Doing a disassembly of the code & patching it is possible but gawd awful painful.
BTW: All the different PROCs for printing bytes, cards, ... that someone mentioned? Done for one reason, speed. You could have a smart print routine that figures out what you're trying to print like BASIC, but it's a lot of overhead when you just want to echo something to the screen. This is one of the reasons basic starts flaking out badly above 300 baud while it's hard to write an Action! program that won't do at least 2400.

1767. Re: I have a 65xe,no 850, but I want t

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-02 00:00:00 UTC
From: bernard@twilight.xs4all.nl
Message-ID: <bernard.05fq@twilight.xs4all.nl>
Source record: 89489

Hello ,

In a message of 31 Jul 95 Mr. wrote to All:

>> What can I do? Would sending a picture of my xe be necessary for me to
>> get ROM images?

MT> I have the same problem. 800 and 800XL, no 850, and no way to get what
MT> I need from my Atari to my Mac.

What kind of ROM images do you both need, normaal ROM DUMPS?
And if so with one do you like the most maybe I can look for you both?

_
/_) |/
/_)ernard |\ok ////
(o o)
+-------------------------oOO--(_)--OOo-----------------------+
| NLA : 14:102/100.3 FIDO : 2:280/315.3 AMY : 39:150/108.3 |
| Internet : bernard@twilight.xs4all.nl |
+---+

.---.
| -=> The TWiLiGHT Zone BBS <=- -=> +31-(0)-20-6764584 <=- -=> 24 Hrs <=- |
| -=> Modules Heaven! <=- -=> 9600 to 14400 Baud <=- -=> /\MIG/\ Only <=- |
`---'
-- Via Xenolink 1.96, XenolinkUUCP 1.1

1768. Atari 800XL w/850

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-02 00:00:00 UTC
From: tone@unix.trilogy.net
Message-ID: <3voc1a$leu@unix.trilogy.net>
Source record: 89490

I have an Atari 800XL, an 850 expansion box, and a 1050 drive...
I was wondering what useful things I can do with this, I have no disks or cartridges for it, but I know it works...
Could I connect an external 2400 modem to it? I have an IBM compatible external.
Also, what difference is there between the power supply for the 1050 and the 850?
Any help would be greatly appreciated.

Anthony
tone@unix.trilogy.net

1769. New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: chair@pgh.nauticom.net
Message-ID: <DCpttK.6o9@pgh.nauticom.net>
Source record: 89356

```
--
chair@pgh.nauticom.net
http://www.nauticom.net/users/chair/
Be kind to your furniture! ;)
```

1770. Printers/Koala stuff SALE

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: davidn9000@aol.com
Message-ID: <3vs0gm$ho3@newsbf02.news.aol.com>
Source record: 89357

OKIMATE 10 color printer (if you can find the color or BW ribbons, works great) with an Atari plug'n'play interface module, cables, complete docs, power supply and ribbon. $50.

Epson MX-80 9 pin dot matrix printer, manuals, power supply. In good shape.
$40

Also KoalaPad with software, WICO joystick, etc. All power supplies, cables,
bag o' extras and goodies (cables,chips, ROMs, etc.) $35

Prices do not include shipping.

Contact DavidN9000@AOL.COM if interested.

1771. Re: Atari 8bit CDROM Play

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3vr7pj$6b8@link.xs4all.nl>
Source record: 89358

k >From: kendrick@zippy.sonoma.edu (William Kendrick)
k >Subject: Re: Atari 8bit CDROM Player *is* possible
k >Date: 17 Jul 1995 00:57:41 GMT
k >
k >Actually, I believe the BIGGEST problem with accessing any current CDs using
k >an 8bit and a BlackBox is the block size on the CD - 1K (or more???).
k >
k >What's the biggest block size any popular DOS on the Atari can handle? 256
k >bytes? <:^[

Didn't you yourself say a couple a month ago, that you had read in Mapping...
that the Atari can use sectors up to 65536 bytes big?!? If software can't
do this, hardware should....

k >Although - some less optimistic software FORCES you to access "D:" for file
k >I/O, so perhaps an addition to DOS which takes, say, D7: and accesses the CD
k >through it.. (then again, some REALLY pessimistic ;) software FORCES you
k >to use "D1:"! ARGH!!!)

Hmm, so you don't have a BlackBox or USplus OS????

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

1772. Re: PabQWK, what to chang

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3vr7pk$6ba@link.xs4all.nl>
Source record: 89359

```
w >From: winston@merk.com (Winston Smith)
w >Subject: Re: PabQWK, what to change
w >Date: Mon, 17 Jul 1995 11:36:06 GMT
w >
w > Have you considered using ACE C / CC8 / NONAME C and the source
w >code to Robert Stout's "QWK8" QWK-MAIL reader to create a QWK mail reader
w >more to your liking ? I fed the source code to Robert Stout's QWK-8
w >QWK-MAIL program to the ACE C compiler and it was processed without
w >complaint. Except for the fact that it couldn't use a DOS command line for
w >ARGV, the program worked perfectly. The code is straight forward and
w >readable. It wouldn't be particularly difficult for you to modify it to
w >your particular tastes....

Nope, I haven't. Will all of the above run on a classic Atari?
Can it use 1.44 meg floppies?
Which DOS is needed?
Do I need to understand C?
Can it use extended memory on the 8bit?
Are their any limitations?
I'm not much of a programmer....

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

1773. WTB: 800XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3vr7pk$6bc@link.xs4all.nl>
Source record: 89360

t >From: tdrake1@umbc.edu (drake thomas (phd posi))
t >Subject: WTB: 800XE
t >Date: 19 Jul 1995 01:54:59 GMT
t >
t >Anybody willing to sell me their 800XE, repeat, 800 XE or know where you
t >can get one?

Howdy Tom

They were sold in Germany. Since Atari Benelux closed it's doors recently,
800XE's are now sold at "InterToys" (a toystore, as you might have guessed).

All 800XE's are PAL machines.
Use two 64 x 4 memory chips.
Have room for two more of those 64 x 4 chips (you'd also need a chip called
PAL (not the TV standard) for the bankswitching stuff (that's what I've been
told))
Furmer (sp?) keyboard
Faster selftest, that'll go up to 128kByte if it can find that much.
PBI and ECI interface

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

1774. Re: Describe your Atari s

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3vr7pk$6be@link.xs4all.nl>
Source record: 89361

k >From: kendrick@zippy.sonoma.edu (William Kendrick)
k >Subject: Re: Describe your Atari setup!
k >Date: 22 Jul 1995 04:33:53 GMT
k >
k >James King called one of his computers "576K XE"
k >
k >I think the Atari name for that would be something like the "580 XE" :)

Well, the 64kB XE was called 65XE
the 128kB XE " " 130XE
so I guess the 576kB would be called 585XE (9 times 65)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

Wouldn't it be nice, if you could even glue the numbers on the case, so it looked like it really came from the factory that way? But where would you find a number _8_?

A yes, from an 800 XE.

Are the _ST_ numbers physically the same as the numbers used on the classic Atari's. We'd have 1, 2, 3, 4, 5, 6, 8 and 0 to work with. Maybe if you turned a _6_ around, it could be used as a _9_.

---
* PabQwk 2.0 *

1775. Re: Modifying Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3vr7pk$6bg@link.xs4all.nl>
Source record: 89362

Howdy folks

Here's what I think about some of the upgrades. I'm not a power user.
I wrote TWO whole programs in all the time I have the XE(s). Bought my
130XE when they were just released. O yes, these files were written in BASIC.
I use my XE(s) for word processing, game playing and communications.

I want: (but may not be able to afford)

- 80 columns video. Most BBS's use 80 colums. And it makes reading text much
easier. And you wouldn't have to scroll over the text in PabQWK.

- If you're adding an extra 40 columns, why not ad lots of colors. So we can
view GIF's in full detail and color (yes, I'm a pervert) without dozens
of classic Atari programmers getting headaches trying to find ways to
get the human eye to see more colors then there really are. And use
users getting headaches from looking at the srceen flicker :-)

- More memory. When visiting a BBS I use the capture buffer. Guess what,
with all that netting going on (which I REALLY like), there is so much
mail, that the resulting textfiles are HUGE. Sometimes I want to keep
a certain message, because of the information in it. Very often, the
message is in the part of the file, that just didn't fit inside the
wordprocessor.

- More speed. I read THREE groups here. Even cut in smaller portions, every
file is still 350,000 bytes long. When ARCed. UnARCing takes AGES.

With all of the above, even FAX software would be possible.

But I don't want to lose the 8 bit feel. The classic Atari is difficult enough
to master.

And, I don't have to money to move to an other system. Heck, with the above
upgrades, we could manage till halve way thrue the next century. If you
buy an IBM today, it will be to slow and to "small" the day after. MAC's are
even more expensive, but nicer. Will they make it? And the rest is just about
as "alive" as the 8 bit Atari. So why move.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

<now I told them what's on my wishlist, I can start collecting X-rated GIF's>

:-)

---
* PabQwk 2.0 *

1776. sio2st ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <5r40TrrKzHB@peter.soemtron.sb.sub.de>
Source record: 89363

Howdy !

Exists the programm Sio2St ? Yeah ? It's perhaps cheaper to buy an 1040 or
512 than a 386 complete ....

please reply as pm ...

-thomas

1777. Where to get polish a8 games ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <5r40XDhKzHB@peter.soemtron.sb.sub.de>
Source record: 89364

Howdy !

I heard of polish computer games with very high qualitity and standard in case of graphics and sound , but where to get those games ? Are there any polish or german dealers who sell the games ? What games are really good ? (they names sounds partly exciting :-))

please reply as pm:
peter@soemtron.sb.sub.de(Thomas Havemeister)

-thomas

1778. DESTROYED M.U.L.E. DISK !!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <5r40WUepzHB@peter.soemtron.sb.sub.de>
Source record: 89365

Howdy !

I just destroyed my copy of M.U.L.E and it's nearly impossible to get this
again ... Is there anybody who can post me a mule.dcm UUencoded ?

IT's VERY VERY important !!

please reply only as pm !

write / post to :peter@seomtron.sb.sub.de (Thomas Havemeister)

-thomas

1779. !!!Atari software $5@!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: davidn9000@aol.com
Message-ID: <3vs0i2$hol@newsbf02.news.aol.com>
Source record: 89366

```
Atari items For Sale
**********************
Broadsides
Maxi Golf
Karateka
*Forms Generator
*Silent Butler
*Home Filing Manager
*Homepak
*Micro Filer
*Timewise
Computer Quarterback
Galaxian
*Atariwriter
*Atari Proofreader
*NewsStation
Pro Football Facts/Predictions
*Home Financial Mgt
Night Raiders
Championship Golf

All software on original disks and with complete documentation.
$5 each for above games, $7 each productivity (marked with *)
--------------------------------------------------
Add $3 for 1st game/ $1 each additional game for US Priority Mail (2
days).
Email to DavidN9000@aol.com if interested.

Thanks,
David Newman
```

1780. FS: Classic Atari HardWare! Listed Catalog.

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3vs7of$hqs@kelly.teleport.com>
Source record: 89367
Cross-posted to: comp.sys.atari.8bit,pdx.forsale,or.forsale

ATARI 8-BIT HARDWARE FOR SALE:

PS=Power Supply.

NEC Color Monitor with Audio/Video/
In & Out RCA Jacks.....$75 U.S.

Comrex Composite Color Monitor w/
Audio/Video/In RCA Jacks....$60 U.S.

NEC Green Screen Monitor with Audio/
Video/In & Out RCA Jacks....$40 U.S.

N.A.P./Magnavox Amber Monitor with
Audio/Video/In RCA Jacks....$25 U.S.

USI MonoChrome/Amber Video Monitor,
Industrial Grade.....$25 U.S.

Atari 130xe, 1mb upgrade done by FTE
with Manual & PS.....$250 U.S.

Atari 130xe, 320K w/ Special PS &
Manual.....$100 U.S.

Atari 130xe, 128K
w/PS.....$75 U.S.

Atari 800xl, 64K
w/ Special PS.....$75 U.S.

Atari 800xl, 64k
w/PS.....$50 U.S.

Atari 800xl, 64k
w/o PS.....$40 U.S.

Atari 800, 48K
w/o PS.....$25 U.S.

Atari 400, ??K
w/o PS, Good for Games.....$10 U.S.

Atari xf551 Disk Drive, DS/DD 360K,
New w/Box, Manual, Dos, PS.$150 U.S.

Atari xf551 Disk Drive, DS/DD 360K,
New, Drive Only, w/o PS....$100 U.S.

Indus GT Smart Disk Drive, this Drive has a Z80 MicroProcessor. This Z80 Brain makes this Drive a Smart Drive. This SS/DD Drive can slave other Drives, even an XF551 Drive. The GT is a 3x speed drive and comes with DOS XL with GT SyncroMesh Plus All GT SoftWare & Manuals Bundled with Drive. Drive cleaned & Checked. Has Sector counter which makes Drive good for Hacking. Sector counter can help you find Copy Protection on Disk. .....$80 U.S.

Trak SS/DD Heavy Duty Drive. w/PS, & SIO Cable.....$100 U.S.

Atari 1050 Happy Drive, Excellent for Copying Copy Protected SoftWare and Very Fast. SS/DD, w/PS, SIO, DOS & Happy SoftWare.....$125 U.S.

Atari 1050 Disk Drive, SS/DD with U.S. Doubler Upgrade, DOS, Sector Copier, SIO Cable & PS.....$75 U.S.

Atari 1050 Disk Drive, SS/ED, w/PS, DOS, Manual & SIO Cable.....$60 U.S.

Atari 1050 Disk Drive, SS/ED, w/PS, DOS, & SIO Cable.....$50 U.S.

Atari 1050 Disk Drive, SS/ED w/o PS.....$40 U.S.

Atari 810 Happy Disk Drive, SS/SD Excellent for Disk Copying. With/PS, Manual & Happy SoftWare.....$50 U.S.

Atari 810 Disk Drive, SS/SD w/PS.....$30 U.S.

Animation Station, Suncom Design Pad & Graphics & Text Processor SoftWare (Design Lab), Never Opened..$35 U.S.

Koala Pad with Micro Illustrator SoftWare on Disk.....$25 U.S.

Atari 1020 Plotter (Color Printer) Direct Connect, w/o PS.....$20 U.S.

Atari 1025 Dot Matrix 80 Column Direct Connect Printer. Uses Type Writer Ribbon. Built in PS..$30 U.S.

Atari 850 Interface
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MPP-1150 Direct Connect SIO to
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Atari CX85 Numeric KeyPad
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Cassette Storage, w/o PS.....$5 U.S.

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Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Request Catalogs by E-Mail with Title: Catalog Request. Specify 8 Bit or ST.
Atari Catalogs updated monthly. All replies in E-Mail to bensmith@teleport.com

1781. FS: Classic Atari SoftWare! Listed Catalog.

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3vs88g$ip8@kelly.teleport.com>
Source record: 89368
Cross-posted to: comp.sys.atari.8bit,pdx.forsale,or.forsale

ATARI 8-BIT SOFTWARE FOR SALE:

130xe Art Show
Disk.....$5.00 U.S.

An Invitation to Programming 1:, Atari
Cassette, Box & Docs.....$5.00 U.S.

An Invitation to Programming 3:, Atari
Cassette, Box & Docs.....$5.00 U.S.

Analog Issue 57, Aug. '87
Disk.....$5.00 U.S.

Analog Issue 64, Sept. '88
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Antic Vol. 3 #10
Finance Issue
Disk.....$5.00 U.S.

Antic Vol. 4 #7
New Communications
Disk.....$5.00 U.S.

Antic Vol. 5 #6
Hard Disks, Education
Disk.....$5.00 U.S.

Antic June, 1988 Vol.7 #2
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Atari Word Processor, Atari
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Atari Writer 80, Atari
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Disks, Docs & QuickRef.....$15.00 U.S.

AtariWriter, Atari
Cart, QuickRef & Docs.....$10.00 U.S.

Basic, Atari
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Basic A+ (with OS/A+), OSS
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Battle of Antietam, SSI
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Carrier Force, SSI
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Computer Quarterback, SSI
Disk, Box, & Docs.....$10.00 U.S.

Deadline, Infocom
Disk.....$5.00 U.S.

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Disk, Box, Maps, & Docs....$20.00 U.S.

Desk Top Video April 88, Antic
Disk.....$5.00 U.S.

Dog Daze, APX
Cassette, Box, & Docs.....$5.00 U.S.

The Eidolon, Epyx/LucasFilm Games
Disk, Docs.....$5.00 U.S.

Encounter, Synapse
Disk.....$5.00 U.S.

Financial Asset Management System, APX
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Financial CookBook, Electronics Arts
Disk, Box & Docs.....$10.00 U.S.

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Disk & Manual.....$10.00 U.S.

Flight Simulator II, Atari/Sublogic
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Frogger, Sierra On-Line
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Gettysburg - The Turning Point, SSI
Disk, Box, & Docs.....$20.00 U.S.

Gorf, Roklan
Cart, Box, & Docs.....$5.00 U.S.

Hacker, Activision
Disk & Box.....$5.00 U.S.

The Home Filing Manager, Atari
Disk & Manual.....$5.00 U.S.

Humpty Dumpty & Jack and Jill
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Cassette, Box, & Docs.....$5.00 U.S.

Infidel, Infocom
Disk.....$5.00 U.S.

Juggles' House, Atari
Cassette, Box, & Docs.....$5.00 U.S.

Kampfgruppe, SSI
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Letter Go Round, CBS SoftWare
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Effective Writing A: 1\Learn Logic 2\Sentences Errors, Atari

Effective Writing B: 1\Paragraphs Diction 2\Choice Errors, Atari

Effective Writing C: 1\Parts of Speech Phrases & Clauses 2\Verbs Punctuation, Atari

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Galactic Chase, Stedek SoftWare

Galactic Trader, Adventure International

Ghost Hunter, Arcade Plus

Ghost Town, Adventure International

Graph It-Polar Plots, Atari

Introduction to Graphics, Atari

Introduction to sound, Atari

Invitation to Programming, Atari

Mortgage & Loan Analysis, Atari

Physics A: 1\Force Motion 2\Dynamics
Matter, Atari

Physics B: 1\Matter & Energy Sound
2\Light Wave Motion, Atari

Physics C: 1\Electromagnetic Waves
Electricity 2\Electromagnetism &
Current Electronics, Atari

Physics D: 1\Elements & Atoms Atomic &
Nuclear 2\Using Nuclear Theory of
Relativity, Atari

Pilot "Turtle Graphics Demo", Atari

Planet Miners, Avalon Hill

Rear Guard, Adventure International

Space Invaders, Atari

Statistics I, Atari

Strange Odyssey, Adventure
International

Voodoo Castle, Adventure International

Writing Programs One, Atari

Writing Programs Two, Atari

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Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Request Catalogs by E-Mail with Title: Catalog Request. Specify 8 Bit or ST.
Atari Catalogs updated monthly. All replies in E-Mail to bensmith@teleport.com

1782. FS: Classic Atari Books & References! Listed Catalog.

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3vs8h8$j7f@kelly.teleport.com>
Source record: 89369
Cross-posted to: comp.sys.atari.8bit,pdx.forsale,or.forsale

I have the following computer books
for sale, most are for the Atari
8-Bit line of computers.

Title; Author; Publisher; Description;
Price

6502 Assembly Language Subroutines;
Lance A. Leventhal & Winthrop
Saville; Osborne/McGraw Hill; Source
& Reference for Assembly Language
Routines;.....$5.00 U.S.

Advanced ATARI BASIC Tutorial; Robert
A. Peck; Computer Direct;...$7.50 U.S.

Advanced Programming Techniques for
your Atari. Including Graphics & Voice
Programs; Linda M. Schreiber; TAB
Books; Comes with 55 Type in Programs.
.....$5.00 U.S.

An Invitation to Programming 2:;
Atari; SoftWare Manual for Writing
Programs;.....$5.00 U.S.

Atari 400/800 DiskGuide; John Taylor &
David A. Wilson; Osborne/McGraw-Hill;
.....$5.00 U.S.

Atari Basic; Bob Albrecht, LeRoy
Finkel & Jerald R. Brown; John Wiley &
Son.; Basic Referen/Minus front Cover;
.....$3.00 U.S.

Atari Basic; Bob Albrecht, LeRoy
Finkel & Jerald R. Brown; John Wiley &
Son.; Basic Reference;.....$5.00 U.S.

Atari Basic Reference Guide; Atari;
Quick Reference for Atari Basic.;
.....$7.50 U.S.

Atari Graphics and Arcade Game Design;
Jeffrey Stanton with Dan Pinal; Arrays
Inc.;.....$7.50 U.S.

Atari Microsoft Basic Instruction Manual; Atari; PhotoCopied and Bound Manual;.....$5.00 U.S.

Atari Sound and Graphics; Herb Moore, Judy Lower, Bob Albrecht; Self Teaching Guide;.....$5.00 U.S.

Atari User's Guide; Mark Ellis, Robert Ellis & Larry Joel Goldstein; Brady Communicat Basic & Graphics for Atari 400/800/600XL/800XL/1200XL;$10.00 U.S.

Basic Atari Basic; James S. Coan & Richard Kushner; Hayden Book Comp Atari Basic Book for the 400, 800 and the XL Computers;.....$5.00 U.S.

Beyond Games. Systems SoftWare for your 6502 Personal Computer; Ken Skier; Byte Publishing;.....$7.50 U.S.

Bits, Bytes and Buzzwords; Mark Garetz; dilithium Press; Understanding Small Business Computers;...$5.00 U.S.

COMPUTE!'S FIRST BOOK OF ATARI GAMES; COMPUTE! Books; Type in Game Listings with info on Developing your own Games!;.....$5.00 U.S.

COMPUTE!'S FIRST BOOK OF ATARI GRAPHICS; COMPUTE! Books; Games, Tutorials, Programs & Other Helpful Information!;.....$7.50 U.S.

COMPUTE!'S SECOND BOOK OF ATARI GRAPHICS; COMPUTE! Books; Graphics, Utilities, Tutorials, Programs & Other Helpful Information!;.....$7.50 U.S.

Compute!'s First Book of Atari; Compute! Books;.....$5.00 U.S.

Compute!'s Second Book of Atari; Compute! Books;.....$5.00 U.S.

Compute!'s Third Book of Atari; Compute! Books; Games, utilities, tutorials, & other helpful info. XL Compatible.....$7.50 U.S.

Computers for Kids; Sally Greenwood Larsen; Creative Computing Press; ClassRoom proven manual that

effectively and easily teaches
children to operate and Program the
Atari;.....$5.00 U.S.

The Creative Atari; Small, Small &
Blank; Creative Computing Press;
.....$5.00 U.S.

Disk Operating System II; Atari;
Reference Manual, 100 Pages;
.....$2.00 U.S.

DOS 3; Atari; An Introduction to DOS
3;.....$3.00 U.S.

Games Atari's Play; Hal Glicksman &
Kent Simon; DataMost; Learn
Programming the fun enjoyable way...
By Gaming! With several Type in
Listings;.....$5.00 U.S.

Gemini-10X/15X Users Manual; Star
Micronics,; Manual for Gemini
Printers;.....$10.00 U.S.

The Home Accountant; Continental Soft
PhotoCopied and Bound Manual;
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The Home Filing Manager Users Guide;
Atari; SoftWare Manual/Users Guide;
.....$5.00 U.S.

The Home Filing Manager Users Guide;
Atari; PhotoCopied and Bound Manual;
.....$3.00 U.S.

HomePak; Russ Wetmore; Batteries
Included Manual for HomePak;
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Inside Atari Basic; Bill Carris;
Reston Publishin A Fast, Fun and
Friendly Approach to the BASIC
Language!;.....$5.00 U.S.

Introduction to Computers and Data
Processing Shelly & Cashman; Anaheim
Publishi Class Room Text Book, not
necessarily about Atari Computers;
.....$3.00 U.S.

Machine Language for Beginners;
Richard Mansfield; COMPUTE! Books;

Personal Computer Machine Language Programming for the Atari, VIC, Apple, Commodore 64 and PET/CBM Computers;.....$5.00 U.S.

Making it Count; Boeing Computer; Student Manual/Introduction to Computers & their Applications; .....$3.00 U.S.

Mapping the Atari; Ian Chadwick; COMPUTE! BOOKS; Comprehensive sourcebook and memory guide for Atari 400/800;.....$5.00 U.S.

The Musical Atari; Hal Glicksman; DataMost; Turn your Home Computer into a Keyboard Organ;.....$7.50 U.S.

Music Construction Set; Will Harvey; Electronic Arts; Just the Manual and Reference Card;.....$5.00 U.S.

My First Alphabet; Atari; SoftWare Reference;.....$3.00 U.S.

OS/A+; OSS; Manual for/Systems Software for Apple and Atari Computers;.....$5.00 U.S.

Paint; Alex Packer; Reston Publishing; .....$5.00 U.S.

Program Design and Construction; David A. Higgins; Prentice Hall In Book on General Programming;.....$3.00 U.S.

Programmer's Reference Guide for the Atari 400/800 Computers; David Heiserman; SAMS; Good Reference; .....$10.00 U.S.

User's Handbook to the 400/800 Computers; Jeffrey R. Weber & Stephen J. Sczcecinski; Weber System's I Atari Handbook;.....$5.00 U.S.

Your Atari Computer; Lon Poole with Martin McNiff & Steven Cook; Osborne/McGraw-H Guide to Atari 400/800 Personal Computers/ .....$5.00 U.S.

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1783. New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: chair@pgh.nauticom.net
Message-ID: <DCq0Mx.L9o@pgh.nauticom.net>
Source record: 89370

Subject: New 8bit OS
Newsgroups: comp.sys.atari.8bit
Organization: Nauticom - Internet Access Provider
Summary:
Keywords:

I've been reading about the proposed idea for a new graphical os for the 8-bits. I remarked once before that 'its too bad no one thought of this 10 years ago.' Then, as i was reading some of the postings, i remembered reading about just such a thing. Digging through my bookshelf, i found what i remembered. On page 72 of the July/August 1989 issue (not quite 10 years) of Atari Explorer, David Noyes reviewed 'Diamond GOS.' According to the article, Diamond GOS, made by Reeve Software, was a piggyback cartrige into which other cartriges could be connected. One of these cartriges was the Diamond GOS programmers module, which came with the package. Also in the package were two disks, one with Diamond Paint, and the other was a utility disk. The users and programmers manuals were also included. The OS provided a GEM (ST) like interface and icons. As far as disk access, it was compatible with Atari DOS 2.x, Sparta DOS, and DOS XE. For a pointing device, you used an ST mouse, a joystick, koala pad, or track ball. Diamond GOS specific applications were available, and i believe that it also ran existing software (but i'm not sure).

Take a look around, and you'll see that Diamond GOS did not succede as a new 8-bit os. Will the new one?

And now for my support of the new os: The failure of Diamond GOS could have been partially due to its $80 price tag, and its late release (1989 as opposed to 1983, which would have been better), (although 1995 doesnt exactly qualify as better either). If you do make a new 8-bit os, i say William Kendrick has the best idea: have a library of routines at a fixed address, which programs could call, instead of having to redefine a window every time. And make this library available to all existing languages, instead of just the os's own language (i think that was someone elses idea tho, not sure who). MS Windows for pc's works kind of like this, but each compiler must have extensions for the Windows routines (not as efficient as including only the sub's address in the prog, but a similar idea). Bill DEFINITELY had the right idea in saying have a different but 100% compatible version of the os available for every level of upgraded (or non upgraded) system.
To assure the success of this new os, it would have to support the old software (even if you have to move cartriges to disk images); and be FREELY AVAILABLE. Make it either public domain or shareware with a fairly cheap registration cost (no more than US$25, as some people's reason for using the Atari 8-bits is because they cant come close to

affording a new pc, but that's not to say i wouldn't use the Atari8 if i did have that kind of money; i like my Atari, it was my first computer and i dont want do give it up.. ever). (Dont you just love these run on sentences in parentesis which are attached to run on sentences :))
Getting back to the 'freely available': make sure all versions are uploaded to all of the atari8 archive sites, or at least UMich and all of its mirrors. Also: BE ABSOLUTELY CERTAIN to include a command line interface (cli), even a SpartaDOS shell would be good. I'd take an Atari 400 w/ 16k ram and a single tape drive and a b/w television for a monitor over a top of the line power macintosh any day. (Partially because i like the Atari, and partially because i dont like macintosh (no cli).)

I don't mean to rant, but hey, it happens. If this new OS will run on my 64k 800xl and has a cli i'll get it (maybe i will even without a cli, just because its Atari). No flames please, insane minds work in weird ways (i know mine does).

chair@pgh.nauticom.net
http://www.nauticom.net/users/chair/
Be kind to your furniture! ;)

--
chair@pgh.nauticom.net
http://www.nauticom.net/users/chair/
Be kind to your furniture! ;)

1784. Re: HOW TO GET ROMS FOR "RAINBOW" (ATARI XL EMULATOR)! The answer.

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <3vrlf2$5on@news1.halcyon.com>
Source record: 89491
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc,comp.sys.mac.misc

In article <3vn95a$joh@ixnews2.ix.netcom.com>,
Jerry Jessop <jjessop@ix.netcom.com> wrote:
>
>Atari gave up the rights due to the translator disk? I think this is
>wrong, but I really don't know for certain. I am pretty certain Atari
>maintains control of all the 8 bit code and will maintain ownership.
>
>Considering the Atari legal dept. has been the sole profit generator
>for the company for the last 11 years now, I would look into this.

As far as my Xformer emulators go, I got permission from Atari back in
1987 to include their OS images in my emulators. You're notice all
versions of Xformer carry Atari's copyright notice and a "used with
permission" notice.

As far as Rainbow and STonX and all these other Atari emulators that
aren't obtaining any sort of permission, well, they're on their own.

- Darek

--
==
Darek Mihocka, email:brasoft@halcyon.com http://www.halcyon.com/brasoft/
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 Compuserve:73657,2714 AOL:brasoft

1785. I need an 800XL motherboard.

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: Christopher Friend <76101.1012@CompuServe.COM>
Message-ID: <3vq75k$oc8$1@mhafn.production.compuserve.com>
Source record: 89492

If anyone has a working 800XL motherboard my old one is dying. I can probably trade for some shareware or something and I'll pay shipping. I need one QUICK!

Please send respond via E-Mail as I don't come on here that often.

1786. Atari 800 > IBM ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: almach5@intac.com
Message-ID: <3vqbrt$ptp@uucp.intac.com>
Source record: 89493

Is there a way to use/copy Atari formatted disks onto the IBM platform?
If anyone has ANY idea, please advise... thanks!

Alan

almach5@intac.com

1787. 1010 Tape Drive WANTED:

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: etlprcr@etlxdmx.ericsson.se
Message-ID: <3vqi0l$kho@erinews.ericsson.se>
Source record: 89494

A while ago, someone borrowed my 1010 tape drive and promptly lost the thing. I have a lot of software on tape and would like a replacement for it. Does anybody (UK / Europe) have one they would like to sell me? I believe there are other types of tape drive so, I may consider an alternative, as long as it works with a standard 800XL.

A damaged drive may be of use, but depends what is wrong with it...

Reply by E-mail please!!

Thanks, Zargwog...

1788. US+ OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <3vqjf6$bjl@news.xmission.com>
Source record: 89495

How many of you folks have Bob Puff's US+ OS upgrade installed in one of your machines? Do you like it? Do you find it a valuable asset to your 8bit computing?

I just bought one, and havent had any luck installing it in my upgraded XE so far.. works great in my stock XL, but since theres no ramdisk in that machine, I cant try out or take advantage of the built in ramdisk handler(s).

1789. Re: MAC Atari 8bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DCqozz.37G@aston.ac.uk>
Source record: 89496

; Now the question is how to get all the old games from my Atari 800 over
;to my Mac. Any suggestions?

Have you read the 'Appendices' file? My solution is to use the 850 unit.
This is fine for small files using the XFER program included.

For disk images, I envisage a solution using DISCOMM3 (public domain)
which compresses an image into a DOS file. Then if you're a dab hand with
a soldering iron, wire up a FULL RS232 cable to the Mac. I'm not
too sure about the exact details. Then use BOBTERM to transfer files
over which it should do speedily.

Good luck,

Chris.

1790. Re: SIO2PC cable as RVerter - how!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3vqv0i$cep@charm.magnus.acs.ohio-state.edu>
Source record: 89497

In article <199507280800.BAA03728@zippy.sonoma.edu>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>I heard chit-chat of SIO2PC cables being used as cheap RS232 interfaces.

I've attempted it, but haven't had time to make even the sio2pc part
work right, let alone the rest.

>I loaded it with the standard RVerter R: handler (like for SX212's).

That should be right.

>Does it depend on the cable - was I using a wrong handler - did I have
>some FT80 options messed up for that config?

Which version of the cable are you using? The 2-chip version requires
some modification, or a switch; the 1-chip version may not require
any changes, but I haven't been able to confirm that yet.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1791. Re: Interested in NEW ATARI 8-bit OS?y

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <3vqucj$4ph@no-names.nerdc.ufl.edu>
Source record: 89498

I am trying to avoid a ROM-based system; there are three BIG
problems with them:

1) expensive initially
2) pain to debug
3) expensive to upgrade.

-Michael Ellis

1792. Re: HTML viewer for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3vqvl8$ch2@charm.magnus.acs.ohio-state.edu>
Source record: 89499

In article <3vk00a$76n@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
> It will call a program (99% likely it'll be "lynx" for Unix/VMS/etc.)
>
> It will tell the program to get an HTML file and return the SOURCE
> (not the rendered data) to you WITHOUT being interactive.

Why use lynx for this? Yes, it's the most obvious answer, but if your
program is asking for the file anyway, it might as well use http and
go get the page itself. (maybe telnet directly to the http port.)

There are also small perl scripts to get documents from the web. I
don't know how the perl overhead would compare to the lynx overhead.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1793. Re: Quick, is it dead?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: toby@case.cyberspace.com
Message-ID: <3vr6f7$ntg@case.cyberspace.com>
Source record: 89500

```
is what dead? what's the hurry? [:-)
```

1794. INSOMNIACS VIDEOGAME AUCTION DAY 4

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: jrm8248@u.cc.utah.edu
Message-ID: <3vr8og$kf2@news.cc.utah.edu>
Source record: 89501

THE INSOMNIACS VIDEOGAME AUCTION!!!

HELP!!! I have so many video games, I cannot seem to sleep
at night. Please buy them now and save me from permanent I
NSOMNIA!!!

This auction is from Monday, July 31 until Sunday, August 6
at midnight mountain time.

Remember to bid high and bid fast because if you don't, you
may miss your opportunity to own the games you really want.
And above all, remember to have fun!!!

Send Bids to jrm8248@u.cc.utah.edu

The rules to this auction are at the end of this message.

ATARI 2600-NEAR MINT W/BOX & DIRECTIONS

-Air-Sea-Battle, box is damaged $2.00 lgb

-Combat $3.00 min

-Missle Command $3.00 min

-Pac Man w/ Atari Pac Man Sticker on Box $3.00 min

-Space War $3.00 ltravis

Atari 2600-LOOSE GAMES

-Adventure $2.00 mnathan

-Armor Ambush $1.00 johnsose

-Basic Math: Atari, cx-2661

-Bowling: Atari

-Boxing: Activision $1.50 lgb

-Canyon Bomber: cx-2607 $2.00 ltravis

-Circus Atari: Atari $2.00 ltravis

-Chopper Command $1.00 mnathan

-Codebreaker

-Crystal Castles: Atari $5.00 lgb

-Defender: Atari $1.00 johnsose

-Demon Attack

-Enduro: Activision

-Flag Capture: Atari cx-2644 $1.00 johnsose

-Freeway: Activision $1.00 mnathan

-Ghostbusters: Activision $3.00 ltravis

-Golf: cx-2634 $1.00 johnsose

-Gorf: CBS Video Games $2.00 johnsose

-Hangman: Atari

-Human Cannonball: Atari

-Ice Hockey: Activision $1.00 ltravis

-Joust: Atari $1.00 lestermi

-Kool-Aid Man: General Foods Corp. $5.00 ltravis

-Marine Wars: Konami $10.00 Bill

-Millipede: Atari $1.00 lestermi

-Night Driver: Atari $1.00 johnsose

-Outlaw: cx-2605 $1.00 johnsose

-Popeye: Parker Brothers $1.50 lgb

-Pitfall: Activision

-Q*bert: Parker Brothers $1.00 lestermi

-Raiders of the Lost Ark: Atari $1.00 mnathan

-Reactor: Parker Brothers $1.00 lgb

-River Raid: Activision $1.00 mnathan

-Space Jockey: US Games

-Star Master: Activision

-Star Raiders: Atari

-Star Wars The Empire Strikes Back $1.50 johnsose

-Strategic Space Combat Game: Sears Telegames $1.00 lestermi

-Street Racer: Atari

-Super Challenge Baseball

-Superman: cx-2631 $2.00 Bill

-Target Fun: Sears Telegames $1.00 johnsose

-3-D Tic-Tac-Toe: cx-2618 $1.00 ltravis

-Venture: Coleco $2.00 ltravis

-Video Pinball: Atari
Damaged Label

-Yars Revenge: Atari $1.00 johnsose

ATARI 5200-LOOSE GAMES

-Centipede, w/ overlay $1.50 min

-Counter Measure, w/ overlay, w/ directions $2.00 min

-Defender, w/ overlay $2.00 johnsose

-Football, w/ overlay $2.00 johnsose

-Galaxian, w/ overlay $1.50 min

-Gorf, w/ overlay, w/ directions $2.50 johnsose

-Jungle Hunt, w/ directions $1.50 johnsose

-Kangaroo $2.00 vhase

-Mario Brothers, w/ directions

-Pac-Man, w/ overlay, w/ directions $1.50 min

-Pole Position, w/ directions $1.50 min

-Popeye, w/ directions $1.50 min

-Real Sports Soccer, w/ directions

-Star Raiders, w/ overlay, w/ directions $1.50 johnsose

-Super Breakout, w/ overlay $1.50 johnsose

ATARI 7800-LOOSE GAMES

-One-On-One $2.50 lgb

-Pole Position II

COLECOVISION-LOOSE GAMES

-Carnival

-Donkey Kong $1.00 Doug

-Donkey Kong Junior

-Gorf $1.50 johnsose

-Ladybug

-Mouse Trap

-Rocky Super Action Boxing, may not work, case is damageed

-Smurf Rescue in Gargamels Castle $1.00 johnsose

ATARI 400/800-LOOSE GAMES

-Atariwriter Word Processor: RX8036 $1.00 rwjones

-Basic Computing Language: CXL4002

-Pac-Man: CXL 4022 $2.00 mnathan

-Space Invaders: CXL4008 $3.00 mnathan

-Star Raiders: CXL4011

INTELLIVISION-LOOSE GAMES

-Advanced Dungeons &Dragons $1.00 johnsose

-Armor Battle

-B-17 Bomber $1.00 johnsose

-Burger Time $1.00 ltravis

-Carnival: Coleco

-Commando $5.00 rdubinsk

-Donkey Kong: Coleco

-Electric Company, label is damaged

-Frog Bog $1.00 johnsose

-NASL Soccer $2.00 rdubinsk

-Pitfall: Activision $1.00 ltravis

-Space Hawk $1.00 johnsose

-Space Spartans

-TRON Deadly Discs

-TRON Maze-A-Tron

-Utopia

INTELLIVISION-Box+Directions

-Armor Battle $2.00 johnsose

-SNAFU, box, no directions

-Sub Hunt, shrink wrapped: $3.00 johnsose

ODYSSEY2-loose games

-Alien Invaders-Plus, w/ box, w/ directions

-Alpine Skiing

-Blockout/Breakdown

-Computer Intro

-Hockey/Soccer

-Invaders From Hyperspace

-Ive Got Your Number

-K.C. Munchkin

-Math-A-Magic/Echo

-Speedway/Spinout/Cryptologic, w/ box, w/ directions

-Sub Chase/Armored Encounter

-UFO

SEGA MASTER SYSTEM

-Hang On/Safari Hunt

COMMODORE 64-Loose Cartridges

-Jupiter Lander $1.00 Doug

-Sea Wolf $1.00 lgb

TEXAS INSTRUMENTS 99/4A-Loose Cartridges

-Addition $1.00 perryda

-Addition and Subtraction 1

-Adventure

-Alien Addition

-Alligator Mix

-Alpiner

-Beginning Grammar

-Blackjack and Poker

-Car Wars, w/box, w/ directions $4.00 min

-Computer Math Games II $1.00 perryda

-Connect Four

-Division 1 $1.00 perryda

-Dragon Mix $5.00 min

-Early Reading $1.50 min

-Early Learning Fun w/ directions

-Hangman

-Home Financial Decisions

-Household Budget Management $1.50 min

-Hunt The Wumpus

-Meteor Multiplication

-Moon Mine

-Multiplication 1

-Munchman

-Music Maker $1.00 perryda

-Number Magic

-Parsec $1.50 min

-Pac-Man: Atari $2.00 riffraff

-Percents $1.00 perryda

-Personal Record Keeping

-Personal Report Generator $1.00 perryda

-Scholastic Spelling Level 3 $1.00 perryda

-Story Machine

-Super Demon Attack $2.00 aa441

-Terminal Emulator II w/box, directions $4.00 min

-The Attack

-Touch Typing Tutor

-Tunnels of Doom

MISC. SYSTEMS-
*some systems say no cables but if you bid I will look for
them, but I will not guarantee that I find them. Shipping
will vary depending on the system.
MINIMUM BID INCREMENTS FOR ALL OF THE SYSTEMS
WILL BE $1

-Atari Ultra Pong Doubles $4.00 johnsose

-Atari 2600 jr, no cables does work $4.00 min

-Atari 2600 jr, no cables does not work $2.00 min

-Atari 2600 Paddle Controllers $1.00 cmalone

-Atari 800XL, no cables $8.00 JimT

-Atari 1200XL no cables $8.00 min

-Atari 1050 Disk Drive, no cables $8.00 min

-Colecovision, w power supply, joysticks $12.00 johnsose

-Commodore 64 Computer, w/ power supply, in box $10.00 johnsose

-Commodore 1541 Disk Drive, w/ cables $10.00 johnsose

-Intellivoice for Intellivision Systems $6.00 min

-Odyssey2 in box with cables not working $1.00 min

-Texas Instruments 99/4A box + cables $10.00 min

-Texas Instruments 99/4A Speech Synthesizer $6.00 johnsose

ATARI 2600-excess

-Pac-Man
-Combat
-Asteroids
-Defender
-Missle Command
-Space Invaders
-E.T

Send all bids to: jrm8248@u.cc.utah.edu

HERE ARE THE RULES:

1. This auction is from Monday, July 31 until Sunday, August 6
at midnight mountain time.

2. Current high bids will be posted every other day on this
newsgroup and bidders will most likely be notified when
they are outbid for an item.

3. High bidders will be posted by their email name unless
otherwise specified.

4. When sending a bid, your subject must be INSOMNIAC BID .

5. Minimum bids will be $1 and bidding increments will
be $.50 unless otherwise posted all in US Dollars.

6. If two people bid identical bids, then the person
responding first will get credit for the bid.

7. Shipping will be $3.00 for the first cartridge + $.50
for each additional cartridge. Shipping and handling
for systems will range between $6 and $10.00 depending
on weight. Larger systems may be more. All cartridges
and systems will be shipped through the US Postal
System anywhere in the Continental US. Other areas
will need to make special arrangements for shipping.

8. Following the auction, each bidder will be contacted
individually for payment and shipping. Money Orders
(sorry no personal checks) are the preferred form of
payment, but cash is always accepted. Payment
MUST be received within 7 days.

9. The will be no guarantee or warranty on anything purchased
from this auction. Cartridges have been tested and do work,
unless otherwise specified. Most systems have been tested and
do work. The systems which may not work are the ones without
cables or a power supply.

10. FINALLY, IF YOU ARE THE HIGH BIDDER YOU MUST
PAY FOR YOUR ITEMS, OTHERWISE YOUR POSTMASTER
WILL BE INFORMED AND YOU WILL BE BARRED FROM
FUTURE AUCTIONS!!!

Your participation in this auction signnifies your consent
to follow these rules as stated.

1795. Re: MAC Atari 8bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950803151816.15812D-100000@moose.erie.net>
Source record: 89502

On Thu, 3 Aug 1995, Chris Lam wrote:

>
> ; Now the question is how to get all the old games from my Atari 800 over
> ;to my Mac. Any suggestions?
>
> Have you read the 'Appendices' file? My solution is to use the 850 unit.
> This is fine for small files using the XFER program included.
>
> For disk images, I envisage a solution using DISCOMM3 (public domain)
> which compresses an image into a DOS file. Then if you're a dab hand with
> a soldering iron, wire up a FULL RS232 cable to the Mac. I'm not
> too sure about the exact details. Then use BOBTERM to transfer files
> over which it should do speedily.
>

Didn't someone recently post that they were working on an SIO2MAC
connection? That would be the easiest and fastest way!

1796. Re: Atari 800XL w/850

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3vqm83$q7h@bug.rahul.net>
Source record: 89503

Anthony (tone@unix.trilogy.net) wrote:
: I have an Atari 800XL, an 850 expansion box, and a 1050 drive...
: I was wondering what useful things I can do with this, I have no disks or
: cartridges for it, but I know it works...

Define "useful" in terms of what is useful to you. The folks who hang out here have found plenty of useful things to do with these old things. We still play games, run shell sessions through an ISP, and a lof of the people are still developing new software.

: Could I connect an external 2400 modem to it? I have an IBM compatible
: external.

Should work fine. You'll need to acquire communications software. The c.s.a.8 FAQ lists several alternatives. You may need to find a kind soul to mail you a copy of the software, unless you're lucky enough to have a place nearby where you can get it.

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Beware of geeks bearing .GIFs! * GCS: !H s:+ !g au+ C++$ v++ w+ U+ N++
* softball 95: 24 games, 12-12, .627 * W po+ Y+ j++ B-- e+++ u** r+++ y+++

1797. Wanted ! All kind of old Games + Tools

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: peter@peter.sb.sub.de
Message-ID: <5r40WYu4zHB@peter.soemtron.sb.sub.de>
Source record: 89504

Howdy !

I am interessted in old games and other software for my XE on disk ,
cassetes and cartridges too . Especialy classicans from LucasArts, Infocom
and EA .

Make me an offer . I will take complete collections and old diskettes too..

Please reply only as PM , because my Sysop doesn't allowed it to order the
A8-Newsgroup :((too much expensive for a free box)

cu

p.s.:i have there software too , perhaps we can trade them ?

-thomas
CrossPoint v3.02

1798. What are they? Sweet-16, etc....

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-03 00:00:00 UTC
From: Jason Hedrick <102416.675@CompuServe.COM>
Message-ID: <3vpf95hte1@mhafn.production.compuserve.com>
Source record: 89505

Can anybody update me on a few items? I have been out of the Atari 8-bit mainstream for a number of years, only recently getting 'plugged in' again. I would like to know what the following items are, and what they do. I have gathered that they will be produced by FTe, the buyer of the ICD, etc. stuff for the 8-bit.

1.)MIO II.
2.)Mars 8.
3.)Sweet-16. I am especially interested in what this is, due to the fact that 'Sweet-16' was the code name Atari Corp. gave to the 1450XLD!

Thanks in advance!!
--

Jason Hedrick

1799. IDE Drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9508032137591.The_Win-D.bjcorr@delphi.com>
Source record: 89371

Well, I finally got Bob's IDE interface up and working! The board itself is about 2" x 4" and mounts piggy back on the CPU socket, the CPU mounts on the board. besides the CPU there are only 2 more chips and the IDE ribbon cable connector. Right now I am using a Toshiba 2.5" drive (MK1122FC) and it will be permanently mounted inside my 1200XL. At the moment it is getting power from an old PC switching PS (the board gets it's power from the 1200), but I have already done the mod to my other 1200 to run the whole rig off of 1 beefy switching PS. (With the 2.5" drives you can use a +5v only PS, for the 3.5" drives you need the usual +12v/+5v supply.) Ripping out the heat sink, etc. just left more room for the drive and the PS has enough amps for more goodies (Bob has a 130XE compatable memory upgrade that is due next.)

The drive works with MyDos and 2.0s for sure, probably all 2.0s clones and very likly the latest SDX upgrade. The software as written cuts the drive up into 1 meg segments that are banked in and out with a keystroke, but this can be easily modified to any segment size needed. Yes, it is fast!. Now the problemns.

The code to run the drive requires;
1) A slight modification to the OS to tell the OS to JSR to the IDE code if the drive selected is drive 2 (the IDE drive number, this too can be changed.) Only 3 bytes at $9C5B, but still in the OS area. At the moment I am running the OS out of ram to do this. But there are other options..... 2) A safe place to hold the nearly 256 bytes of code that run the drive. Right now I am using page 6, not too safe as is well known. One solution is a little hardware hack (by Bob), to place the $D600-$D7FF area into RAM and put it there (again in the OS area.) Hmmmm..... And you lose half the drive capacity due to the 8-bits 8 byte data bus.

The best solutions are to;
1) Burn a new rom. The modifications required should not pose any threat to exsisting software (I could be full of it here, especially in regards to the 3 bytes at $9C5B! Anyone?) 2) Bob's soultion is to install a smart socket and put the OS in there. Locking the smart socket after reading in the OS and any mods should make it not only safe, but easily user alterable should you so desire.

Right now I have to run the drive with the Assembler/Editor Cart in , so I can load and assemble the IDE code and the ROM to RAM os switcher (I have made the ROM to RAM program a binary I can load from DOS but it will NOT function as an autorun.sys, I have no idea why. The other IDE code has to be assembled in 3 locations and I don't yet know how to get THAT into a binary file. HELP!!!!) The total cost of the project is less than $10, probably less than $5, but needs careful attention (I blew it many times, I speak from experience). I got the drive for $20 used (43 meg, 21.5 meg usable although

right now I am seeing 16 1 meg segments. Hmmm...)

I did have problemns with my first drive, Kalock KL 3120. Don't know why. Nearest I can guess at, the interface floats the IOR and IOW lines at boot up, but the voltage was high enough to fool the Kalock into thinking that the lines were high, and it has a seizure. Weird.

Oh well, that's it so far. When the smart socket get's done I'll let you all know. Anybody want to burn a ROM or two for me????

bjcorr@delphi.com

1800. Atari 800 Moonpatrol

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: sw@machete.wh.att.com
Message-ID: <DCt2n8.1F4@nntpa.cb.att.com>
Source record: 89372
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Hi,
I'm having a curious problem with the 800 Moonpatrol cartridge.
Player one continuously jumps as if the joystick was being pressed up. The
joystick works fine with other cartridges though. Player 2 work correctly.
I would think it was a cartridge error, but it seems to be pretty specific.
If anyone has seen this or could offer some help please reply.

Thanks

Scott.

Scott Wincklhofer
AT&T Bell Laboratories
Whippany NJ
sw@fuwutai.att.com

1801. Re: Atari 800 Moonpatrol

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: btomlin@crl.com
Message-ID: <3vueks$l7@crl14.crl.com>
Source record: 89373
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

-S.WINCKLHOFER (sw@machete.wh.att.com) wrote in rec.games.video.classic:
>Hi,
> I'm having a curious problem with the 800 Moonpatrol cartridge.
>Player one continuously jumps as if the joystick was being pressed up. The
>joystick works fine with other cartridges though. Player 2 work correctly.
>I would think it was a cartridge error, but it seems to be pretty specific.
>If anyone has seen this or could offer some help please reply.

You didn't tell us what machine you're plugging it into. You wouldn't
happen to be using a 1200XL, would you?

1802. Mydos and autorun.sys

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9508040144591.The_Win-D.bjcorr@delphi.com>
Source record: 89374

Gentelmen I have a problemn.

I have a small autorun.sys that copies my os from ROM to RAM then enables the RAM os. Works fine under 2.0s, but won't work under Mydos 4.53. I looked at the file sectors, normal FF FF header with the start and end address's after the FF. Normal run address load vector into E) and E! at the end. Does Mydos use a different name for it's autorun.sys file? I couldn't find one in the manual. Anyone?

bjcorr@delphi.com

1803. Re: problems with bartmailer..

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: bernard@twilight.xs4all.nl
Message-ID: <bernard.05gu@twilight.xs4all.nl>
Source record: 89375

Hello Michael,

In a message of 27 Jul 95 Michael wrote to All:

MC> From: mcurrent@carleton.edu (Michael Current)

MC> bernard@twilight.xs4all.nl (Bernard Kok) writes:

>> I only have a E-mail account on internet but I like to get some files
>> from the atari archive.
>> I have try to send a msg to the bart mailer but he don't reply to me,
>> can anyone check if he still works ??
>> Or let me know how I can get files from the archive by mail ?

MC> I've been meaning to give it a try again, but last I knew BART had been
MC> down for at least several months. It would be nice if Jody could
MC> comment
MC> here about the situation.

MC> Meanwhile, there other other general purpose FTP-by-mail services out
MC> there
MC> that can be used to accomplish the same thing that BART does/did. From
MC> my
MC> FAQ:

MC> Subject: 3.4) How can I retrieve files from FTP sites by e-mail?

MC> There are several general-purpose FTP mail-servers. These may be
MC> used to
MC> retrieve any files available from anonymous FTP sites on the Internet.

MC> 1) mailto:ftpmail@decwrl.dec.com with no subject line, and
MC> two-line
MC> body with line 1 help and line 2 quit

MC> 2) mailto:ftpmail@grasp.insa-lyon.fr (body: help) Please,
MC> European
MC> users only.

MC> 3) mailto:bitftp@pucc.princeton.edu (body: help or ftplist for a
MC> list of anonymous ftp sites)

MC> Of the mail-servers listed here, I recommend this "BITFTP" server. To
MC> help you
MC> get started using it, try this example of retrieving files from the
MC> Merit/Umich
MC> Software Archives (through the barnone.citi.umich.edu mirror site).
MC> Send a

MC> message to bitftp@pucc.princeton.edu that says exactly:

MC> ftp barnone.citi.umich.edu
MC> user anonymous
MC> cd /afs/umich.edu/group/itd/archive/atari/8bit
MC> dir
MC> cd Telecomm
MC> dir
MC> get ft80v037.txt
MC> get icet.txt
MC> binary
MC> get ft80v037.arc
MC> get icet.arc
MC> quit

MC> 4) mail BITFTP@DEARN or to mailto:BITFTP@vm.gmd.de (body: help or
MC> ftplist for a list of anonymous ftp sites) (Europe only)

MC> Let us know how it goes for you!

Well I have try this and it works great..... I have get the 0index
file and it have send it to my E-mail adres
Thanx for the info..... I like this way better than the bart mailer..
And it is FAST..... Because my boss only poll 1 times a day I have
the reguested file the next day.... Yep, it's FAST....

_
/_) |/
/_)ernard |\ok ////
(o o)
+--------------------------oOO--(_)--OOo-------------------------+
| NLA : 14:102/100.3 FIDO : 2:280/315.3 AMY : 39:150/108.3 |
| Internet : bernard@twilight.xs4all.nl |
+---+

.---.
| -=> The TWiLiGHT Zone BBS <=- -=> +31-(0)-20-6764584 <=- -=> 24 Hrs <=- |
| -=> Modules Heaven! <=- -=> 9600 to 14400 Baud <=- -=> /\MIG/\ Only <=- |
`---'
-- Via Xenolink 1.96, XenolinkUUCP 1.1

1804. Re: Atari 1027 Printer

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: BDYT21A@prodigy.com
Message-ID: <3vt744$1688@usenetw1.news.prodigy.com>
Source record: 89376

RE: 1027 Rollers:

FWIW the Riteman LQ printer was a Parallel interface version of this printer, made by Mannisman-Tally (sp?). This may also help you in aqquiring more rollers.

-
PAUL P. BDYT21A@prodigy.com
71043.2454@compuserve.com
Timariot@aol.com

1805. ColorView idea...

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199508041817.LAA10088@zippy.sonoma.edu>
Source record: 89377

Would it be all that hard to make a ColorView screen sit in banked memory? I mean, all you'd need to do is, along with changing the color registers, is change the bank registers.

The image data, PLUS another image (say it's for a paint program and you add an "undo" feature) could be stored in 48K worth of space, still leaving 16K free for folks using 130XE's and 176K free (almost 8 >uncompressed< images!) for folks with 256K total (like me).

This way, main RAM will only lose 16K (where the bank is) and not 24K (or more, depending on the CV routine. One I got ahold of forces a person to sit each part of the image exactly on $x100. Makes the CV routine easy to program, but eats a lot of memory, esp. in an environment like Action! (or is it just me? :)))

Here's a diagram :) ...

```
Red1 \ 1st 16K block \
Green1 / > Actual image
Blue1 \ 2nd 16K block /
Red2 / \
Green2 \ 3rd 16K block > "Undo" buffer
Blue2 / /
```

Actually, when you think about it, it might be more advantageous (since you're dealing with ~24K worth of data to move around EVERY TIME YOU DO SOMETHING!) to make an intelligent undo. Graphic Converter for the Mac does, and I'm sure other programs do as well.

Some examples:

Only record the section of image a routine is being done to (say you placed a filled square or filled circle or a line on the image. Only record the area which it encompasses)

Record points (when drawing, Graphic Converter seems to have a buffer which records: X,Y,old-color as you draw. So when you undo, instead of redrawing a block of the screen, it simply goes through that buffer and "fixes" everything)

Now... the good part. This has little to do with the above "neat ways" to save memory and time, but with some cool things one could incorporate into such a ColorView paint program (since it's CV, we have an excuse to use more nifty drawing algorythms!).

Like Autodesk's Animator for MSDOS, this program could have three specific selections a user makes when drawing.. not just "color" and "shape", but

instead, "effect", "shape" and (a sometimes ignored) "color".

Effects could include: Soften, Brighten, Dither, Smooth <- some colorless fx
Opaque, Tint <-- some colored fx

And of course, these routines would be modules. If you wanted the "Soften"
routine, but happened to have the "Dither" routine in memory, the program
would load "Soften" in where "Dither" was. (ie, most routines would take
up a bit of memory, so why not make them ALL modules which all sit in the
same area).

Now, for shapes (before I get into how both are incorporated together)..

Square, Circle, Ellipse, Polygon, Line, Ray, K-Line, Point, Brush, etc.

When I select "Square", it loads up if necessary.
Then I select "Tint".. it loads up if necessary.
Then I select a blue color.

I go to draw.. The "square" routine takes over. When I'm done drawing,
it creates a map saying "These are all of the points which I am taking up".

It then sends this list (map) to the "Tint" routine..

Tint then simply goes through each point and does it's job (tints each
pixel with some "blue"), and tada... we're done!

Oooh.. now that I think of it, perhaps adding some routines to let you
turn off CV mode (it will of course turn of automatically when work is
going on like loading, saving, drawing routines (tint, for example), etc.).

Perhaps it could let you switch between CV, Red, Green and Blue images..
Then you could edit ONLY certain colors of the image... Hmm... it might
be useful.

So.. does this idea sound pretty cool or what!? :) :)

-bill! (yet aNOTHER project I might start)
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1806. Re: Something else to bug Mr. King

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DCsEs6.3IE@aston.ac.uk>
Source record: 89378

;Okay, so would there be any interest in a program, or a commercial (say,
;$5 a disk) service for converting Atari floppies to emulator-compatible
;"disk image" files?

There's nothing special about disk images for emulators (not for Atari 8bit ones anyway). You just need a carbon copy of the original disk, as long as there's no disk protection on the "original". DISCOMM3 is a great utility to compress whole disks into much smaller DOS files. These can then be uploaded to any computer you want.

As for a commercial service, I'm sure someone out there with the summer off can provide one. Might even be quite lucrative...

1807. RAINBOW news

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DCsHpq.6D2@aston.ac.uk>
Source record: 89379
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

Hi,

Some typing errors have been spotted in the APPENDICES file.

The mistake is in the XFER program given to transfer files from
the Atari to the Mac.

This has been corrected and the demo at InfoMac will soon have the
new version.

You can also get a copy of the new text from

http://www.aston.ac.uk/~lamcw/emulators.html

which Rainbow users should browse occasionally for news. Also from
this site, you can download a freeware utility called HEXEDIT which
is very handy for editing disk images and other files.

You can also email me for the new text if you wish.

Apologies for error.

Chris Lam,
Aston University,
U.K.

1808. Re: Mydos and autorun.sys

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3vtpsj$jpv@charm.magnus.acs.ohio-state.edu>
Source record: 89380

In article <9508040144591.The_Win-D.bjcorr@delphi.com>,
Ben Corr <bjcorr@delphi.com> wrote:
>I have a small autorun.sys that copies my os from ROM to RAM then enables the
>RAM os. Works fine under 2.0s, but won't work under Mydos 4.53. I looked at
>the file sectors, normal FF FF header with the start and end address's after
>the FF. Normal run address load vector into E) and E! at the end. Does Mydos

Would that be E0 and E1? :-)

>use a different name for it's autorun.sys file? I couldn't find one in the
>manual. Anyone?

I'm no Mydos expert, but try changing the name of the file to have an
AR0 extension.
--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1809. Re: Atari 800 > IBM ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199508041919.MAA11485@zippy.sonoma.edu>
Source record: 89381

If you mean sticking Atari floppies into the IBM, yes and no. I'm no expert in this case, sorry.

If you mean access files from your Atari, yes, a few ways:
(1) SIO2PC (by far the coolest way to do it) - It makes your PC emulate up to 4 Atari disk drives of any size (up to 16MB)
(2) Terminals (using two modems or a null-modem cable)

Both of these of course require that you HAVE an Atari 8-bit.

#1 needs an SIO2PC cable and a disk drive (so you can get the files from the disks onto the PC) (after you're done, you no longer need to use your disk drives) (note: copying copy-protected software is of course impossible since it's just like copying from one disk to another)

#2 needs a modem interface on the Atari and either two modems or a null-modem cable, as well as a terminal program on both computers

Good luck!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1810. Re: What are they? Sweet-16, etc....

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3vtr8c$1sd@nic-nac.CSU.net>
Source record: 89382

```
MIO2 = IDE hard drive interface
Mars8 = Lotsa-stuff in one pkg (and under the hood): RTime8, BASIC XE, SDX,etc.
Sweet16 = 65816 CPU upgrade (65816 CPU like in AppleIIGS and SuperNintendo)

THe most interesting in my opinion are MIO2 and Sweet16, although I may soon
get an internal Bob-Woolley-style IDE hack for my 1200XL now that it's fixed
(Thanks Bob! Thanx Ben Corr!)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
```

1811. Re: Atari 800 > IBM ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3vtrmg$27p@nic-nac.CSU.net>
Source record: 89383

If you mean sticking Atari floppies into the IBM, yes and no. I'm no expert in this case, sorry.

If you mean access files from your Atari, yes, a few ways:
(1) SIO2PC (by far the coolest way to do it) - It makes your PC emulate up to 4 Atari disk drives of any size (up to 16MB)
(2) Terminals (using two modems or a null-modem cable)

Both of these of course require that you HAVE an Atari 8-bit.

#1 needs an SIO2PC cable and a disk drive (so you can get the files from the disks onto the PC) (after you're done, you no longer need to use your disk drives) (note: copying copy-protected software is of course impossible since it's just like copying from one disk to another)

#2 needs a modem interface on the Atari and either two modems or a null-modem cable, as well as a terminal program on both computers

Good luck!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1812. ANTIC magazines for trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <3vtpvg$81q@ucsbuxa.ucsb.edu>
Source record: 89384

I have the following ANTIC magazines for trade:

July 1983
September 1983
Octover 1983
April 1986
June 1987

I would be interested in trading for Atari 8-bit or classic video game
stuff (magazines or anything else)

David

--

6500dtpt@ucsbuxa.ucsb.edu David Tipton

1813. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3vtsju$32s@nic-nac.CSU.net>
Source record: 89385

Nosync - thanks for the kind remarks. :)

Yes, again, to sum up what you said, and what I've said in the past through-out
my posts: (this IS important!)

Graphical Windowing Interface
Textual Windowing Interface (for speed and for graphics-less programs)
Modules (upgrade the window routine, leave the rest the same, for example)
Vectors (no matter which version you have, programs made for the old
version will still work)
Free (so people can GET it)
Languageless (don't force folks to use assembler, or Action! or BASIC XE)
(perhaps do it all via a handler or a pseudo-handler - vectors should
take care of this though. David Wyne Davies (sp?) had the perfect
idea- you set a value (0=open window, for example), the parameters,
and ALWAYS jump to the same location for all of the library routines)
Scaled-down versions (64K + disk/harddisk version available along with the
65816 + 4MB version - of course, some software will not be able to run
on certain setups, but that's the case already with some 128K/256K
software)
User-selectable interface (do it with a pop-up-in-the-middle menu, or
do it with a menu bar at the top of the screen or with menu bars at
the top of windows, or a menu column (a la NeXT-Step) - NO!! DON'T
PUT ALL OF THAT IN MEMORY!! The user loads the system up with
that version... see below)

I just had an idea.. say you had a directory (or disk) which you load the
system (ADOS or KOS or Diamond2000 or whatever the hell it'll be called)
from.

On it, each module sits..

WINDOWS.SYS
MENUS.SYS
POINTER.SYS
BUTTONS.SYS
etc.

Say I wanted to change the windows from blah things to 3D looking things
(say I was running it in multicolor mode (either multicolored text or
160x192x4 graphics mode)). I simply replace the system's "WINDOWS.SYS"
with a "WINDOWS.SYS" from another directory or disk (the "THREE_D" one).
I then restart the system. Instead of the plain vanilla window routines
being loaded into memory, the 3D ones are.. the difference may simply
be what they look like, but it could be more.

POINTER.SYS, for example.. It could be kind of like MultiMouse.. the interface to the system and programs is identical (mouse moving and clicking around the screen) but the interface to the outside world is different (joystick instead of mouse instead of trakball instead of keyboard).

Does everyone understand? I feel I haven't described this enough.. let me just say that instead of some huge "ADOS.COM" that you load, it's a small startup program.. It then loads in each of the above *.SYS files into memory... Get it????

I think this is a pretty awesome idea, actually :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1814. Re: HTML viewer for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3vtspi$33p@nic-nac.CSU.net>
Source record: 89386

```
>:^) Reeeeallllyyy!???

Rob - PLEASE explain how one could use HTTP (from the command line or
a C program) to fetch HTML files.. :) :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
```

1815. Re: Atari 8bit CDROM Play

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3vtsrt$33v@nic-nac.CSU.net>
Source record: 89387

Mathy- no it wasn't me (I dont think) saying Mapping said 65535 bytes..
At least, I don't remember.

And no, I have neither a Black Box nor US+ OS. :(

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1816. Re: sio2st ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3vtt0e$34c@nic-nac.CSU.net>
Source record: 89388

There is a program like SIO2PC for the Atari ST called "DJ800XL" or "800XL DJ" or something.

You don't need a 386 to run SIO2PC, though. I got an 8086-based IBM PS/2 for free from a friend which I now use for SIO2PC. Although 20MB is a bit cramped. :) (Oh, I also use it for graphics (faster, higher res, even though it's only 320x200x256) and telecommunication (no modem interface on XL yet)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1817. Re: Mydos and autorun.sys

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3vttnr$3ur@nic-nac.CSU.net>
Source record: 89389

Ben Ben Ben.. time to read the friggin manual, eh? ;)

filename.ARx

Where x=0 for the 1st autorun to be loaded, 1 for the 2nd, etc.. 9 for the
10th autorun to be loaded.

So, say you wanted to load HYPERE.COM, SX212.COM and then BBS.COM.
No, don't append them all together and save them as one AUTORUN.SYS file!
Rename them to:
HYPERE.AR0
SX212.AR1
BBS.AR2

Pretty cool, huh!? :)

Good luck!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1818. Re: A Mind Forever Voyaging?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: Gil Parrish <73430.1546@CompuServe.COM>
Message-ID: <3vtvmt$377$2@mhadf.production.compuserve.com>
Source record: 89390

I know it was released for 8-bit Commodore systems; not sure
about Atari, etc.

1819. Re: Atari 1027 Printer

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: Gil Parrish <73430.1546@CompuServe.COM>
Message-ID: <3vu07o$377$3@mhadf.production.compuserve.com>
Source record: 89391

As somebody already said in the echo, the 1027 is NOT a thermal printer; the printwheel rolls against the ink roller (that thing on top-- it will pull straight out) to get the ink, and then print on plain paper.

I just went through getting one to work, and here's what I learned:

(1) Reink the roller with real printer ink; various places sell this. Just drop on a few drops. As I said, the ink thing is on top, and will pull off and push on.

(2) KEEPS YOUR HANDS AWAY FROM THE PRINTHEAD!!! I don't know what consistency those little wheels were when they left the factory, but they currently have the consistency of silly putty. ANY PRESSURE WHATSOVER you apply to the printwheels will cause distortion, and a printer with a few letters that do not print 100% (probably, most 1027s) will become one that won't print some letters at all, or will print unrecognizable letters.

(3) You can replace the power supply with a standard Atari 9-volt power supply; you'll just have to replace the connector at the end. It's a 3mm connector; I found one at Radio Shack. Even with the right connector, you may have to press around at funny angles to get it to fit in, but 3mm IS the right size.

1820. Re: HTML viewer for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <3vu2s7$lk8@ns.mcs.kent.edu>
Source record: 89392

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Rob - PLEASE explain how one could use HTTP (from the command line or
: a C program) to fetch HTML files.. :) :)

It is quite simple. All you need to do is to open a socket up, with
the specified hostname and port. Once connected all one needs to do is
send the following text: "GET /your/url/filename.html" followed by 2
carriage returns. I utilized this in a simple cgi-bin perl script, which
allows people to register their homepages, to verify that the homepage
actually exists.
To play with this frm the shell prompt type:

```
telnet nimitz.mcs.kent.edu http
# wait until you get the connect message etc...
GET /~clisowsk/
```

--Craig (clisowsk@mcs.kent.edu)
http://nimitz.mcs.kent.edu/~clisowsk

1821. Re: Interested in NEW ATARI 8-bit OS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: scottm@tribeca.ios.com
Message-ID: <3vtug0$crh@news.ios.com>
Source record: 89393

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Chris, yes I realize how horribly large a GUI for the 8bit would be,
: let alone one that is very user redefineable (HEY, I didn't say the WHOLE
: GUI system would sit in memory at the same time! Look at M:ultimouse.

What about something similar to GEOS on the C-128? That worked rather
nicely and fit well in 128k.

: Modularity is the word flashing in my head every time I read this thread. ;)
: I think it's DEFINITELY worth it - hell, even though it's on a little
: 1.79Mhz (6502/>>65816<< :)) Atari XL, it'll still be a nicer environment
: than Windows 3.1 on a 100Mhz 586 :) Esp. since you can still play
: Star Raiders ;)

Something with hooks in it for adding to/redefining functions of the OS
would be neat. Sort of like the hooks built into the Mac OS.

--
Scott Maxwell - scottm@tribeca.ios.com - Team OS/2
Technology in the hands of creative, intelligent
individuals is a tool for art, not a hindrance.

1822. Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: foltin@cherokee.nsuok.edu
Message-ID: <DCt16E.1p1@cherokee.nsuok.edu>
Source record: 89394

Does anyone know of a demo or short loop of Star Raider action?
I want to put it up as a screensaver on my PC at work using the
8bit emulator.
I could put the opening screen up, but would prefer some action
screens without the text.
Someone else may find this cool, too. It may be good to have it
in the Umich archive.
Thanks for any help.

Bela Foltin

foltin@cherokee.nsuok.edu

1823. Re: HTML viewer for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3vu9cq$cja@nic-nac.CSU.net>
Source record: 89395

Thanx Rob! One thing though, with using Lynx, you're code would simply
(on the Atari), go:

```
printd("lynx -dump -source ")
printde(URL)
inputsd(dummy) ; eat the "lynx -dump -source URL" line (and preceding prompt)
... read the data
```

Hmm... one thing, however.. how will I tell when the data is finished? :)
Perhaps it's time to rething this :) (perhaps a "set prompt ***DONE***"?)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1824. MPP-1150 Parallel Printer Interface for trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <3vtjbu$3cp@ucsbuxa.ucsb.edu>
Source record: 89396

I have a MPP-1150 Parallel Printer Interface for Atari 8-bit computers
I would like to trade for cartridges or other Atari stuff.
The MPP-1150 includes instructions.

Make me an offer!

David Tipton 6500dtpt@ucsbuxa.ucsb.edu

--

6500dtpt@ucsbuxa.ucsb.edu David Tipton

1825. Re: Modifying Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <143175@cup.portal.com>
Source record: 89397

Mathy, at least as far as 80 column video goes it is not a trivial hack.
I've been looking at it the last couple of months & some of the problems
you run into:
1) On just about any design you need what is called a dot clock. There
has to be a clock signal running at something like 7MHz<or 3.79??>.
Wooley beat this problem by completely replacing the clock circuitry
with 14.318MHz crystal and a counter chip so he could tap a pin for the
dot clock & a pin for the system clock & everything would run in sync.
Other designs used what is known as a phase locked loop. In the PLL design
you just use a clock source like the system clock & put a divider circuit
in the feed back, that way you can generate any multiple of the input
circuitry. IMO: The user group being what it is, at least 1/2 the people
would balk at Wooley's solution, not because it isn't good, but because
it requires major surgery or at least a daughter board. Ditto for the
the phase locked loop as far as a daughter board goes.
2) Large amount of area that's used by the design. Just about any design
using inexpensive chips will be based on either the 6545 or 6845 chip.
These are 40 pin devices & require either a ram or rom chip to use for
the character set. So right off the bat you're using at least
[40, 28, 28, 5 or 6 x 14] pins of chips. Just look at an old IBM CGA
card to get an idea! The bulk of the thing would have trouble fitting
into the case of anything but maybe a 1200xl. Leaves out another 80%
of the user group.
IMO: The design should be based on the cartridge slot. But this is limiting
also, for instance, Wooley combined the video signals so you could get
both the Atari video & the 80 column on the same screen. If you can't
mount the thing under the hood, this would be extremely difficult.
You'd have to use two monitors or just use one by plugging in the different
video source. I'm sure this would offend 90% of the user group.
I guess what I'm trying to say is we are all with opinions, & sometimes
these opinions run contrary to reality. i.e. an 80 column board that
will work in any Atari, combine video sources, you don't need a screw
driver to install it, & it sells for $10.
Rick

1826. DESTROYED M.U.L.E. DISK !!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: Terry.Streeter@flight.org
Message-ID: <8b2_9508041226@flight.org>
Source record: 89398

```
What bbs do you call?
what is the #?
/
---------------------------- -//- ----------------------------
Internet: Terry.Streeter@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------
```

1827. FREE CATALOG, PARTS, SOFTWARE and BOOKS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: Terry.Streeter@flight.org
Message-ID: <8b3_9508041226@flight.org>
Source record: 89399

```
Wouln't happen to have the phone # or address for Best Electronics in Cal.?
---------------------------- -//- ----------------------------
Internet: Terry.Streeter@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------
```

1828. Re: HTML viewer for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3vu1s6$kk8@charm.magnus.acs.ohio-state.edu>
Source record: 89400
Body handling: HTML body converted to readable text

In article <3vtspi$33p@nic-nac.csu.net>,
William Kendrick wrote:
>>:^) Reeeeallllyyy!???

Yep. No lynx necessary.

>Rob - PLEASE explain how one could use HTTP (from the command line or
>a C program) to fetch HTML files.. :) :)

Well, I haven't delved much into the actual http protocol, but the
basic idea is that you connect to the host on the http port, then give
it the http command directly.

From the shell, the first thing you'd do is something like
telnet www.somebody.com 80

Then you use an HTTP "GET" command, and the server gives it to you.

For example, I was just able to get my Atari web page source (from a
totally different machine) like this:

[11] bottom 4:50pm /acs/magnusug/1/rfunk>telnet er4www.eng.ohio-state.edu 80
Trying 128.146.155.39...
Connected to camelot-o.eng.ohio-state.edu.
Escape character is '^]'.
GET /~funkr/Atari/

Some Atari 8-bit Stuff

.... and so on.

I know there is a perl script around here somewhere to do it; I don't
know C's networking functions well enough to describe, but I know perl
does it much like C.
I'll look it up after I get my new computer put together.
(I'd better not say what it is -- you guys would never let me in here
again! :-)
I wish I knew which RFC described HTTP; I have a link to the RFCs on
my main page, if you want to look around for it.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1829. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: michael@anest4.anest.ufl.edu
Message-ID: <michael-0408951849320001@dialup-c3.cis.ufl.edu>
Source record: 89401

In article <DCq0Mx.L9o@pgh.nauticom.net>, chair@pgh.nauticom.net (nosync) wrote:

> Take a look around, and you'll see that Diamond GOS did not succede as a
> new 8-bit os. Will the new one?

I'd like to point out that Diamond GOS was little more than a graphical
8-bit DOS. It did support some routines with which compliant software
could create a GUI, but that's about it. Needless to say, I never needed
a graphic DOS so much that I was willing to shell out $80 for it, and, as
I see it, neither did most Atari users.

> Also: BE ABSOLUTELY CERTAIN to include a command line
> interface (cli), even a SpartaDOS shell would be good. I'd take an Atari
> 400 w/ 16k ram and a single tape drive and a b/w television for a monitor
> over a top of the line power macintosh any day. (Partially because i
> like the Atari, and partially because i dont like macintosh (no cli).)
>

Regarding the CLI thing. I hate them. I have no qualms about having a
CLI running as a subprocess in a window (if you REALLY want one), but
it'll be a cold day in you-know-where before any of MY software is CLI
driven ;-). Let's face it, this is not the early 80s -- I can't believe
DOS and UNIX CLIs have survived this long much less that someone might
bring another into existance.

BTW, as the bumper sticker says, my OTHER computer is a Power Mac ;-)

-Michael Ellis

1830. INSOMNIACS AUCTION DAY 5

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-04 00:00:00 UTC
From: jrm8248@u.cc.utah.edu
Message-ID: <3vu0ea$2g2@news.cc.utah.edu>
Source record: 89402

THE INSOMNIACS VIDEOGAME AUCTION!!!

HELP!!! I have so many video games, I cannot seem to sleep
at night. Please buy them now and save me from permanent
INSOMNIA!!!

This auction is from Monday, July 31 until Sunday, August 6
at midnight mountain time.

Remember to bid high and bid fast because if you don't, you
may miss your opportunity to own the games you really want.
And above all, remember to have fun!!!

Send Bids to jrm8248@u.cc.utah.edu

The rules to this auction are at the end of this message.

ATARI 2600-NEAR MINT W/BOX & DIRECTIONS

-Air-Sea-Battle, box is damaged $2.00 lgb

-Combat $3.00 min

-Missle Command $3.00 min

-Pac Man w/ Atari Pac Man Sticker on Box $3.00 min

-Space War $3.00 ltravis

Atari 2600-LOOSE GAMES

-Adventure $2.00 mnathan

-Armor Ambush $1.00 johnsose

-Basic Math: Atari, cx-2661

-Bowling: Atari

-Boxing: Activision $1.50 lgb

-Canyon Bomber: cx-2607 $2.00 ltravis

-Circus Atari: Atari $2.00 ltravis

-Chopper Command $1.00 mnathan

-Codebreaker

-Crystal Castles: Atari $5.00 lgb

-Defender: Atari $1.00 johnsose

-Demon Attack

-Enduro: Activision

-Flag Capture: Atari cx-2644 $1.00 johnsose

-Freeway: Activision $1.00 mnathan

-Ghostbusters: Activision $3.00 ltravis

-Golf: cx-2634 $1.00 johnsose

-Gorf: CBS Video Games $2.00 johnsose

-Hangman: Atari

-Human Cannonball: Atari

-Ice Hockey: Activision $1.00 ltravis

-Joust: Atari $1.00 lestermi

-Kool-Aid Man: General Foods Corp. $5.00 ltravis

-Marine Wars: Konami $10.00 Bill

-Millipede: Atari $1.00 lestermi

-Night Driver: Atari $1.00 johnsose

-Outlaw: cx-2605 $1.00 johnsose

-Popeye: Parker Brothers $1.50 lgb

-Pitfall: Activision

-Q*bert: Parker Brothers $1.00 lestermi

-Raiders of the Lost Ark: Atari $1.00 mnathan

-Reactor: Parker Brothers $5.00 mstclair

-River Raid: Activision $1.00 mnathan

-Space Jockey: US Games

-Star Master: Activision

-Star Raiders: Atari

-Star Wars The Empire Strikes Back $3.50 johnsose

-Strategic Space Combat Game: Sears Telegames $1.00 lestermi

-Street Racer: Atari

-Super Challenge Baseball

-Superman: cx-2631 $2.00 Bill

-Target Fun: Sears Telegames $1.00 johnsose

-3-D Tic-Tac-Toe: cx-2618 $1.00 ltravis

-Venture: Coleco $2.00 ltravis

-Video Pinball: Atari
Damaged Label

-Yars Revenge: Atari $3.00 oscar

ATARI 5200-LOOSE GAMES

-Centipede, w/ overlay $1.50 min

-Counter Measure, w/ overlay, w/ directions $2.00 mstclair

-Defender, w/ overlay $2.00 johnsose

-Football, w/ overlay $2.00 johnsose

-Galaxian, w/ overlay $1.50 min

-Gorf, w/ overlay, w/ directions $4.50 johnsose

-Jungle Hunt, w/ directions $1.50 johnsose

-Kangaroo $2.00 vhase

-Mario Brothers, w/ directions $1.00 mstclair

-Pac-Man, w/ overlay, w/ directions $1.50 min

-Pole Position, w/ directions $1.50 min

-Popeye, w/ directions $1.50 min

-Real Sports Soccer, w/ directions

-Star Raiders, w/ overlay, w/ directions $1.50 johnsose

-Super Breakout, w/ overlay $1.50 johnsose

ATARI 7800-LOOSE GAMES

-One-On-One $2.50 lgb

-Pole Position II

COLECOVISION-LOOSE GAMES

-Carnival $2.00 mstclair

-Donkey Kong $2.00 lonador

-Donkey Kong Junior` $3.00 lonador

-Gorf $3.00 johnsose

-Ladybug $4.50 chrine

-Mouse Trap $2.50 TAR

-Rocky Super Action Boxing, may not work, case is damageed $1.00 rcolbert

-Smurf Rescue in Gargamels Castle $3.00 johnsose

ATARI 400/800-LOOSE GAMES

-Atariwriter Word Processor: RX8036 $1.00 rwjones

-Basic Computing Language: CXL4002

-Pac-Man: CXL 4022 $3.00 oscar

-Space Invaders: CXL4008 $4.00 oscar

-Star Raiders: CXL4011 $3.00 oscar

INTELLIVISION-LOOSE GAMES

-Advanced Dungeons &Dragons $1.00 johnsose

-Armor Battle

-B-17 Bomber $1.00 johnsose

-Burger Time $1.00 ltravis

-Carnival: Coleco

-Commando $7.00 ctdg39a

-Donkey Kong: Coleco

-Electric Company, label is damaged

-Frog Bog $1.00 johnsose

-NASL Soccer $2.00 rdubinsk

-Pitfall: Activision $1.00 ltravis

-Space Hawk $1.00 johnsose

-Space Spartans

-TRON Deadly Discs

-TRON Maze-A-Tron

-Utopia $1.00 TAR

INTELLIVISION-Box+Directions

-Armor Battle $2.00 johnsose

-SNAFU, box, no directions $1.00 TAR

-Sub Hunt, shrink wrapped: $3.00 johnsose

ODYSSEY2-loose games

-Alien Invaders-Plus, w/ box, w/ directions

-Alpine Skiing

-Blockout/Breakdown

-Computer Intro

-Hockey/Soccer

-Invaders From Hyperspace

-Ive Got Your Number

-K.C. Munchkin

-Math-A-Magic/Echo

-Speedway/Spinout/Cryptologic, w/ box, w/ directions

-Sub Chase/Armored Encounter

-UFO

SEGA MASTER SYSTEM

-Hang On/Safari Hunt

COMMODORE 64-Loose Cartridges

-Jupiter Lander $1.00 Doug

-Sea Wolf $1.00 lgb

TEXAS INSTRUMENTS 99/4A-Loose Cartridges

-Addition $1.00 perryda

-Addition and Subtraction 1

-Adventure

-Alien Addition

-Alligator Mix $1.00 ctdg39a

-Alpiner $1.00 ctdg39a

-Beginning Grammar

-Blackjack and Poker

-Car Wars, w/box, w/ directions $4.00 min

-Computer Math Games II $1.00 perryda

-Connect Four

-Division 1 $1.00 perryda

-Dragon Mix $5.00 min

-Early Reading $1.50 min

-Early Learning Fun w/ directions

-Hangman

-Home Financial Decisions

-Household Budget Management $1.50 min

-Hunt The Wumpus

-Meteor Multiplication

-Moon Mine $1.00 ctdg39a

-Multiplication 1

-Munchman

-Music Maker $1.00 perryda

-Number Magic

-Parsec $1.50 min

-Pac-Man: Atari $2.00 riffraff

-Percents $1.00 perryda

-Personal Record Keeping

-Personal Report Generator $1.00 perryda

-Scholastic Spelling Level 3 $1.00 perryda

-Story Machine

-Super Demon Attack $2.00 aa441

-Terminal Emulator II w/box, directions $4.00 min

-The Attack

-Touch Typing Tutor

-Tunnels of Doom $1.00 ctdg39a

MISC. SYSTEMS-
*some systems say no cables but if you bid I will look for
them, but I will not guarantee that I find them. Shipping
will vary depending on the system.
MINIMUM BID INCREMENTS FOR ALL OF THE SYSTEMS
WILL BE $1

-Atari Ultra Pong Doubles $4.00 johnsose

-Atari 2600 jr, no cables does work $4.00 min

-Atari 2600 jr, no cables does not work $2.00 min

-Atari 2600 Paddle Controllers $3.00 cmalone

-Atari 800XL, no cables $8.00 JimT

-Atari 1200XL no cables $8.00 min

-Atari 1050 Disk Drive, no cables $8.00 JimT

-Colecovision, w power supply, joysticks $27.00 paladin

-Commodore 64 Computer, w/ power supply, in box $10.00 johnsose

-Commodore 1541 Disk Drive, w/ cables $10.00 johnsose

-Intellivoice for Intellivision Systems $6.00 min

-Odyssey2 in box with cables not working $1.00 min

-Texas Instruments 99/4A box + cables $10.00 min

-Texas Instruments 99/4A Speech Synthesizer $6.00 johnsose

ATARI 2600-excess

-Pac-Man
-Combat
-Asteroids
-Defender
-Missle Command
-Space Invaders
-E.T

Send all bids to: jrm8248@u.cc.utah.edu

HERE ARE THE RULES:

1. This auction is from Monday, July 31 until Sunday, August 6
at midnight mountain time.

2. Current high bids will be posted every other day on this
newsgroup and bidders will most likely be notified when
they are outbid for an item.

3. High bidders will be posted by their email name unless
otherwise specified.

4. When sending a bid, your subject must be INSOMNIAC BID .

5. Minimum bids will be $1 and bidding increments will
be $.50 unless otherwise posted all in US Dollars.

6. If two people bid identical bids, then the person
responding first will get credit for the bid.

7. Shipping will be $3.00 for the first cartridge + $.50
for each additional cartridge. Shipping and handling
for systems will range between $6 and $10.00 depending
on weight. Larger systems may be more. All cartridges
and systems will be shipped through the US Postal
System anywhere in the Continental US. Other areas
will need to make special arrangements for shipping.

8. Following the auction, each bidder will be contacted
individually for payment and shipping. Money Orders
(sorry no personal checks) are the preferred form of
payment, but cash is always accepted. Payment
MUST be received within 7 days.

9. The will be no guarantee or warranty on anything purchased
from this auction. Cartridges have been tested and do work,
unless otherwise specified. Most systems have been tested and
do work. The systems which may not work are the ones without
cables or a power supply.

10. FINALLY, IF YOU ARE THE HIGH BIDDER YOU MUST
PAY FOR YOUR ITEMS, OTHERWISE YOUR POSTMASTER
WILL BE INFORMED AND YOU WILL BE BARRED FROM
FUTURE AUCTIONS!!!

Your participation in this auction signifies your consent
to follow these rules as stated.

1831. Re: Iomega Zip FAQ 1.5

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-05 00:00:00 UTC
From: schuster@panix.com
Message-ID: <3vvnhb$oqd@panix3.panix.com>
Source record: 89403
Cross-posted to: comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

Since you asked for additional questions:

How are media defects handled? Does a formatted Zip disk ever return "bad sectors" to DOS? If not, does the formatted disk have spare sectors for silent replacement? How many? What happens when it runs out? Is write verifiction performed during i/o? What are Iomega's criteria for accepting a disk as defective uner warranty (relate to answers to above questions on defect handling).

You might also point out that, cabling difficulties aside, the SCSI Zip cannot be used **ALONE** with the Adaptec/Trantor MiniSCSI series of parallel-to-SCSI adaptors because they require TERMPOWER which, stupidly, the Zip drive does not provide. They will work, however, if (still further cabling difficulties aside) another SCSI device is in the daisy chain which does provide TERMPOWER.

--
Mike Schuster | schuster@panix.com | 70346.1745@CompuServe.COM
------------------- | schuster@shell.portal.com | GEnie: MSCHUSTER

1832. Re: Iomega Zip FAQ 1.5

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-05 00:00:00 UTC
From: "Roger A. Kendall" <kendall@ucla.edu>
Message-ID: <400jd9$osu@saba.info.ucla.edu>
Source record: 89404
Cross-posted to: comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

Please consult the Iomega board press release for the Zip. It clearly
states that higher capacity is merely a matter of media refinement...not
of the electronic or mechanical aspects of the Zip.

The implication is that 200 mbyte disks are possible.

Now..since they are making huge sales of these things as is, I don't
expect to see 200 meg disks for a long while (9 months to a year)..or
earlier if they are threatened by another product.

Note that no one at IOMEGA will absolutely DENY the possibility of higher
capacity disks for the Zip 100...however, it IS called the Zip 100.

--
Roger A. Kendall
Music Perception and Cognition and Musical Acoustics Laboratory
UCLA
>>> For information on the experimental and computational activities in
Systematic Musicology at UCLA, or about MEDS, the Music Experiment
Development System, contact me at Kendall@UCLA.EDU <<<
Ad Astra Per Aspera

1833. Re: Iomega Zip FAQ 1.5

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-05 00:00:00 UTC
From: adaml@gate.net
Message-ID: <400ltd$36ma@news.gate.net>
Source record: 89405
Cross-posted to: comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

"Roger A. Kendall" <kendall@ucla.edu> wrote:

>Please consult the Iomega board press release for the Zip. It clearly
>states that higher capacity is merely a matter of media refinement...not
>of the electronic or mechanical aspects of the Zip.

>The implication is that 200 mbyte disks are possible.

>Now..since they are making huge sales of these things as is, I don't
>expect to see 200 meg disks for a long while (9 months to a year)..or
>earlier if they are threatened by another product.

>Note that no one at IOMEGA will absolutely DENY the possibility of higher
>capacity disks for the Zip 100...however, it IS called the Zip 100.

Roger, I disagree. I doubt that you could merely stick a '200 meg
disk' into a zip drive and have it act as 200 megs... that'd be like
sticking a 2.88 meg floppy disk into a 1.44 and expecting it to
work...

At the very least, it would require a software rewrite, and PROBABLY a
firmware change in the zip drive... packing more data on the disk
would require actually putting the sectors closer together, which
would require the heads to move in completely different ways...

Besides, they've got the Jaz drive coming out in a few months, and
that'll wipe out ANY other removeable storage product, rewritable
optical, and Magneto-optical excluded.

1834. Iomega Zip FAQ 1.5

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-05 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3vut27$268@dockmaster.phantom.com>
Source record: 89406
Cross-posted to: comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

```
==========
IOMEGA ZIP DRIVE - Frequently Asked Questions (FAQ)
Version 1.5
Compilation, general info, and Mac info by steveg@phantom.com
PC info by lee@library.ucsb.edu
(Not in any way associated with Iomega)
Thanks to wjabi@libra.arch.umich.edu
pbp@mindspring.com
kb03@swt.edu
guymc@evansville.net
folta@netcom.com
keithj@unr.edu
nmehl@near.net
bbennett@unixg.ubc.ca
lisa@gordian.com
hueichin@macc.wisc.edu
phil@jherek.demon.co.uk
cteng@Stat.UFL.Edu
jgreely@Synopsys.COM
...and others

This FAQ attempts to answer many common questions and clarify many
misconceptions about the Iomega Zip drive, one of the most innovative and
viable secondary storage and backup devices to come on to the Mac scene
in a very long time.

Additions, addendums, corrections, or further questions can be submitted
to steveg@phantom.com. In no way whatsoever am I to be held responsible
for errors or omissions in this FAQ that could lead to further
misconceptions, problems, data loss, conflicting issues or (for whatever
reasons) sudden death. Use this FAQ at your own risk.
- - - - -
***NEW IN THIS VERSION...

* A complete formatting overhaul -- hope it makes things easier;
- - - - -
***QUESTIONS AND INFORMATION ADDRESSED IN THIS FAQ

SECTION 1: INFORMATION AT A GLANCE
Physical dimensions, press ratings, FAQ locations, contact information, etc.

SECTION 2: GENERAL ZIP-RELATED ISSUES
Q1: What is the Zip drive?
Q2: What's the deal with the cartridges?
```

Q3: Can the Zip drive use other types of media?
Q4: How fast is the Zip drive?
Q5: Does the Zip drive use Bernoulli technology?
Q6: It's such a new drive...How does it rate in terms of quality?
Q7: What if I want to buy one Zip drive for use on several different
machines?
Q8: What other goodies are offered with Zip?
Q9: Any other things, good or bad, that I should know?
Q10: I want more information and, gee-golly-gosh-darn-it, this FAQ just
isn't enough! How can I get in touch with the folks who make the Zip?

SECTION 3: PORTABILITY CONCERNS
Q11: Is the Zip drive available with a power supply of 220/240 volts
so that it will work in other countries?
Q12: Does that "Universal Power Supply" include all ten billion adapters
to fit the various electrical outlets of the world?

SECTION 4: MACINTOSH ISSUES
Q13: Will the Zip drive work with System 7's virtual memory?
Q14: Can you boot a Mac from a Zip disk?
Q15: Will Zip work with a PowerBook?

SECTION 5: PC ISSUES
Q16: What's a Zip Drive-SCSI for PC?
Q17: What's this Zip Zoom SCSI adapter all about?
Q18: What about booting a DOS/Windows machine from the Zip drive?
Q19: My PC doesn't have a SCSI adapter. What do I do?
Q20: How fast is the parallel version of the Zip drive?
Q21: No, really, how fast is it in Real Life?
Q22: Why would I want a parallel version instead of a faster SCSI version?
Q23: Windows blows chunks; I use OS/2. I guess I have to buy the OS/2 Zip
Tools from Iomega, right?

SECTION 6: MAC AND PC INTEROPERABILITY
Q24: Can the Mac read PC-formatted Zip disks, and vice-versa?
Q25: Can I use the Zip drive with both my Mac and my PC?

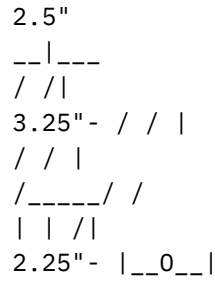
SECTION 7: OTHER PLATFORM ISSUES
Q26: Does the Zip work with other, non-Mac and non-PC platforms?
Q27: What's been reported so far that works and doesn't work?

SECTION 8: ZIP AND IOMEGA RUMORS AND NEWS

SECTION 9: BENCHMARK RESULTS

SECTION 10: IOMEGA ZIP vs SYQUEST EZ135
- - - - -
NOTE: Unless specified otherwise, all transfer rates and access times
listed throughout this FAQ are in reference to the SCSI version of the
Zip drive when connected to a Macintosh IIci w/DayStar 33Mhz 68LC040
accelerator and 32-MB RAM running System 7.5.1.
- - - - -
***SECTION 1: INFORMATION AT A GLANCE

SIZE OF ZIP DRIVE: Approximately 7" long by 5.25" wide by 1.5" high
LENGTH OF SCSI CABLE: 3' (three feet)
SIZE OF POWER SUPPLY: 3.25"x2.5"x2.25" (see ASCII diagram)



LENGTH OF POWER CABLE: 6' (six feet)
CURRENT CAPACITY: 100-MB cartridges store 94.1-MB after formatting
25-MB cartridges expected to ship soon
TRANSFER SPEED: See chart near bottom of FAQ.

PRESS RATINGS: MacWeek (unknown issue date), 5 stars (5=top rating)
MacWorld (July 1995), 4 stars (5=top rating)
MacUser (July 1995), 4.5 stars (5=top rating)
UK MacUser (June 9 1995), 5 stars (5=top rating)

This FAQ is posted on an as-needed and as-completed basis to the following Usenet newsgroups: comp.sys.mac.hardware.storage, comp.sys.ibm.pc.hardware.storage, comp.sys.atari.st.tech, comp.sys.atari.8bit, comp.sys.amiga.hardware. This FAQ will also be uploaded to the two most popular Macintosh ftp sites (sumex-aim.stanford.edu and mac.archive.umich.edu) for placement in whatever directory the supervisor(s) of those sites deem appropriate.

If you have a Zip-related question which you'd like to see directly addressed in this FAQ, please send mail to the appropriate users -- and PLEASE make sure you address them properly. While I can appreciate the need for answers to your PC-related questions, as a Macintosh enthusiast I (steveg@phantom.com) simply do not have the answers you seek, so PLEASE STOP MAILING ME with PC questions!

For Mac Q&A.....steveg@phantom.com
For PC Q&A.....lee@library.ucsb.edu (who will forward the answer to me for inclusion in the next edition of the FAQ)
For all other platforms...Until we get appropriate "Zip Gurus" on other platforms, post questions to your local usenet newsgroup(s) that relate to your platform.
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***SECTION 2: GENERAL ZIP-RELATED ISSUES

Q1: What is the Zip drive?
A1: The Zip drive is a new drive from Iomega Corporation, makers of the Bernoulli line of removable storage devices (competing primarily with drives from the SyQuest corporation). The drive uses proprietary cartridges providing 100-MB unformatted storage capacity (25-MB cartridges are expected to be released soon). The drive was first

advertised in the catalog pages of MacWarehouse (a popular mail order company) several months before the drive began shipping. As a result, a huge backorder was created even before the first drives began trickling out. After the drives began shipping in earnest, other mail order companies and local retailers began advertising and selling them. Waiting periods ranged from a few days to over a month, depending on which vendor you ordered from and exactly when you ordered.
The drive itself is rather small (slightly larger than the typical Supra modem), and weighs less than one pound (including disk). The case is a cheap-feeling but reasonably sturdy dark blue plastic affair with six gray rubber feet attached, allowing the drive to be set flat (like a typical modem) or on edge. A green LED on the front of the drive indicates that the drive has power, while an orange LED next to it acts as a busy light. A small round gray button is set below the two LEDs and acts as an eject button. (When the drive is connected to the Mac, the disk is automatically ejected like a floppy disk when the disk icon is dragged to the trash can. If you have a disk installed and the computer is not turned on, pressing the button on the drive will eject the disk.)
A clear plastic window is on the top of the drive allowing the user to see the label of an inserted disk. The back of the drive has two 25-pin SCSI connectors. Between the two connectors are two switches; one allows the user to set the drive between SCSI ID 5 and 6 (those are the only two options available), while the other provides termination (ON if the Zip is the last device on the SCSI chain, OFF if there are devices on either side of the SCSI chain). The power inlet is located on the side of the drive (on the same side that would face down if the drive were positioned on its side) and provides both a recessed power connector and a recessed power cable guide for aesthetically routing the power cord.
The drive uses regular magnetic-type read/write heads to store data; it is not a magneto-optical drive, removable hard drive, etc. The best way I can describe it is as "a 100-MB floppy drive that's about as fast as a hard drive."
The drive ships with an external two-prong power supply (which weighs slightly more than the drive itself!), one 100-MB "Zip Tools" cartridge containing many excellent utilities for formatting, indexing and backing up your data, two floppy disks for installation (one for Mac, one for PC), a thin but complete owner's manual, a shielded 25-to-25 pin SCSI cable, and the usual assortment of promotional goodies. Setting up the drive takes only a few minutes.

Q2: What's the deal with the cartridges?
A2: As of this writing, only 100-MB cartridges are shipping. Each cartridge has an unformatted capacity of 100-MB; after formatting, they provide about 95-MB of storage capacity. Cartridges cost between $15 and $25 apiece depending on vendor and quantity purchased. Each cartridge measures about 3.875" square and are about .25" thick. They come in a hard clear plastic fold-out case, similar to a magneto-optical disk. The cartridges are prelabeled; replacement labels are available from Iomega for a rather pricey $3 for a package of 10. Iomega plans to have 25-MB cartridges available soon. Cartridges can be formatted with just about

any low-level SCSI formatting utility, though no significant performance or capacity differences were noted between using the different formatting utilities. Programs such as TimesTwo for the Mac (by the now-defunct Golden Triangle) or Stacker for either the Mac or PC can be successfully used to format the disks to an artificial 200-MB each, but I wouldn't recommend it for several reasons. Besides, the cartridges are cheap enough to store data without compression.
Several people have reported that MS-DOS formatted Zip disks seem to be in more plentiful supply than Mac formatted Zip disks, presumably because the Zip drive isn't making as big a splash in the PC world since they have never had as strong a deficit of low-cost, high-capacity secondary storage devices that the Macintosh has had to suffer through. If you can find PC formatted Zip disks, snag 'em; they can be easily reformatted to work on the Mac. (And vice-versa, if the need is there.)

Q3: Can the Zip drive use other types of media?
A3: The Zip drive and its cartridges _are_not_compatible_ with any other media or drive. A Zip drive cannot read/write/format/recognize magneto-optical disks, floppy disks, SyQuest cartridges, Bernoulli cartridges, DATs (or other types of tape cartridges), or any other sort of non-Zip media.

Q4: How fast is the Zip drive?
A4: Like any SCSI device, overall performance will vary depending on what system and configuration is used. The shareware Macintosh benchmark utility Speedometer 4.0 gives the drive a rating of .794, which is slightly faster than the 44-MB SyQuest drive that I tested as a comparison device (and gave a rating of .736). This is fast enough to run most software; QuickTime movies run quite smoothly from Zip disks, as do sampled sounds and similar time-specific files. (See more detailed ratings at the bottom of this FAQ.)

Q5: Does the Zip drive use Bernoulli technology?
A5: No, not at all. The Zip drive is a sort of hybrid of modern drive assembly techniques and established Winchester-type drive mechanisms. The Bernoulli Effect, and the technology that Iomega applies to it, is not to be found in this drive.

Q6: It's such a new drive...How does it rate in terms of quality?
A6: Only time will tell for that, of course. It is my personal feeling, and the overwhelming feeling of most of the Zip owners on the internet, that the Zip drive is quite solid and reliable. I've personally put about six hundred consecutive hours of access time on my Zip drive and had nary a single problem. I've transported the drive in a plain plastic grocery bag to work and back (a half hour New York walk) and hadn't had a problem with it. The drive is tightly constructed, though some may think it feels cheap. My personal drive survived numerous leg-bumps while walking to and from work and survived without a single scratch or performance defect.

Q7: What if I want to buy one Zip drive for use on several different machines?
A7: If they're all Macs, you're set. Just install the Zip Tools software

on each machine and off you go. Of course, you'll need to physically move the Zip drive from one Mac to another as well. If you're dealing with a mixed Mac and PC environment, your options change. If your PC has a SCSI card you can plug the Zip drive into it, install the PC Zip Tools, and away you go. If you don't have a SCSI card on your PC, Iomega offers a ZIP SCSI adapter for $60 (Iomega part #10013). If you don't want SCSI on your PC, you can buy the parallel version of the Zip drive. It offers all the same features of the SCSI Zip drive, but it interfaces with the more common parallel connectors on PC's.
The hardware interface is easy; connect it as you would any other SCSI device. The potential problem lies in the Zip Tools software. Iomega only packages the Zip drive with Zip Tools for Mac and PC running Windows (they also offer the Zip Tools package for OS/2; this disk costs an additional $20 and is Iomega part #10045).

Q8: What other goodies are offered with Zip?
A8: A small color brochure is included with the drive selling such items as carrying cases, Zip disk holders, extra Zip disks (which are more expensive than mail order and some retail outlets), Zip disk labels, Zip SCSI cables, the aforementioned PowerBook adapter, power supplies, Zip SCSI cards, and Zip Tools for the three mentioned platforms. It is mentioned in the Zip documentation that a Zip drive cleaning kit is offered through Iomega; however, there is no evidence of this kit in the color brochure. (Note that the Zip drive CANNOT be cleaned with a conventional floppy drive cleaning kit, so don't try it!)

Q9: Any other things, good or bad, that I should know?
A9: There are some issues which some people find fault with which I'll point out here. First, the drive has no POWER switch. When the drive is plugged into an active electrical outlet, it's on; when it's unplugged, it's off. I personally have no problem with this as my drive is plugged into a switchable power station (Kensington MasterPiece Plus; no affiliation, though I think this is an excellent unit) and I can turn it off and on with the station's button.
The drive also has only two SCSI ID options (5 and 6), which means that if you have a relatively full SCSI chain, you may find yourself switching the ID's of other devices on the chain.
As was previously stated, the drive has two 25-pin SCSI connectors and ships with a 25-to-25 pin SCSI cable. For most users with multiple SCSI devices, this means that the Zip drive will be the first drive on the SCSI chain and other devices will plug into the Zip drive. If you happen to have a spare 50-to-25 pin SCSI cable, you can place the Zip drive on the end of the SCSI chain (thus eliminating the need for external terminators, since the Zip has switchable termination) by connecting the 50-pin end to your formerly-last SCSI device the the 25-pin end to the Zip drive. This is NOT to say that the Zip drive couldn't be placed in the middle of your SCSI chain. It certainly can; the only thing you'd need to accomplish this is the appropriate SCSI cables (25-to-25 and/or 25-to-50, depending on your other devices).
The drive is VERY quiet. For some, this is a blessing; for others, a curse. The drive makes a quiet (library-level) clicking sound as the

read/write heads move across the disk, but that's about it. Do not rely on auditory feedback to determine the status of the Zip drive. :-)
The drive also has a power saving mode. When the drive is not accessed for a few minutes, the drive kicks down into a low-power mode. When the drive needs to be accessed while in low-power mode, it only takes about a second for the drive to get back into action (considerably less time than it takes for a PowerBook's hard drive to spin back up).
When inserting a disk, there is no lengthily spin-up time like a SyQuest drive so the disk is almost instantly available. When a disk is ejected, there is no spin-down time so the disk ejects at least as fast (if not faster) than a floppy disk, and leaves the drive with a very solid and satisfying "ker-CHUNK" sound.

Q10: I want more information and, gee-golly-gosh-darn-it, this FAQ just isn't enough! How can I get in touch with the folks who make the Zip?
A10: It turns out that there's a whole lot of different ways you can contact Iomega. If you're still living in the Stone Age (or, perhaps more appropriately, the Stamp Age), you can write them: Iomega Corporate Office, Iomega Corporation, 1821 West Iomega Way, Roy, Utah 84067-9977, USA. The voice telephone number for their corporate offices is 801-778-1000, but DON'T call there unless absolutely necessary. Iomega has been smart enough to supply about half a dozen alternative telephone resources. An Interactive Voice Help system (24 hours) is available at 1-800-456-5522 (or 801-778-3000 if you're in the area code). Sales Information is at 1-800-MY-STUFF (1-800-697-8899). An automated FAX assistance system (US and Canada only; 24 hours) is at 801-778-5763. But wait! There's more! Iomega operates a BBS at 801-392-9819. They're on CompuServe (Mac users type "GO MACCVEN", PC users type "GO PCVENE") and America Online (keyword "IOMEGA"), and they have an internet email address at info@iomega.com. Finally (?), they operate a Web page at http://www.iomega.com/. Whew!
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***SECTION 3: PORTABILITY CONCERNS

Q11: Is the Zip drive available with a power supply of 220/240 volts so that it will work in other countries?
A11: Yes and no. By itself, the Zip drive ships with a USA-standard power supply which can't be used everywhere around the world. However, Iomega sells a "Universal Power Supply" (item #10044) for $40 which, according to Iomega documentation is "smaller, lighter, and usable worldwide". I've received some reports from several people who state that this power supply works in several different countries. Zip owners in the USA who travel within the country with their Zip drive may want to consider this power supply as it is indeed smaller and lighter than the standard power supply (almost half the size, in fact) and would make portability that much easier.

Q12: Does that "Universal Power Supply" include all ten billion adapters to fit the various electrical outlets of the world?
A12: No. You get the small device pictured in the catalog as well as a standard computer peripheral power cable. If you want to plug it in

anywhere else in the world, you're on your own for adapters. (Radio Shack, among many other vendors, sells adapter plugs for various world ports.) This is not an Iomega part; you might be able to get it faster by ordering it from somewhere else (it is from Advanced Power Solutions and is model #SA-051A5F-10).
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***SECTION 4: MACINTOSH ISSUES

Q13: Will the Zip drive work with System 7's virtual memory?
A13: Like all other removable storage devices, no, it will not work. It is my understanding, however, that other virtual memory programs exist which can use removable storage devices (and, as such, the Zip drive) as VM storage, but that's a subject for another FAQ. :-)

Q14: Can you boot a Mac from a Zip disk?
A14: Yes, you can. There are two ways to accomplish this. (The following instructions assume that you have a Zip disk with the proper System software installed on it.)
First, when the computer is up and running, insert a Zip disk. Open the "Startup Disk" control panel and select the Zip disk as your startup disk. While holding down the OPTION key, select RESTART from the SPECIAL menu; holding down OPTION prevents the Zip disk from being ejected. (If for some reason the Zip disk IS ejected after you select RESTART, simply reinsert the Zip disk BEFORE the "happy Mac" icon comes up and you'll be in business.)
The second way is a bit different and assumes that your computer is turned off, but the startup disk is the hard drive you usually boot from. Power up your Zip and insert the Zip disk. Boot your Mac while holding down the SHIFT, COMMAND, OPTION, and DELETE keys; this forces your Mac to bypass the internal hard drive and should cause your Mac to boot right from the Zip disk.

Q15: Will Zip work with a PowerBook?
A15: Absolutely! However, you'll need to invest in an HDI-SCSI adapter; Iomega sells this for $20 and is part #10042. Other manufacturers sell this type of adapter at comparable prices.
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***SECTION 5: PC ISSUES

Q16: What's a Zip Drive-SCSI for PC?
A16: It's the same thing as a Zip drive for Mac. Depending on your SCSI interface, it should be about the same speed. Iomega sells an inexpensive ($54) SCSI card for the Zip drive called the Zip Zoom (see below). The software for both Macs and Windows ships with the drive; if you're using OS/2, you'll need to purchase the Zip Tools software separately from Iomega for $20.

Q17: What's this Zip Zoom SCSI adapter all about?
A17: It's a SCSI-1 ISA card based on the Adaptec 1505 and has an external 25-pin SCSI connector. It doesn't have an internal SCSI connector, but it does seem to allow you to chain other SCSI devices off of it either before or after your Zip drive. If you want SCSI-2 or a bus-master card

(?) then you may want to buy a different SCSI card. Infoworld (5-1-95) reports backing up 397-MB in 57 minutes (6.97-MB/minute) and restoring that same data in 27 minutes (14.7-MB/minute) with the Zip Zoom adapter.
J Greely <jgreely@Synopsys.COM> reports:
"Most SCSI controllers come with a driver for controlling non-standard SCSI disk devices (c.f. Adaptec EZ-SCSI ships with ASPIDISK.SYS); this will work with a Zip drive, but you won't be able to use the Zip Tools for formatting, locking, etc. One nice side effect of using a non-Iomega driver is that the installation will be unable to erase the disk, so you'll still be able to use it for a Mac installation afterwards.
"Some PC SCSI cards are too bright for their own good; a QLOGIC card I bought insisted on controlling the Zip drive itself, making it impossible to use the Zip tools. I replaced it with an Adaptec 1522, and all was well."

Q18: What about booting a DOS/Windows machine from the Zip drive?
A18: That depends on your SCSI adapter. The Zip Zoom doesn't support booting from the Zip drive, though other SCSI cards may.

Q19: My PC doesn't have a SCSI adapter. What do I do?
A19: You can either buy a SCSI adapter (from Iomega or from somewhere else) and run with it, or you can buy the Zip Drive-Parallel, which is (obviously) a Zip drive that plugs into a PC's parallel port.

Q20: How fast is the parallel version of the Zip drive?
A20: According to the readme.txt file, the transfer speed for standard parallel port is 2-6-MB/minute, bi-directional parallel port is 6-17-MB/minute, and enhanced parallel port is 17-22-MB/minute.

Q21: No, really, how fast is it in Real Life?
A21: Huei-Chin Lin <hueichin@macc.wisc.edu> reports:
"I had transferred a 12-MB zipped file from my Zip-disk to my hard drive, and roughly timing it. It took about a minute to transfer a 12-MB file from Zip disk to my hard drive. (My computer is 486DX2-50 with 8-MB RAM.) I had even zipped my whole window directory and subdirectories to my Zip disk, and it is only a bit slower than the speed I've got when I zipped the same thing to my hard drive (remember that I was using EPP capacities and I only tested it without any benchmarking)."

Q22: Why would I want a parallel version instead of a faster SCSI version?
A22: Not all PC's have SCSI adapters and you may not want one, so the parallel drive would be for you. Other than that, it's a matter of personal preference.

Q23: Windows blows chunks; I use OS/2. I guess I have to buy the OS/2 Zip Tools from Iomega, right?
A23: Right -- unless you don't want to. Zip Tools for OS/2 is reportedly available on Iomega's own BBS, so the only thing it'll cost you is the phone call and download time.
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***SECTION 6: MAC AND PC INTEROPERABILITY

Q24: Can the Mac read PC-formatted Zip disks, and vice-versa?
A24a: For the Macintosh, yes. You will need a utility that will read PC-formatted disks. PC Exchange, which is included with System 7.5, works with mixed results. Several people have reported errors ranging from the inability to read the disk to outright trashing of the data on the disk, while others claim no problems with the utility. The general consensus seems to be that other programs, such as Access PC, work better than PC Exchange.
A24b: On the PC, I have no verified information on this.

Q25: Can I use the Zip drive with both my Mac and my PC?
A25: Yes. In fact, Iomega ships the drive with floppies for both Macs and PCs, but there's a catch. As soon as you run the program to install the Zip Tools utilities that are included on the Zip Tools disk, the installer will erase the partition (about 50-MB) of the system that you are NOT installing it for. (So if you run the install program from a Mac, it erases the DOS partition and vice versa.) Iomega's official position is that you have to buy a second Zip Tools disk if you want to install on both platforms, but of course that's not the only recourse. You have several ways to get around this.
The first solution (and, by far, the most convenient) is to run the Guest program from the Zip floppy disk to mount the Zip Tools disk, then use a disk duplication program (one that gets the whole disk, sector by sector) to dupe the Zip Tools disk onto a blank Zip disk. Some people have reported doing this successfully with the Disk Duplicator program that is on the Macintosh partition of the Zip Tools. Once you have a duplicate of the Zip Tools disk, you can use one to install for your Mac, and then the other to install for your DOS/Windows machine.
A second solution -- and the only recourse you have if you've already installed the Zip Tools software on one platform (thus deleting the other platform's software from the Zip Tools disk) -- is to go to Iomega's SIG on America Online. The files are available in their software library:
ZIPTOOLS.EXE ....Part one of the Zip Tools package for PC
FIND.EXE ....Part two of the Zip Tools package for PC
IOSCSI.EXE ......Iomega SCSI drivers, including the Zip Disk drivers for PC
Zip Tools version 4.2.1 .....The whole Zip Tools package for Mac
For Mac users, you'll need only that last file which contains the entire package. (NOTE: As I'm not an AOL subscriber, I don't know what format this file is. If someone would like to research this and get back to me, I'd appreciate it!) Those PC files are self-extracting archives, so for God's sake be careful! Make a directory called \ZIPTOOLS, move the ZIPTOOLS.EXE file in there and run it from that directory. Make a subdirectory \ZIPTOOLS\FINDIT, move FIND.EXE into it, then run that (from the FINDIT subdirectory). For further instructions, read the README.NOW file in the \ZIPTOOLS directory. To install the SCSI drivers, make a directory called \IOMEGA, and move the IOSCSI.EXE file there. Now run it from that directory. Run MANUAL.EXE and read how to install it. You can use the INSTALL program or do it manually.
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***SECTION 7: OTHER PLATFORM ISSUES

Q26: Does the Zip work with other, non-Mac and non-PC platforms?
A26: Yes, but it's a mixed bag. Most other platforms (i.e., Apple II, Atari 8-bit, Atari ST, Amiga, Commodore 64) have some sort of SCSI interface option wither built-in or available as a third-party expansion box or card, so physically connecting the SCSI version of the Zip drive is as simple as plugging in a cable. The greater issue lies with software; Zip Tools is available only in Macintosh, PC/Windows, and OS/2 flavors so everyone else is pretty much on their own.

Q27: What's been reported so far that works and doesn't work?
A27: Not a whole lot of adventurous souls out there, unfortunately. It has been reported and confirmed that the SCSI Zip drive works with Atari 8-bit computer with the "Black Box" interface unit and SpartaDOS. As the Atari 8-bit cannot recognize any partition larger than 16-MB, SpartaDOS must format the Zip cartridge as multiple partitions in order to fully utilize the entire Zip cartridge.
I have also had 2-3 vague reports of the SCSI Zip drive working nicely with the Amiga computer, though nobody who uses that platform has contacted me with verification and specific details.
A similarly vague report has been sighted from an Atari TT user, though again, nobody who uses that platform has contacted me with verification and specific details.
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***SECTION 8: ZIP AND IOMEGA RUMORS AND NEWS

CONFIRMED: Power Computing, the first licensed and authorized manufacturer of Macintosh clones, now has an internal Zip drive for the Power Computing clones available as optional equipment. Furthermore, Iomega has publicly stated that they're working on an internal version for end-user installation in other machines. I do not have final pricing information on this option; I expect to see Power Computing at Boston MacWorld Expo and will seek the information then.

CONFIRMED: Iomega is working on a larger capacity removable storage drive now known as the "Jaz" drive. The Jaz drive is expected to cost ~$500 for the internal version (~$600 external) and use ~$100 3.5" cartridges that hold 1-GB apiece. The drive resembles a larger version of the Zip drive but is colored dark green rather than dark blue; the cartridges are about twice as thick as a Zip cartridge. Further information is expected at Boston MacWorld Expo.

CONFIRMED: At a recent MacWorld Expo in San Francisco, Iomega was giving out "dummy" Zip cartridges, presumably as some sort of promotional gimmick. If you have one of these dummy cartridges, return it to Iomega and they will send you one real, 100% usable Zip cartridge, absolutely free. Joy!

RUMOR: A longstanding rumor about a 200-MB Zip drive has touched just about everyone's screens. To the best of my knowledge, this rumor started when, in an interview regarding the Zip drive, an Iomega executive made a statement to the effect that "Zip technology is at its infancy" and that "it would be easy enough to make a Zip drive that can store twice the current amount or more." Needless to say, many people took this to mean

that a 200-MB Zip drive is in the works. As best as I've been able to ascertain, *a 200-MB Zip drive, if it ever comes to light, will not be available anytime soon*. Realistically speaking, this makes lots of financial sense for Iomega. 100-MB Zip drives are selling faster than Iomega can make them; if they make a 200-MB drive available now (or within the next month or three), that will instantly cut 100-MB Zip drive sales down to the bone as people wait for the 200-MB drives. Why cut their own throats? I don't doubt that larger capacity Zip drives will *eventually* come to light, but I also believe that it'll be at least half a year before we see them. (The Jaz drive that is being developed may be the drive which this rumor sprouted from.)

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***SECTION 9: BENCHMARK RESULTS

Many people had requested more solid reference numbers to compare the SCSI Zip drive with other types of storage devices. Okay; here ya go. These results were obtained using Norton Utilities 3.1's "System Info" program on an accelerated Mac IIci (DayStar Turbo 040i @ 33Mhz) with 32-MB RAM (real RAM) running System 7.5.1 and with no non-System-7.5 extensions loaded except for the Iomega Driver; disk cache was set to 256K. The IIci's hard drive and the SyQuest were formatted with Silverlining 5.54/23; the Zip was formatted using Iomega Tools 4.2, though identical results were obtained when the Zip cartridge was formatted with Silverlining. Note that specific results will vary a bit from machine to machine due to CPU speed, system configuration, specific architecture, etc.

MAC IIci HD ZIP-100 44-MB SYQUEST
RANDOM READ: 116K/sec 38.5K/sec 37.3K/sec
1K SEQUENTIAL READ: 382.3K/sec 47.1K/sec 51.9K/sec
4K SEQUENTIAL READ: 757K/sec 171K/sec 165K/sec
16K SEQUENTIAL READ: 999K/sec 491K/sec 361K/sec
64K SEQUENTIAL READ: 1010K/sec 927K/sec 516K/sec
256K SEQUENTIAL READ: 1099K/sec 1186K/sec 579K/sec
RANDOM WRITE: 71.1K/sec 38.9K/sec 36.1K/sec
1K SEQUENTIAL WRITE: 72.0K/sec 47K/sec 48.8K/sec
4K SEQUENTIAL WRITE: 253K/sec 171K/sec 158K/sec
16K SEQUENTIAL WRITE: 695K/sec 491K/sec 356K/sec
64K SEQUENTIAL WRITE: 986K/sec 926K/sec 511K/sec
256K SEQUENTIAL WRITE: 1216K/sec 1189K/sec 579K/sec

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***SECTION 10: IOMEGA ZIP vs SYQUEST EZ135

SyQuest will soon be releasing a new drive called the "EZ135" (formerly known by its code name, "Roadrunner"). This drive will reportedly cost ~$230 for an external version (~$200 for an internal version) and use ~$20 cartridges that store 135-MB each. EZ135 weighs about 2-3 lbs (considerably more than the diet-conscious Zip), but is also about twice as fast.

There are many mixed messages about which drive will ultimately prevail. However, I personally feel that the Zip drive will be the winner for several reasons. Here's why:

* The Zip drive is cheaper. Zip costs $200 for external, while EZ135 is ~$30 more. Furthermore, the Zip drive is now available internally from Power Computing and soon as an end-user installation kit, and chances are it will cost considerably less than the EZ135's internal price of $200.
* Zip cartridges are smaller, lighter, and more transportable. EZ135's cartridges will likely need to be stored in the same sort of padded carrying case as "standard" SyQuest cartridges. As a result, you'll see less of them being used with portable computers and, consequently, with desktop machines.
* Zip already has a substantial market lead over SyQuest. Historically speaking, the Mac market hasn't had much in the way of brand-loyalty. SyQuest drives became the predominant standard not because of any outstanding features, but simply because they were cheap in comparison to the more expensive Bernoulli drives. However, I can count literally hundreds of people who have abandoned their SyQuest drives for the Zip drive.
* The Zip is being offered as optional equipment in Power Computing's Mac clones (and hopefully -- eventually -- Apple's own products), whereas the EZ135 is not. This has the potential to give the Zip drive an even larger marketing lever.
* Though EZ135 is faster, Zip is already fast enough for the majority of users. QuickTime movies, sound files, and similar time-intensive files play just fine from Zip. Only a comparatively few users will actually _need_ the additional speed that EZ135 offers, and when you consider this in relation to everything else, the EZ135's speed becomes a not-so-important factor.
* EZ135 cartridges hold about 30-MB more data after formatting, true, but is that enough to justify a more expensive, heavier drive? I don't think so. Again, the fact that the Zip is so easily transportable makes it the better drive, regardless of the data storage capacity. If SyQuest's new drive were to hold, say, 200-MB or more it would be a considerably different story.
* People may be angry at SyQuest for "holding out" on the community. More than a few users have wondered out loud why SyQuest didn't introduce the EZ135 before Zip came on the scene. The most logical answer is that SyQuest was making so much money off its other, lower-capacity drives that they didn't want to rock the boat by introducing the EZ135. Only when Iomega started severely cutting into SyQuest's market did SyQuest respond with the EZ135. In short, it seems that SyQuest was more interested in lining its own pockets instead of advancing the technology. While this is probably good for business, it doesn't make the users any happier.

It's ultimately a simple matter of time deciding which drive will prevail, but if I had to place money on the outcome, I'd bet on Zip.
- - - - -
Well, that was fun.

steveg@phantom.com
==========

1835. Re: Quick, is it dead?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-05 00:00:00 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3vvlanErl0@uni-erlangen.de>
Source record: 89407

Richard is right. QUICK certainly is not dead, we just haven't found
a distributor in the USA. If someone is interested - just mail me.

There is an english version of the manual and every year there is
a new QUICK support disk in Germany, and sometimes we even do new ones in
english, too.

If anybody is interested in getting the international QUICK version, just
contact me or Dean Garraghty.

Harald Schoenfeld

PPP of Germany

--
Harald Schoenfeld (IRC Nick: Equinoxe) | Nuclear war against nature:
Harald.Schoenfeld@rzmail.uni-erlangen.de | France and China finally united

1836. Looking for some old 8bit demos

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-05 00:00:00 UTC
From: rrumpf@magnus.acs.ohio-state.edu
Message-ID: <199508051249.IAA02937@bottom.magnus.acs.ohio-state.edu>
Source record: 89408

Does anyone remember the rainbow-fuji demos? These were variations on drawing a fuji onscreen and putting the Atari rainbow colors through it...ie Fuji, Fujiboink, Swan, etc. Does anyone have a copy of these they could upload to the net? TIA...

1837. MiniScribe Micro Mainframe Info Needed

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-05 00:00:00 UTC
From: trek@ihgp2.ih.att.com
Message-ID: <DCuHGp.284@ssbunews.ih.att.com>
Source record: 89409

All, I have a miniscribe micro mainframe 5 1/4" disk drive. It
unfortunately came with no docs but someone pointed out the
connectors and switches to me - and now I am really curious.
What all can be supported? How? If anyone has docs -
address of company - or info on this tank - I would really
appreciate it. Thanks, Wayne Booth

1838. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-05 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <p7GACcT.ransom22@delphi.com>
Source record: 89410

John D Harris <jharris@cup.portal.com> writes:

>I think we've gotten too nit-picky here. You originally questioned the
>level of support for another 80 column enhancement, on the basis that the
>XEP80 was not well supported. My point, is that the XEP80 is not a very
>exciting device, both in terms of what it provided, as well as the way in
>which it was provided. I think it is reasonable to hope for better
>support from a device that provides significantly better enhancements than
>what the XEP80 provided.

Absolutely! :)
Heck, I'd gladly "settle" for a way to get the FT-80 screen handler
to work with other stuff, like SDX, Mac/65, etc...

Oh, and Atariwriter+, too, of course. :)

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1839. Atari Emulator for Unix and Amiga - 0.1.8

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-05 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1995Aug5.172954.225@signus.demon.co.uk>
Source record: 89411

I have just upload the latest version of this emulator. It can be
obtained from:-

ftp.demon.co.uk:/pub/emulators/Atari800-0.1.8.tar.gz

ftp.demon.co.uk 158.152.1.44

The latest version will also run on an Amiga with the AGA chipset. It
can be compiled using either DICE C or GNU C (See Makefile). Speed wise,
the Amiga version is currently the slowest (Sorry!), however I am
optimistic that this will be improved over the comming months.

Changes in 0.1.8

- Allows direct use of GRAFP0, GRAFP1, GRAFP2, GRAFP3 and GRAFM without
using DMA.
- -rom16 option to load standard 16K ROMs.
- -a option to load object/atariosa.rom
- -b [default] option to load object/atariosb.rom
- Simplified screen generation for host - Player missile graphics
collision detection has been moved into 'atari_custom.c'
- Corrected read from PORTB (XL/XE emulation)
- GTIA support for *all* antic modes.
i.e. GTIA can be enabled in graphics mode 0 (antic mode 2) just like
a real 800. POKE 623 with 64, 128 or 192 to test.
- Amiga version can be compiled using either DICE C or GNU C - see Makefile

Changes in 0.1.7

- Issue cpu cycles during screen update (corrects VCOUNT problem)
As a result DLI are not occuring on the correct mode line.
- Support for 256 bytes/sector ATR files
- Handle Insert, Delete and Tab keys properly
- Handle Shift + Control + A-Z properly (X11 only)
- Cartridge support tidied up (Thanks to Dave Bennett)

David Firth <david@signus.demon.co.uk>
--
David Firth <david@signus.demon.co.uk>

1840. Re: HTML viewer for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-05 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <400ej6$osv@charm.magnus.acs.ohio-state.edu>
Source record: 89412

In article <3vu9cq$cja@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>printd("lynx -dump -source ")
>printde(URL)
>inputsd(dummy) ; eat the "lynx -dump -source URL" line (and preceding prompt)
>... read the data

The main difference with telnet is that you have to break the URL into
its parts.

>Hmm... one thing, however.. how will I tell when the data is finished? :)
>Perhaps it's time to rething this :) (perhaps a "set prompt ***DONE***"?)

With telnet, you'll get "Connection closed by foreign host." at the
end. But if you test for any particular string, you're screwed if the
html page happens to include that page. If you directly connect with
your own C program, you'll know when the server closes the connection.

I do see one advantage to using lynx: it might recognize other URL
types besides http, such as ftp.

I mailed you the "wwwget" perl script I have that gets http://...
pages, but you probably know that by now. :-)
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1841. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-05 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <400f5j$oue@charm.magnus.acs.ohio-state.edu>
Source record: 89413

In article <michael-0408951849320001@dialup-c3.cis.ufl.edu>,
Michael Ellis <michael@anest4.anest.ufl.edu> wrote:
>Regarding the CLI thing. I hate them. I have no qualms about having a
>CLI running as a subprocess in a window (if you REALLY want one), but
>it'll be a cold day in you-know-where before any of MY software is CLI
>driven ;-). Let's face it, this is not the early 80s -- I can't believe
>DOS and UNIX CLIs have survived this long much less that someone might
>bring another into existance.

Nor do we need another pretty interface that is nearly useless.
(Program Manager, anyone?)

I don't want to start a religious war here, but I think the best
approach (without considering technical limitations) is a GUI with a
CLI window. A command line is harder to learn, but MUCH more flexible
and powerful than straight icons and buttons and menus.

My favorite interface is X-Windows with at least two xterm windows
running a Unix shell.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1842. Re: Looking for some old 8bit demos

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-05 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <400fb8$oun@charm.magnus.acs.ohio-state.edu>
Source record: 89414

In article <199508051249.IAA02937@bottom.magnus.acs.ohio-state.edu>,
Robert Rumpf <rrumpf@magnus.acs.ohio-state.edu> wrote:
>Does anyone remember the rainbow-fuji demos? These were variations on drawing
>a fuji onscreen and putting the Atari rainbow colors through it...ie Fuji,
>Fujiboink, Swan, etc. Does anyone have a copy of these they could upload to
>the net? TIA...

I have the swandemo in a couple places. I think it my have been
included on one on the demo disk images in one of the xformer
distributions.

--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1843. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-05 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <400hgm$86u@nnrp1.primenet.com>
Source record: 89415

The mortal nosync wrote:

: Take a look around, and you'll see that Diamond GOS did not succede as a
: new 8-bit os. Will the new one?

It never WAS an OS. It was just a GUI system on top of the existing OS.

A GUI alone isn't really worth it, which is why Diamond failed. A GUI
and a new OS to interface with it goes hand in hand. Otherwise you've
got little more than a mouse to play with--big deal.

1844. Alternate Reality--trouble starting out!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-05 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3vug05$5lv@bug.rahul.net>
Source record: 89416

What is the best way to get started in this game? Where do I find money and/or equipment? You start out with ~120 copper, which is not nearly enough for any weapons I saw at the Smithy. And I can't win any fights with bare hands...though I once killed a courier by trying to charm him, and "earned" about 120 XP> :)

Seriously, though...how can I get to the point where I can survive any encounters with fighting?

And I remember when I though it was hard to start Ultima II...

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Beware of geeks bearing .GIFs! * GCS: !H s:+ !g au+ C++$ v++ w+ U+ N++
* softball 95: 24 games, 12-12, .627 * W po+ Y+ j++ B-- e+++ u** r+++ y+++

1845. Re: US+ OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-05 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <3vuq4n$57m@news.umbc.edu>
Source record: 89417

James King (jeking@xmission.com) wrote:
: How many of you folks have Bob Puff's US+ OS upgrade installed in one of
: your machines? Do you like it? Do you find it a valuable asset to your
: 8bit computing?

: I just bought one, and havent had any luck installing it in my upgraded
: XE so far.. works great in my stock XL, but since theres no ramdisk
: in that machine, I cant try out or take advantage of the built in
: ramdisk handler(s).

Been running a US+ OS for sometime now in my modded 130XE with no problems.

Like the ability to reboot from different drives, the enhanced
brightness/contrast with the font, etc. Consider it a reasonably worthy
addition to the 8bit add-on/upgrade scene.

Tom

-=-
Thomas Drake | From an Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

1846. Re: Alternate Reality--trouble starting out!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-05 00:00:00 UTC
From: mgfrank@acsu.buffalo.edu
Message-ID: <3vv1ia$dl3@azure.acsu.buffalo.edu>
Source record: 89418

In article <3vug05$5lv@bug.rahul.net> you write:
> Seriously, though...how can I get to the point where I can survive
>any encounters with fighting?

This is my favorite strategy for starting an AR: City character.
Warning: this is long! :-) There are some general AR comments at the
end.

First, decide whether you're going to be a good or evil character. A
good character is actually much, much easier to start with, because
you'll only get into half the fights and those greatsword-armed guards
won't attack you. If you want to be evil, try starting good and don't
start attacking good guys until you're strong enough to fight
guards. (The music tells you whether a creature is good or evil.)

At the character selection screen, keep your eyes on three stats:
strength, intelligence, and charm. If your eyes can't follow all
three, pick strength and either one of the others. I try to get a
strength of 18 or higher and at least one of the others above 16. This
will give you a reasonable chance of either charming or tricking weak
enemies, which gives you experience but keeps you out of fights.

Now you're at the Floating Gate. If it's raining when you start, get
inside and wait it out. (I prefer the tavern, since it has the best
music to entertain you.) Don't buy anything. Even if you can afford a
dagger, don't get it yet. Believe it or not, for a beginning character
(played this way, anyway), the greatest danger is from starvation and
dehydration, not death by violence. You start out facing north. The
sun rises in the east and sets in the west. Learn which mountains are
in which direction; it'll help until you get a compass and after your
compass is stolen. (The waterfall, for instance, is to the south.)

Find a cheap inn near a cheap tavern. If you don't start mapping right
away (I didn't), make sure you know how to get from the city square to
the inn. If it's midday and you're at max hit points, practice going
back and forth until you're sure you can find it. Make this inn
your base of operations. I like the Green Boar Inn (10 coppers to sleep
on the floor) which is near the Lost Tears Tavern (1 copper for a glass
of water, and 7 coppers or so for a bowl of gruel).

The Green Boar Inn is at 19N, 9E (starting at 0,0) and the Lost Tears
Tavern is at 12N,13E. To get there from the Floating Gate, head west,
past the smithy. Walk about halfway down the main street and there'll
be a door on your left. Walk past the door, take a left, and keep
working your way west and south until you see the inn. The tavern is
behind the inn in an area with a lot of freestanding squares; it's the

only square with doors. The Lost Tears Tavern also has the advantage of playing my favorite song in the game ("The waves at home are pounding on the shore..."). :-) If you get in an encounter on your first trip to the inn, run away!

Now you're ready to start building up your character. Plant yourself directly in front of the door to the inn and *stay there*. Wait patiently. Pick fights with muggers and only with muggers. Don't fight good guys; just ignore them. Run away from bad guys other than muggers. Be especially careful not to be hit by a mold or slime; if you catch a disease you're in trouble. If you can, try to charm or trick the muggers, depending on whether your charisma or intelligence is higher. This will keep you from getting hurt. But fight them if you have to. You can kill muggers with your bare hands; attack whenever you can, parry when you're low on hit points, and be careful of thrusting, since unless you kill the mugger you can take some serious damage in return.

When you're low on hit points, sleep at the inn. Try not to get too hungry or thirsty; this will slow down your rate of healing when you sleep. Starvation and dehydration are serious threats. When you're low on cash, only sleep on the floor and order the cheapest food and beverages you can. Don't wander around until you've got a weapon and a decent amount of hit points. Night falls at 18:00; this is the best time to be awake since the muggers are out but the seriously nasty monsters aren't. Staying out past 21:00 or so is dangerous for a low-level character. Try to avoid fighting when you're not very close to the inn. For the first few game-weeks, your character should lead as dull and unexciting a life as possible: inn to tavern to inn to tavern, maybe a trip to the bank, and back to the inn.

You should be able to get enough money from muggers to eke out a meager existence. When you get gems or jewels, head back to the bank in the city square during the day. Sell them. You might want to open a low-risk account and keep 50 coppers in there for when you're broke and starving. It's tempting to buy a dagger, but don't do it yet. Whenever you have 200 coppers or so, head back to the tavern and buy a round for the house. This is important! Once they get to know you, they'll feed you when you're hungry and poor. This is crucial in the beginning stages of the game. However, there's a bug that causes the game to lock up if you buy too many rounds for the house. Quit when the patrons in any given tavern say "Hip Hip Hooray!" You won't be able to afford that for a while though.

If you find weapons and armor, by all means use them, if you're reasonably sure they're not cursed. Potions, on the other hand, are dangerous. Don't drink one unless you're absolutely sure it's safe. Even with a strong well-developed character, I don't like to taste potions unless I'm near a healer.

Once you've got a weapon and have gained a few levels, start attacking other things. Keep in mind that charming and tricking--even when

performed on evil characters--are evil acts, so if you want to be a good guy start fighting with a weapon instead as soon as you can. Don't worry about it at first--it's either you or them.

Once you've got enough money to avoid starvation and instant death, get a compass. You'll need it for exploring. Then, start putting money in the bank. Not only does it earn interest, but it's safer than carrying it around. Remember, when you run away from something bigger and nastier than you, some of your stuff might get stolen. Even with a level 9 character, I never carried more than 2000 coppers around unless I was on my way to buy something expensive.

Needless to say, whenever you gain a level and when you first get a weapon, save your character and back up the disk.

By following these tips, within a few earth days you should have a character strong enough to start exploring the city. Hope this helps, and have fun!

****

Whew! Now for some random comments.

AR is without a doubt the best game I've ever played, of any type, on any platform. It's the only RPG that's ever really drawn me into the game. You really feel like you're a *part* of the AR universe instead of just controlling it from above. I remember thinking "hell, I've been sleeping on the floor for five weeks now; I think I'll splurge and get myself a nice room." You manage to settle into a real lifestyle. For me, it was up at 4:00 (don't want to waste daylight), breakfast at the Lost Tears Tavern, a day of exploring or running errands, dinner at any of various places, and off to bed at the Green Boar at 19:00 or 20:00. When I went to the dungeon, when I'd glance at my watch I'd think of what I'd be doing if I were in the city, and marvel that such an unpleasant part of the dungeon could be under such a nice section of the city.

I've given some thought as to what makes AR such a great game. Aside from the obvious stuff like the weather and the music, I think that the ability to make "cosmetic" choices gives the game that realistic feel. By deciding what to eat, what to wear, and in what sort of room to sleep, you inject your own personality into your character. Sure, you *could* get by just sleeping on the floor, eating gruel, and drinking water, but I'll bet nobody actually did, when you could have a room with a bath and some nice roast chicken with wine. Related to this are the varying menus of the taverns and selections of the shops. Details like these enhance the game immeasurably.

And all on a 48k machine, stored on a couple floppies! Yet today's multimegabyte monster games can't hold a candle to it.

I've played AR for hundreds of hours and owe Philip Price a tremendous debt of gratitude. I can't wait for his next game!

But, having said that, I have run across an annoying bug in the city. There are two squares in the southeast quarter of the city that you can get into but not leave. If you're mapping the city, you'll want to avoid them. They're at 6N,45E, entered from the east, and 6N,47E, entered from the west.

It *is* possible to survive with a good character. In fact, I think it's easier. It takes longer to become wealthy, but you get into a greatly reduced amount of fights. When I went into the dungeon, the Light Wizards' Guild accepted me immediately. (I went in late in the month of Final Reaping in year 1; this apparently gave me enough time to atone for my earlier sin of charming muggers.) My dreams were warm and bright, and the priest at the chapel said "thou hast achieved a level of great goodness." My first time at the chapel I was allowed into the sanctuary, and they gave me a spell and a kick-ass weapon which could easily do 90 points of damage in a single blow. Sadly, it was eventually sucked up by a devourer, which has got to be the nastiest monster ever devised. Makes your very blood run cold when you've got a lot of goodies and you run into one.

Now I just need to figure out the gargoyle's name. :-)

1847. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-05 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <143229@cup.portal.com>
Source record: 89419

> I don't see the relevance of your statement that 9600 is half
>the speed needed to keep up with incoming text from high-speed modems.
>Heck, my IBM-based BBS runs at 28.8Kbaud, and I have four or five users
>who call in at 2400 baud, all with no complaints. They're still getting
>2400 baud, as that is what my modem sets itself to during the handshake.
>So, if, in our case, 9600 baud is faster than you can read, that should be
>plenty fast enough for text applications. Unless, of course, I am missing
>something. :)

The point, was that it will slow down your transmission to its display speed, instead of what the serial port would be capable of. I've always captured text at the fastest possible speed, and read everything off-line. Additionally, I rarely edit source code text with the XEP-80, because of the slower speed. I'd rather live with the limits of 40 columns. Basically, the XEP80 is just a slow device. They could have transferred four bits at a time over the joystick port instead of just one, and/or used a faster baud rate, but they didn't.

I think we've gotten too nit-picky here. You originally questioned the level of support for another 80 column enhancement, on the basis that the XEP80 was not well supported. My point, is that the XEP80 is not a very exciting device, both in terms of what it provided, as well as the way in which it was provided. I think it is reasonable to hope for better support from a device that provides significantly better enhancements than what the XEP80 provided.

John Harris - jharris@cup.portal.com

1848. Re: Atari 8-bits in the Real World!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-05 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <143230@cup.portal.com>
Source record: 89420

-GLOBAL APOLOGY-

There are a lot of old posts that have been thrown into the net from the Portal system. Apparently, they recreated some lost data from backups, which resurrected some old messages and wound up posting them again.

Please disregard old messages from any addresses on cup.portal.com.

John Harris - jharris@cup.portal.com

1849. Re: Interested in NEW ATARI 8-bit OS?y

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-05 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <400hm8$86u@nnrp1.primenet.com>
Source record: 89421

The mortal Michael Ellis wrote:
: I am trying to avoid a ROM-based system; there are three BIG
: problems with them:

: 1) expensive initially
: 2) pain to debug
: 3) expensive to upgrade.

Then you can forget cramming much useful functionality into a 64K
machine.

1850. Re: HTML viewer for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-05 00:00:00 UTC
From: toby@case.cyberspace.com
Message-ID: <400roc$orc@case.cyberspace.com>
Source record: 89422

[trigger happy manic got at my keyboard again]

ok...but why not use lynx? It took less than a second to retreive yahoo's
page with: lynx -source -dump http://www.yahoo.com > yahoo.html

it was alot faster than just using lynx...

1851. SV 2.1 Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-05 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <5-DCiyb.ransom22@delphi.com>
Source record: 89423

Yes! My girlfriend and I just finished upgrading our 800XL to SV 2.1!!!!
It works beautifully, and the video is crisp and clear.

I am getting the Yorky upgrade, which works with the 800X - that is
the reason for this upgrade. You see, I am used to the 130XE video when using
FT80. I tried out the 800XL with FT80, and was appalled! I could barely
read the words! So, I knew I would have to do the SV 2.1 upgrade if I ever
expected to make use of the Yorky.
Now, I am pretty poor when it comes to hardware stuff. I've friend
er, fried more than one Atari VCS and Intellivision while trying to fix
them. :(So, I was very reluctant to do this mod. But, it was necessary.
Enter my girlfriend, Carole. She, thankfully, is NOT thumb-fingered
with a soldering iron. She got the task started, and helped me by showing me
how to do things like soldering things neatly, keeping the solder from going
all over the darned place, etc.
We just completed the upgrade, reassembled it, and logged on here.
FT80 looks great, and everything is looking wonderful.
Thank you, Alchemist, for the great upgrade with instructions even
I could follow (well, with a little help[Grin]).

-Joe
--

---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1852. Re: Roll-your-own IDE inteface WAS:SCSI

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-06 00:00:00 UTC
From: bmcbrine@hakatac.port.island.net
Message-ID: <401v4r$sol@hakatac.port.island.net>
Source record: 89424

In article <v01530501ac4410b5a5cb@[140.254.12.85]>,
Robert Rumpf <rumpf.1@osu.edu> wrote:
>Does anyone have any idea how difficult it would be to make a SCSI
>interface for an 8-bit? Or how to go about it? I realize there are lots
>of good options out there, but I just can't afford a Black Box right now...
>

I'd like to also know this. But IMHO, an IDE(ATA) interface should be
much easier and cheaper. I have the ATA technical spec file, and although
I haven't read all of it, it strikes me that it should be very possible.

If anyone can disprove this idea, please do so and get it over with.
I know the Black Box does a LOT, but I think there is also a use for a
hard disk only interface that is cheap for all owners.

reply here or ragtag@hakatac.almanac.bc.ca as in reply-to

l8r...
--
--beautiful bc.--west canada---# Hey I've got HP 3000/70 Classic parts 4 SALE!
l8r... !{] Bill T. McBrine | "My views are not necessarily that of any
bmcbrine@hakatac.almanac.bc.ca_|_organisation or any person living or dead."
-"What is genius? It is the power to be a boy again at will." J.M.Barrie-1897

1853. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-06 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <401fq7$r1j@nic-nac.CSU.net>
Source record: 89425

Rob - we get the GUI interface done FIRST, then simply write a PROGRAM
for the thing which uses a CLI! Duh! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1854. Re: HTML viewer for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-06 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4013da$q1a@charm.magnus.acs.ohio-state.edu>
Source record: 89426

In article <400roc$orc@case.cyberspace.com>,
Toby Reed <toby@case.cyberspace.com> wrote:
>ok...but why not use lynx? It took less than a second to retreive yahoo's
>page with: lynx -source -dump http://www.yahoo.com > yahoo.html

Using lynx requires that lynx be on the system. Telnet is everywhere;
lynx isn't.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1855. 800/XL/XE Stuff for sale / trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-06 00:00:00 UTC
From: mbates@stocko.com
Message-ID: <mbates-0608952146110001@ppp13.stocko.com>
Source record: 89427
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

I have the following Atari 8-bit stuff for sale and trade.

If you would like to know what I am looking for please consult my home
page (URL is in my .sig OR send me e-mail with your trade list

Sale prices do not include shipping

I have the following for trade/sale:

64k 800XL w/ Power Supply ($20)
128k 800XL w/ Power Supply ($30)
16K 600XL ($10)
410 Tape Deck w/ power ($5)
810 disk drive (not working) ($5)
1050 disk drive w/ power supply ($15)

Cartridges:
($4 each)
Asteroids
AtariWriter w/ manual
BASIC (Rev. A)
Centipede
Computer Chess
Defender
Demon Attack
Donkey Kong
Facemaker
Fraction Fever
Frogger
Galaxian
LOGO
Music Composer
Pac-Man
Popeye
Star Raiders
Star Trek

MAGAZINES
($1 each)
I have almost all of the Antic issues for trade. Let me know which ones
you need.
---------- ---*** All hail the
Fuji!
---*** Do the MATH!
---*** OLD E-MAIL: MBATES@NETCOM.COM New email: mbates@stocko.com

--*-*-* Marlin Bates, IV Digital Graphics Rep. Taylor Made & Canon
-*--*--* For a current list of Classic Home VideoGames I own & have
------* for trade check out: http://www.stocko.com/Fujidom

1856. Atari 1027 Printer: how to wreck the print roller

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-06 00:00:00 UTC
From: redwards@oanet.com
Message-ID: <redwards.6.0009D80F@oanet.com>
Source record: 89428

As I mentioned in an earlier post, I picked up an Atari 1027 printer in a Goodwill store. It was missing the ink roller. I was able to get the last ink roller at a local computer store. It was in a plain plastic bag and I was told that it had been reinked.

I put the 'new' ink roller in the printer and it worked perfectly. Three days later, I tried the printer again, and it jammed up. I have now disassembled the printer and the print roller is totally shot. The ink must have softened it in one place and when I used it, the print roller stretched, distorted and squashed in places. The roller will not turn as it has jumped some of the guides.

Is it normal practice to remove the ink roller after each use?

Does anyone know where I can get a replacement print roller?

What kind of ink should you use to reink the ink roller?

Thanks for any help,

Roger
++
Roger Edwards, St. Albert, Alberta, Canada
I'd rather be flying my Cessna!
++

1857. history question: new OSs for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-06 00:00:00 UTC
From: psu01223@odin.cc.pdx.edu
Message-ID: <401pil$3bd@odin.cc.pdx.edu>
Source record: 89429

Thanks to everybody who helped me with the RAM boards in my 800. I realized I need an OS board as well. This is my first 800... I got into the Atari world more or less around the time of the 600XL/800XL introduction, so the 800 has always been kind of mysterious to me.

So, anyway, bear with my ignorance of early 8-bit history here... but learning that the OS comes on a board in the 800 started me wondering if anyone ever came up with replacement OSs for it.

I'm not much of a hardware guy, but wouldn't it be possible just to build a board full of EPROMS and thus upgrade the 800 to the XL OS or any other improved OS, maybe even the graphical, extensible one everyone's talking about now? And wouldn't stuff like the 1200XL IDE hack be easier when you could just put it on a board and pop it in instead of soldering a bunch of stuff onto an XL motherboard?

Am I just dreaming or is this worth thinking about?

---Alex
psu01223@odin.cc.pdx.edu

1858. INSOMNIACS AUCTION LAST DAY

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-06 00:00:00 UTC
From: jrm8248@u.cc.utah.edu
Message-ID: <402t1u$et8@news.cc.utah.edu>
Source record: 89430

THE INSOMNIACS VIDEOGAME AUCTION!!!

HELP!!! I have so many video games, I cannot seem to sleep
at night. Please buy them now and save me from permanent
INSOMNIA!!!

This auction is from Monday, July 31 until Sunday, August 6
at midnight mountain time.

Remember to bid high and bid fast because if you don't, you
may miss your opportunity to own the games you really want.
And above all, remember to have fun!!!

Send Bids to jrm8248@u.cc.utah.edu

The rules to this auction are at the end of this message.

ATARI 2600-NEAR MINT W/BOX & DIRECTIONS

-Air-Sea-Battle, box is damaged $2.00 lgb

-Combat $3.00 min

-Missle Command $3.00 min

-Pac Man w/ Atari Pac Man Sticker on Box $3.00 min

-Space War $3.00 ltravis

Atari 2600-LOOSE GAMES

-Adventure $4.00 grammaj

-Armor Ambush $1.50 lgb

-Basic Math: Atari, cx-2661

-Bowling: Atari

-Boxing: Activision $1.50 lgb

-Canyon Bomber: cx-2607 $2.00 ltravis

-Circus Atari: Atari $2.00 ltravis

-Chopper Command $1.00 mnathan

-Codebreaker

-Crystal Castles: Atari $5.00 lgb

-Defender: Atari $1.00 johnsose

-Demon Attack

-Enduro: Activision

-Flag Capture: Atari cx-2644 $1.00 johnsose

-Freeway: Activision $1.00 mnathan

-Ghostbusters: Activisin $3.00 ltravis

-Golf: cx-2634 $1.00 johnsose

-Gorf: CBS Video Games $2.00 johnsose

-Hangman: Atari

-Human Cannonball: Atari

-Ice Hockey: Activision $1.00 ltravis

-Joust: Atari $1.00 lestermi

-Kool-Aid Man: General Foods Corp. $5.00 ltravis

-Marine Wars: Konami $10.00 Bill

-Millipede: Atari $1.00 lestermi

-Night Driver: Atari $1.00 johnsose

-Outlaw: cx-2605 $1.00 johnsose

-Popeye: Parker Brothers $1.50 lgb

-Pitfall: Activision

-Q*bert: Parker Brothers $1.50 red5j

-Raiders of the Lost Ark: Atari $1.00 mnathan

-Reactor: Parker Brothers $5.00 mstclair

-River Raid: Activision $1.00 mnathan

-Space Jockey: US Games

-Star Master: Activision

-Star Raiders: Atari

-Star Wars The Empire Strikes Back $3.50 johnsose

-Strategic Space Combat Game: Sears Telegames $1.00 lestermi

-Street Racer: Atari

-Super Challenge Baseball

-Superman: cx-2631 $4.00 grammaj

-Target Fun: Sears Telegames $1.00 johnsose

-3-D Tic-Tac-Toe: cx-2618 $1.00 ltravis

-Venture: Coleco $2.00 ltravis

-Video Pinball: Atari
Damaged Label

-Yars Revenge: Atari $3.00 oscar

ATARI 5200-LOOSE GAMES

-Centipede, w/ overlay $1.50 min

-Counter Measure, w/ overlay, w/ directions $2.00 mstclair

-Defender, w/ overlay $2.00 johnsose

-Football, w/ overlay $2.00 johnsose

-Galaxian, w/ overlay $1.50 min

-Gorf, w/ overlay, w/ directions $8.00 vhase

-Jungle Hunt, w/ directions $2.00 zach

-Kangaroo $2.00 vhase

-Mario Brothers, w/ directions $1.00 mstclair

-Pac-Man, w/ overlay, w/ directions $1.50 min

-Pole Position, w/ directions $1.50 min

-Popeye, w/ directions $1.50 zach

-Real Sports Soccer, w/ directions

-Star Raiders, w/ overlay, w/ directions $1.50 johnsose

-Super Breakout, w/ overlay $1.50 johnsose

ATARI 7800-LOOSE GAMES

-One-On-One $2.50 lgb

-Pole Position II

COLECOVISION-LOOSE GAMES

-Carnival $3.00 lonadar

-Donkey Kong $2.00 lonador

-Donkey Kong Junior` $3.00 lonador

-Gorf $3.00 johnsose

-Ladybug $4.50 chrine

-Mouse Trap $2.50 TAR

-Rocky Super Action Boxing, may not work, case is damageed $1.00 rcolbert

-Smurf Rescue in Gargamels Castle $3.00 johnsose

ATARI 400/800-LOOSE GAMES

-Atariwriter Word Processor: RX8036 $1.00 rwjones

-Basic Computing Language: CXL4002

-Pac-Man: CXL 4022 $7.00 oscar

-Space Invaders: CXL4008 $8.00 oscar

-Star Raiders: CXL4011 $3.00 oscar

INTELLIVISION-LOOSE GAMES

-Advanced Dungeons &Dragons $1.00 johnsose

-Armor Battle

-B-17 Bomber $1.00 johnsose

-Burger Time $1.00 ltravis

-Carnival: Coleco

-Commando $7.00 ctdg39a

-Donkey Kong: Coleco

-Electric Company, label is damaged

-Frog Bog $1.00 johnsose

-NASL Soccer $2.00 rdubinsk

-Pitfall: Activision $1.00 ltravis

-Space Hawk $1.00 johnsose

-Space Spartans

-TRON Deadly Discs

-TRON Maze-A-Tron

-Utopia $1.00 TAR

INTELLIVISION-Box+Directions

-Armor Battle $2.00 johnsose

-SNAFU, box, no directions $1.00 TAR

-Sub Hunt, shrink wrapped: $3.00 johnsose

ODYSSEY2-loose games

-Alien Invaders-Plus, w/ box, w/ directions

-Alpine Skiing

-Blockout/Breakdown

-Computer Intro

-Hockey/Soccer

-Invaders From Hyperspace

-Ive Got Your Number

-K.C. Munchkin

-Math-A-Magic/Echo

-Speedway/Spinout/Cryptologic, w/ box, w/ directions

-Sub Chase/Armored Encounter

-UFO

SEGA MASTER SYSTEM

-Hang On/Safari Hunt

COMMODORE 64-Loose Cartridges

-Jupiter Lander $1.00 Doug

-Sea Wolf $1.00 lgb

TEXAS INSTRUMENTS 99/4A-Loose Cartridges

-Addition $1.00 perryda

-Addition and Subtraction 1 $1.00 ctgd39a

-Adventure

-Alien Addition $1.00 ctgd39a

-Alligator Mix $1.00 ctgd39a

-Alpiner $1.00 ctgd39a

-Beginning Grammar

-Blackjack and Poker

-Car Wars

-Computer Math Games II $2.00 marlin

-Connect Four $1.00 ctgd39a

-Division 1 $1.00 perryda

-Dragon Mix $3.00 min

-Early Reading $1.50 ctgd39a

-Early Learning Fun w/ directions

-Hangman

-Home Financial Decisions

-Household Budget Management $1.50 min

-Hunt The Wumpus

-Meteor Multiplication

-Moon Mine $2.00 marlin

-Multiplication 1

-Munchman

-Music Maker $2.00 marlin

-Number Magic $1.00 ctgd39a

-Parsec $1.50 min

-Pac-Man: Atari $2.00 riffraff

-Percents $1.00 perryda

-Personal Record Keeping

-Personal Report Generator $1.00 perryda

-Scholastic Spelling Level 3 $1.00 perryda

-Story Machine $1.00 marlin

-Super Demon Attack $2.00 aa441

-Terminal Emulator II w/box, directions $4.00 min

-The Attack

-Touch Typing Tutor

-Tunnels of Doom $1.00 ctgd39a

MISC. SYSTEMS-
*some systems say no cables but if you bid I will look for
thm, but I will not guarantee that I find them. Shipping
will vary depending on the system.
MINIMUM BID INCREMENTS FOR ALL OF THE SYSTEMS
WILL BE $1

-Atari Ultra Pong Doubles $4.00 johnsose

-Atari 2600 jr, no cables does work $4.00 zach

-Atari 2600 jr, no cables does not work $2.00 min

-Atari 2600 Paddle Controllers $3.50 mnathan

-Atari 800XL, no cables $8.00 JimT

-Atari 1200XL no cables $8.00 min

-Atari 1050 Disk Drive, no cables $8.00 JimT

-Colecovision, w power supply, joysticks $27.00 paladin

-Commodore 64 Computer, w/ power supply, in box $10.00 johnsose

-Commodore 1541 Disk Drive, w/ cables $11.00 zach

-Intellivoice for Intellivision Systems $6.00 min

-Odyssey2 in box with cables not working $1.00 lgb

-Texas Instruments 99/4A box + cables $10.00 min

-Texas Instruments 99/4A Speech Synthesizer $6.00 johnsose

ATARI 2600-excess

-Pac-Man
-Combat
-Asteroids
-Defender
-Missle Command
-Space Invaders
-E.T

Send all bids to: jrm8248@u.cc.utah.edu

HERE ARE THE RULES:

1. This auction is from Monday, July 31 until Sunday, August 6
at midnight mountain time.

2. Current high bids will be posted every other day on this
newsgroup and bidders will most likely be notified when
they are outbid for an item.

3. High bidders will be posted by their email name unless
otherwise specified.

4. When sending a bid, your subject must be INSOMNIAC BID .

5. Minimum bids will be $1 and bidding increments will
be $.50 unless otherwise posted all in US Dollars.

6. If two people bid identical bids, then the person
responding first will get credit for the bid.

7. Shipping will be $3.00 for the first cartridge + $.50
for each additional cartridge. Shipping and handling
for systems will range between $6 and $10.00 depending
on weight. Larger systems may be more. All cartridges
and systems will be shipped through the US Postal
System anywhere in the Continental US. Other areas
will need to make special arrangements for shipping.

8. Following the auction, each bidder will be contacted
individually for payment and shipping. Money Orders
(sorry no personal checks) are the preferred form of
payment, but cash is always accepted. Payment
MUST be received within 7 days.

9. The will be no guarantee or warranty on anything purchased
from this auction. Cartridges have been tested and do work,
unless otherwise specified. Most systems have been tested and
do work. The systems which may not work are the ones without
cables or a power supply.

10. FINALLY, IF YOU ARE THE HIGH BIDDER YOU MUST
PAY FOR YOUR ITEMS, OTHERWISE YOUR POSTMASTER
WILL BE INFORMED AND YOU WILL BE BARRED FROM
FUTURE AUCTIONS!!!

Your participation in this auction signifies your consent
to follow these rules as stated.

1859. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-06 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <ZZIDyEv.lmcclure@delphi.com>
Source record: 89431

Regarding a new OS for the Atari 8-bits, I have finally succumbed and have to put in my 2 cents worth.

The primary reasons I see for a new OS for *any* machine are:

(1) To add new capabilities using existing hardware

(2) To take advantage of the capabilities of new hardware and make them easier to use.

So far, the only capabilities I have seen mentioned that would be added to a basic Atari 8-bit would be either multitasking or task-switching, and possibly a GUI. Considering a GUI would be difficult or impossible to integrate in a compatible manner with existing programs, this would mean entirely new programs would need to be written to take advantage of it. IMHO, this effort would be better used writing software that takes better advantage of new hardware. As to multitasking or task switching, this can be very useful, and can even be implemented with existing programs. However, to be effective, it almost certainly require something above a base setup.

Now, moving on to item #2, this is the one for the Atari 8-bit that makes more sense for me. Go for an entirely new OS that hungers for new hardware, and is ready to take advantage of it. Plan for hardware that does not even exist yet. If one wishes to run old programs, the old OS will still be there, but if the new OS is done right, users of expanded 8-bit systems will see how much more new programs written for this OS can do with their hardware. Users of unexpanded systems will see and hear of this as well, and want to expand their systems so that they can run this new OS and the new programs that come with it.

If you want a precedent for it, just peer into the Commodore 8-bit world. There, two operating systems dominate: GEOS, and the native Commodore OS (essentially, just BASIC and it's Kernal routines). While GEOS can run on an unexpanded system, it cries out for extra hardware (primarily a RAM expander). However, one flaw of GEOS is that it is not as easily extensible as a new OS should be. It is better at this than the native Commodore environment, but not as good as my next example:

OS-9. Perhaps the most extensible, flexible operating system ever created for an 8-bit CPU. For users of the Tandy Color Computer (especially the Color Computer 3), they have the freedom of the old DECB environment for older programs and simpler "hit the metal" programming, and OS-9 for programs that can work easily with new hardware, one a device driver for said piece of hardware is provided.

Another example is the Apple IIgs. On one hand, you have a machine that can act as little more than a slightly faster Apple IIe (under ProDOS-8). On the other hand, you have a machine that addresses new graphics modes, handles new hardware with greater ease, and addresses multiple megabytes of memory (GS/OS 6.01).

Frankly, I would advise holding up any new OS until a decent 80-column hardware is available to 8-bit owners. Build an OS with native support for 80 columns, support for various types of drive hardware (RAM, fixed and removable media, etc.), 65816 24-bit addressing, and installable drivers for various types of input (including not only mice, but a keyboard other than the standard one or something mimicking it), and you will have built something power users will not only want, but *need*.

Study how the operating system on ever other machine works, and take as many of their good points as possible: installable I/O device drivers from OS-9 and GS/OS, an interprocess language like ARexx on the Amiga that gives multitasking a true reason for being, and also like the Amiga, a dual personality that gives the user a choice of CLI or GUI.

Also, learn from the mistakes of other operating systems: The copy protection and refusal to divulge the info that would allow new versions of GEOS to be created are its biggest ball and chain. With GS/OS, Quickdraw could be rewritten to use new output devices, but try getting permission or a reasonable license from Apple to do so. Proprietary information can garner you more money if you are simply out for cash, but hinders the future. Since the Atari 8-bit market is not really a money-making operation, support the future. Any OS for the Atari 8-bit should be freely documented, with nothing kept "secret" to give the developer of the OS an advantage on the market. Releasing it as true PD would be the ultimate act of altruism, but stating in the copyright message that all rights are released after perhaps 3-5 years, and/or if the OS can no longer be obtained from the publisher would be the next best deal.

1860. Disk Emulator v9 soon available

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-06 00:00:00 UTC
From: classics@nacs.net
Message-ID: <401m6l$q1q@bab5.nacs.net>
Source record: 89432

Hi everyone, just wanted those of you interested in my SIO2PC disk emulator software to have an update.

Beta v9 will soon be available, extra features completed so far are:

1) Bugfixed for 1050 ED format/read/write. Now dos 2.5 compliant.
2) Happy high speed read support finished
3) More intuitive disk swapping (thanks for the suggestion!)
4) Happy high speed write support finished
5) Set Happy/Happy Status commands now supported. Seamless high speed booting of SuperDOS in SMART mode now possible.
6) Write protection of disk images now 100% functional
7) Command line options installed
8) 850 Interface RS232 coding started

Anyone interested in getting a new copy please e-mail me, im not sure if I will be uploading it to a FTP site anytime soon as many features are not 100% done yet.

Also, to finish RS232 support I will require a working 850 interface or P:R: connection. If someone is willing to loan me a 850/PR for a short time I would be very greatful!

Thanks everyone!

Steve

1861. FT-80 with SV 2.1

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-06 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <pJFAKqo.ransom22@delphi.com>
Source record: 89433

I'm having a strange problem. As I noted earlier, I did the Super
Video 2.1 upgrade. Now, however, when I run FT-80, I get little lines on
the side of my screen whenever a character is printed. they occur
along the right side of my screen. They appear to be placed randomly.
Even though I am typing on the bottom row of the text window, the spots are
showing up all up and down the right side. They are at the extreme right,
at the edge of my visible screen. They were never there before the SV 2.1
upgrade. They do not appear when using any other software.
Has anyone else had this happen to them?
Any ideas on what could be causing it?

-Joe
--

---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1862. Re: FT-80 with SV 2.1

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-06 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hxKjqOv.ransom22@delphi.com>
Source record: 89434

Some additional info about this problem:

1) It does not happen in any other environment I have tried. From BASIC, every graphic mode has no problems.

2) It does not happen right away. Only after using the computer for about 15 minutes does this problem begin occuring. Could this mean a capacitor is the problem?

3) I am using an Atari 800XL that has been upgraded to SV 2.1. Otherwise, it is stock. I am using SpartaDOS X, R-Time-8, and Flickerterm.

4) Again, the problem does not seem to be related to keypresses. It occurs even when the online service is sending info, and when FT80 starts up and automatically sends macro #0 (the init string).

5) The little lines are about the size of a gr. 9 pixel.

6) The little lines appear just past the last column text can appear on.

7) While they randomly appear all over that spot on th right side, all up and down the screen only when there is new text coming on the screen, they appear whether there is new text coming or not on lines that have a character in the last column to the right. The lines flutter up and down that character (er, to the right of that character, and since they are one scanline high, they move around from the top of the character to the bottom of the character and points in-between).

Does that help?

Thank you in advance for any help/suggestions.

-Joe
--
_____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1863. Connect 1027 Printer to another computer

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: zd3k1121@rpool6.rus.uni-stuttgart.de
Message-ID: <zd3k1121.807809281@rpool6.rus.uni-stuttgart.de>
Source record: 89306

Hi !
I've an Atari 1027 printer and I want to connect it to another computer
(self bulid) but I don't know how to handle the interface of the printer and
I found nowhere a description of it.
Can anyone help me ?

Thanks

Ingo

1864. Re: Atari 1027 Printer: how to wreck the print roller

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <143315@cup.portal.com>
Source record: 89307

A shop in the SF Bay area has two XMDs, used. I asked the sales guy how much & he said $10-$20 each. I didn't bother to check them out any further but if anybody is interested in these things I'll post the address.
IMO: XMD is a much better choice vs the 1027 if you need letter quality.
I have a 1027 I haven't used in years! It's probably suffering from the same problems you guys are talking about.
Rick

1865. Re: Trade tons-o-games for Xformer 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: rdoell@mcs.com
Message-ID: <405f3n$l89@News1.mcs.net>
Source record: 89308

Jeffrey Wood <woodzy@delphi.com> wrote:

>Robert Doell <rdoell@mcs.com> writes:
>
>>If you have PC Xformer 3.0, I have 3 zips packed full of hundreds of
>>games. I need to see this thing in action before I fork out the dough
>>for it (even though it is quite inexpensive... But, I'm a broke mo-fo
>>at the moment too..)
>>
>>Email me if you are interested...
>
>would you be willing to sale the games?

Hell no, thats against my morals... I'd much rather give you the
stuff.

1866. Re: Mydos and autorun.sys

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <DCyCn1.CKD@freenet.carleton.ca>
Source record: 89309

William Kendrick (kendrick@zippy.sonoma.edu) writes:
> Ben Ben Ben.. time to read the friggin manual, eh? ;)
>
> filename.ARx
>
> Where x=0 for the 1st autorun to be loaded, 1 for the 2nd, etc.. 9 for the
> 10th autorun to be loaded.
>
> So, say you wanted to load HYPERE.COM, SX212.COM and then BBS.COM.
> No, don't append them all together and save them as one AUTORUN.SYS file!
> Rename them to:
> HYPERE.AR0
> SX212.AR1
> BBS.AR2
>
> Pretty cool, huh!? :)
>

Wow! That is cool, an extremely common-sensical approach in fact.

This "ARx" stuff is new to me; and I've been using Atari since 1988. I've never seen the Mydos manual. It only appeared on a disk as working dos, and I took it from there. Then again, how many dos' are available;

- Mydos, MachDos, Blackdos, DOS XL, DoubleDos, Spartados, Dos 3, etc...
the list is pretty long.

As far as I can tell, Mydos is a good mix of all the features available, and it integrates them rather well.

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

1867. Norton Utilities on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <DCyD1L.D0s@freenet.carleton.ca>
Source record: 89310

The MSDOS platforms have had Norton Utilities to pull them out of
potentially nasty situations, but I have not seen that type of utility
available for the Atari, other than a few that only support single density
and some that only work for Spartados disks.

Useful utilities that support single/double/enhanced for ALL dos types
could be:
- boot sector rebuilder (vvvv useful!).
- non-destructive formatter (like Norton Disktools revive disk).

One of the nastiest problems we have is where a protected original
software disk will not boot, or not boot consistently. Any ideas??

Vince

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

1868. Re: Rainbow at InfoMac

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: aa852@cleveland.Freenet.Edu
Message-ID: <405po6$68t@usenet.INS.CWRU.Edu>
Source record: 89311

In a previous article, lamcw@aston.ac.uk (Chris Lam) says:

>I received an email from someone saying the the ROMs were released into
>the public domain 3 or 4 years ago. Now, I certainly need a bit more
>evidence than this so I will try to contact Atari again. If anyone
>can help with this, I would be grateful. I will write again to Atari UK
>to clarify the position.

Chris, I sincerely *doubt* that Atari released those ROMs into the Public
Domain. Correct me if I'm wrong, but didn't Activision have to re-write
the 2600 ROM (i.e., NOT emulate it) because Atari didn't give them
permission for the 2600 pack? If that's the case, I'd find it difficult to
believe that Atari would release the 8-bit OS into the Public Domain.
You're very right, check with Atari UK on that. %^)

>Sorry to all those who are finding the lack of ROMs a problem. I feel
>that including the ROMs, although nice, doesn't help Atari users much.
>He/she will still want to get their favourite software from the 8bit
>system to the Mac. The solution I proposed was the 850 unit. Other solutions
>may be possible e.g. via modem or adaption of the SIO2PC cable.

Or just go to atari.archive.umich.edu and download the files they've got
there. They can be imported into Rainbow and used -- assuming you've got a
DOS 2.0 or DOS 2.5 image to work with.

Just a thought...

Barry

--

Barry Cantin
aa852@cleveland.freenet.edu

1869. Re: history question: new OSs for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <405r95$7q5@charm.magnus.acs.ohio-state.edu>
Source record: 89312

In article <401pil$3bd@odin.cc.pdx.edu>,
Alexander Chamberlain <psu01223@odin.cc.pdx.edu> wrote:
>So, anyway, bear with my ignorance of early 8-bit history here... but
>learning that the OS comes on a board in the 800 started me wondering if
>anyone ever came up with replacement OSs for it.

I think there may have been some minor things. The Corvus hard drives
used a replacement OS that you plugged into a slot. There was an
80-column card or two, but I guess those don't count.
Doesn't the 800's OS board also have Atari's custom chips, such as
POKEY and GTIA? That might make replacing the board difficult.

There were also a few things that used the 800's right cartridge slot,
but those died out when everybody got XLs.

>I'm not much of a hardware guy, but wouldn't it be possible just to build
>a board full of EPROMS and thus upgrade the 800 to the XL OS or any other
>improved OS, maybe even the graphical, extensible one everyone's talking
>about now? And wouldn't stuff like the 1200XL IDE hack be easier when you
>could just put it on a board and pop it in instead of soldering a bunch of
>stuff onto an XL motherboard?

It might be possible, but the 800s aren't quite as common as the XLs
and XEs.

It would be much easier and cheaper to load a new OS into the XL/XE
"OS RAM" (the RAM that's under the OS) than to make a new board for
the 800.
--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1870. It's been a LONG while...

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: Aaron Zitzer <aaron@caere.com>
Message-ID: <405stv$4t3@noyce.caere.com>
Source record: 89313

Hello all!

Great to see such support for the Atari 8-bit. An 800 was my first computer, but I have since migrated to an ST, and now a 486. I stumbled across Xformer for the PC and it brought back so many memories that I want to get back into the 8-bit scene as much as possible. I have shoe-boxes full of software that I'd love to move over, but I'm having trouble with the modem and term software on the 800. The only thing I could find was 850 Express. Anyone know anything about it, or what I should be using instead?

The second and more important question is I don' have an un-arc program. Can someone point me to one?

I think that about covers it, unless someone wants to explain how to create an .xfd file for Xformer! Overwise I'll have to be content relaunching Xformer each time I want to change my application on the emulator.

Thanks in advance!!

Aaron

p.s. I will be going through all of my 8-bit stuff, which is a lot, now that my interest is peaked. I'll let you all know what I can live without. I know that I have a 520ST with 1 meg, color & mono monitors, floppy drive, and a hard drive controller card from ICD that I need to clear out of the closet. If anyone is interested I'll sell it along with about 200 floppies full of stuff for $375 plus shipping. I'm in the Bay Area of CA. Send me mail: aaron@caere.com

1871. Jeffery Wood, please use e-mail!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4061hr$798@nic-nac.CSU.net>
Source record: 89314

I'm not sure that anyone except yourself and the person you're replying to
is interested in your posts which go more or less:

is $xx enough?
e-mail me at: "woodzy@delphi.com"

I just junked nearly a dozen of your posts like that! Please reply via
E-MAIL when bidding/etc. for purchases, NOT via the newsgroup! It gets
too cluttered!!

Thanx!

-bill! (sorry if I sound harsh, I don't mean to)
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1872. FS: Complete XE Game System

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: benjohnson@aol.com
Message-ID: <4064sv$srh@newsbf02.news.aol.com>
Source record: 89315

```
*
*
* Hmmm, somewhere in a parallel universe, Atari 2600's
* were packaged with a small sample of dog food and a
* copy of Chase the Chuckwagon, and Combat was
* a promotional cart you got for saving the UPC codes
* off of six AK-47's
***************
```

Did you ever want to play those 8-bit Atari Carts in style, well the XE Game System is for you. It was Atari's last ditch effort to market their 8-bit computer technology for game use. It comes with a detachable keyboard (not normally needed for most cart games), and is the same kind of gray color as the Atari ST computer line. Quite nice looking and really compact. On the back it has the same drive cable slot of all the Atari 8-bit systems, a RF output for your TV, and composite and audio outs for a composite monitor. It comes with power supply, hard to find XE light gun and two high quality Wico joysticks. All for only $45 + $7 shipping. For $5 more add the following cart games: Centipede, Star Raiders, Defender, Missile Command and Joust. 30 day warranty included.

```
***************
* Hmmm, somewhere in a parallel universe, there are
* commercials where little human babies are chasing
* a chuckwagon.
*
*
```

1873. FREE: two dozen ANTIC's

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: Eli Goldberg <eli.goldberg@turner.com>
Message-ID: <405jdd$ifs@tbsnames.turner.com>
Source record: 89316

I have about 15-25 duplicate ANTIC (and an analog or two) from mostly 1986-1987.

Instead of throwing these out, I am willing to give them to anyone who's willing to pick them up (Atlanta), or who will pay in advance for shipping/handling by UPS (if I can carry them!).

Thus, if you live in the Altanta area and want some free Atari mags, send me E-mail!

Eli Goldberg
Quality Assurance Engineer, Project Scarlett
Turner Broadcasting System, Inc.

"My opinions, all mine!"

1874. modem for my 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: pwizard@rbdc.rbdc.com
Message-ID: <406ji3$4t0@rbdc.rbdc.com>
Source record: 89317

I need a modem for my atari 800XL, plus a terminal program that can download with YModem (or xmodem, if ymodem is unavailable) for an 800XL with a 1050 disk drive and a standard TV for a monitor. Help? Send? How much? Mail me with a reply. Thanks infinitely.

-- Pinball Wizard
--
: This post reflects the views of my employer, and it is not derived :
: from my own thought and/or opinions. :

1875. Disk Emulator v9 soon available ** UPDATE **

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: classics@nacs.net
Message-ID: <405qns$61q@bab5.nacs.net>
Source record: 89318

: Hi everyone, just wanted those of you interested in my SIO2PC disk emulator
: software to have an update.
:
: Beta v9 will soon be available, extra features completed so far are:
:
: 1) Bugfixed for 1050 ED format/read/write. Now dos 2.5 compliant.
: 2) Happy high speed read support finished
: 3) More intuitive disk swapping (thanks for the suggestion!)
: 4) Happy high speed write support finished
: 5) Set Happy/Happy Status commands now supported. Seamless high speed booting
: of SuperDOS in SMART mode now possible.
: 6) Write protection of disk images now 100% functional
: 7) Command line options installed
: 8) 850 Interface RS232 coding started
:
: Anyone interested in getting a new copy please e-mail me, im not sure if
: I will be uploading it to a FTP site anytime soon as many features are
: not 100% done yet.
:
: Also, to finish RS232 support I will require a working 850 interface or
: P:R: connection. If someone is willing to loan me a 850/PR for a short
: time I would be very greatful!

I dont usually follow up my own posts, but I thought I would let everyone
know that ATARI 850 SERIAL EMULATON IS NOW COMPLETE!!

Thats right, if you own an SIO2PC cable you can now use your PC MODEM
on another COM port as a modem on your ATARI!!

The program is now 100% Atari 850 boot loader stage 1 compliant, includes
a custom programmed 6502 stage 2 loader and a complete R: handler that
is automatically downloaded and installed in stage 3.

I have sucessfully booted BOBTERM and will soon be testing flickerterm
and ice-t. Im confident all of these will work since the new handlers
are 850 compliant.

Anyway, thought you would be interested ;)

Steve

1876. FS: SHAMUS (Atari 8bit cart) $5, shrinkwrapped

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: rpribish@wheel.ucdavis.edu
Message-ID: <403s9u$r38@mark.ucdavis.edu>
Source record: 89435
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace

```
For Sale (or trade for Atari 2600 carts):

SHAMUS, a cool action adventure game on cartridge by Synapse
for the Atari 8-bit computers. Shrinkwrapped! $5 plus $1 shipping
```

1877. 1050 DISK DRIVE PROBLEMS? ? ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <4044pj$7pl@ixnews2.ix.netcom.com>
Source record: 89436

American Techna-Vision has a large number of TANDON 1050 DISK DRIVE MECHANICAL ASSEMBLIES available for $14.95 ea. or (2) for $25.00. These are NEW tested assemblies complete with read/write head, stepper motor, drive motor etc. Includes installation instructions. This unit is the mechanical half of the 1050 drive and contains all the moving parts. Contact American Techna-Vision at 510-352-3787, or EMAIL us to request or FREE CATALOG of PARTS, SOFTWARE and BOOKS.

1878. Re: Atari 1027 Printer: how to wreck the print roller

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: gholder@emory.edu
Message-ID: <404bfu$r2h@moe.cc.emory.edu>
Source record: 89437

redwards@oanet.com (Roger Edwards) wrote:
>I put the 'new' ink roller in the printer and it worked perfectly. Three days
>later, I tried the printer again, and it jammed up. I have now disassembled
>the printer and the print roller is totally shot. The ink must have softened
>it in one place and when I used it, the print roller stretched, distorted and
>squashed in places. The roller will not turn as it has jumped some of the
>guides.
>
>Is it normal practice to remove the ink roller after each use?
>
>Does anyone know where I can get a replacement print roller?
>
>What kind of ink should you use to reink the ink roller?
>
No, it's not normal practice to remove the roller. It's as I feared in my first messages to you: 1027 rollers are getting very old (as are 1027's). The rubber has apparently turned to moosh. There was another message yesterday about a possible source for rollers (that there was a Mannesman-Talley version of the printer). My only other suggestion is as before: see if any printing calculator rollers match.

Also, pay attention to what that other message said about the printhead--the rubber print elements may be turning to moosh too. I got a 1027 last year at Goodwill which jammed immediately on use. The print elements stripped right off and crumbled/mooshed in my fingers. I seriously doubt that there is any reasonable way to replace it. It may very well be that 1027s are reaching the very ends of there lives everywhere now.

Of course you realize that the 1027, aside from the curiosity of being "letter quality" (just try printing more than a couple of the same character in a row without a very fresh roller, though--it fades away, not getting well reinked fast enough), is just about the crummiest, noisiest, slowest, and all around most frustrating printer to work with. Unless you are a collector, find some-thing else for anything approaching serious work. The best thing they are good for is to remind us old timers what the ancient Model 33 Teletype hardcopy terminals sounded like when they were crunching away at 110 baud :)

Gary Holder

1879. Re: Atari 800 with carts forsale

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: Jeffrey Wood <woodzy@delphi.com>
Message-ID: <pdEBa2m.woodzy@delphi.com>
Source record: 89438

Joseph A. Pellettiere <jap10@po.CWRU.Edu> writes:

>Atari Lab Starter Set with Light Module cartridge AED80014, box and some parts
>
>Also included are some untested tapes: 1Blank Tape, Scram CX4123, and
>Federation from AIM software.
>
>Price: $30 + shipping

how much just for the carts, tapes, &
Atarilab? $20 (includes S&H) fair?

1880. Re: ULTIMATE VIDEOGAME AUCTION DAY 3

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: Jeffrey Wood <woodzy@delphi.com>
Message-ID: <pdFBi2t.woodzy@delphi.com>
Source record: 89439

James Manazer <jrm8248@u.cc.utah.edu> writes:

>
>I have been trying clean out my closets and I have decided to have an
>auction.
>
>HERE ARE THE RULES:
>
>1. This auction is from Friday, July 21 until Friday, July 28 at
>midnight
>mountain time.
>

ummm, i'd like to make an offer on
whatever equipment remained after the
auction...i am interested in ANY items
for ANY system(s). Please email me
a detailed list (if possible) to me
on delphi at "woodzy@delphi.com"

WARNING: i only work par-time at a min
wage job as i am trying to put myself
through school...so, prices must be
negotiable and i can only afford to make payments!

1881. Re: *** Ch.A.O.S. ***

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: Jeffrey Wood <woodzy@delphi.com>
Message-ID: <pdOAK6v.woodzy@delphi.com>
Source record: 89440

Robert Doell <rdoell@mcs.com> writes:

>Capitol Hill Atari Owners Society...

cool.

1882. Re: Trade tons-o-games for Xformer 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: Jeffrey Wood <woodzy@delphi.com>
Message-ID: <hdOgq+k.woodzy@delphi.com>
Source record: 89441

Robert Doell <rdoell@mcs.com> writes:

>If you have PC Xformer 3.0, I have 3 zips packed full of hundreds of
>games. I need to see this thing in action before I fork out the dough
>for it (even though it is quite inexpensive... But, I'm a broke mo-fo
>at the moment too..)
>
>Email me if you are interested...

would you be willing to sale the games?

1883. Re: FS Atari 800XL game carts

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: Jeffrey Wood <woodzy@delphi.com>
Message-ID: <h-GjCOs.woodzy@delphi.com>
Source record: 89442

Bao Khanh Nguyen <baonguye@merle.acns.nwu.edu> writes:

>I have a few games I want to get rid off. Write me for a list of what I have.
>I want to get rid of them as a group at a low price.

am interested in whatever 8-bit stuff
you have for sale....email me a list
to "woodzy@delphi.com"

1884. Re: 8Bit/ST Collection For Sale...

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: Jeffrey Wood <woodzy@delphi.com>
Message-ID: <h-GjSeu.woodzy@delphi.com>
Source record: 89443

GregLegg <greglegg@aol.com> writes:

>I'm selling all my Atari hardware, software, etc. that I've collected over
>the last 10 years to make room for the stuff I'm going to collect over the
>next 10 years! ;)
>Here we go...

anything left? if so, i'm interested.
email me at "woodzy@delphi.com"

1885. Re: FS: 800 system

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: Jeffrey Wood <woodzy@delphi.com>
Message-ID: <p-HAaAv.woodzy@delphi.com>
Source record: 89444

how much for everything? $125 fair?
+$15 for shipping?

i only work pt at a min wage job as i
am trying to put myself through school
so, i can only afford to make payments

1886. Re: Atari 8-bit Software, Parts and Books

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: Jeffrey Wood <woodzy@delphi.com>
Message-ID: <pdHAqQh.woodzy@delphi.com>
Source record: 89445

Please send a catalog to:
Cheyenne Area Orphaned Systems
c/o Jeffrey Wood
813 Covered Wagon Drive
Cheyenne, Wyoming 82007-1671
307-778-8946

1887. ATARI 130XE MIDI & ART SYSTEM FOR SALE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: pmarcano@islandnet.com
Message-ID: <404461$1kq@sanjuan.amtsgi.bc.ca>
Source record: 89446
Cross-posted to: comp.sys.atari.8bit,us.forsale.misc

I have for your interest a complete ATARI 130 XE computer System for
sale... A complete ART and MIDI system
- ATARI 130 XE - $125.00
- 1040 DISK DRIVE 75.00
- Original ATARI ARTIST Drawing Tablet 95.00
- Original Hybrid Arts MidiTrack III music sequencer $150.00
- Original COMPUTER EYES Video Digitizer 75.00
- Misc Software 50.00
includes Rembrant painting software
Atariwriter
Game Carts
AtariArtist Software

Package Deal: $500.00 or best offer. Canadian $$$!!!

Paul Marcano
pmarcano@islandnet.com

1888. Re: Desperately seeking 8-bit items...

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: pmarcano@islandnet.com.ca
Message-ID: <40444n$1kq@sanjuan.amtsgi.bc.ca>
Source record: 89447

Jason Hedrick <102416.675@CompuServe.COM> wrote:

>I've been looking for some various pieces of hardware/software, new or used.
>Can anybody help me? Innovative Concepts used to carry some of the stuff,

> Jason Hedrick
>--
I still own an ATARI 130XE, I have for your interest.
The original COMPUTER EYES . Video Digitizer
The original ATARI ARTIST... Drawing Tablet
The original HYBRID ARTS miditrack III Sequencer.

pmarcano@islandnet.com

1889. Re: 8-bit computer equipment -- FOR SALE/TRADE

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: Jeffrey Wood <woodzy@delphi.com>
Message-ID: <5DIDSsg.woodzy@delphi.com>
Source record: 89448

I am interested in the following:
600XL (2 Systems?)
800XL (2 Systems?)
65XE
130XE
C64 Computer
C1541 Disk Drives (2 Drives?)
1050 Disk Drive
Radio Shack Color Computer
TI 99/4A

i am also interested in any non-IBM,
non-NINTENDO, non-SEGA (except 8-BIT
Master System) computers hardware &
software:
TI 99/4A
VIC20/C64/C128
Atari 8-BIT
TRS80 CoCo
Fairchild Channel F
Atari 2600/5200/7800
TRS80 MODEL I/II/III/IV
TRS80 MODEL 12/16/2000/6000
Various Pong(s)
*** OTHER SYSTEMS TOO!!!

WARNING: i only work part-time at a
minimum wag job as i am trying to put
myself through school, so prices MUST
be negotiable & i can only afford to
make payments!

Please mail your list(s) to:
Cheyenne Area Orphaned Systems
c/o Jeffrey Wood
813 Covered Wagon Drive
Cheyenne, Wyoming 82007-1671
307-778-8946
EMAIL="woodzy@delphi.com"

1890. Re: Roll-your-own IDE inteface WAS:SCSI

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9508070306591.The_Win-D.bjcorr@delphi.com>
Source record: 89449

In article <401v4r$sol@hakatac.port.island.net>, bmcbrine@hakatac.port.island.net (Bill McBrine) writes: > In article <v01530501ac4410b5a5cb@[140.254.12.85]>, > Robert Rumpf <rumpf.1@osu.edu> wrote: > >Does anyone have any idea how difficult it would be to make a SCSI

> >interface for an 8-bit? Or how to go about it? I realize there are lots
> >of good options out there, but I just can't afford a Black Box right now...
> >
>
> I'd like to also know this. But IMHO, an IDE(ATA) interface should be
> much easier and cheaper. I have the ATA technical spec file, and although
> I haven't read all of it, it strikes me that it should be very possible.
>

This is true. And the IDE interface has been done. All that's left to do is the smart socket (sram) board for the OS, and Bob Wooley gas a working model on an 800XL. The board has a stock rom and the sram in a smart socket, switch selectable. You can read the OS into the socket from rom or disk, diddle it to your hearts content, then lock the socket and it holds the code (the socket has a battery.) Great for diddling new OS's or for implementing IDE code! Bob did say that a SCSI interface is a lot tougher, and he has researched it. And the IDE interface is pretty inexpensive.bjcorr@delphi.com

1891. Newell Ram Rod Board

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9508070306592.The_Win-D.bjcorr@delphi.com>
Source record: 89450

If anyone has a Newell Ram Rod board I could use some help. I think the 2 sets of switches on my board are messed up and I don't have the proper settings to restore them. I have Omnimon and Omniview as well as OSN6 on it, but any working configuration would be a start, just tell me what your swithc settings are and what you have on board.(This is for an Atari 800!) I have;

SW1
1 off
2 on
3 off
4 on
5 on
6 off
7 off
8 off

SW2
1 off
2 on
3 off
4 on

The computer comes up dead except for a verticle bar or 2 of light.
Hope I haven't lunched the board....

1892. Re: Atari 800XL w/850

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: Jeffrey Wood <woodzy@delphi.com>
Message-ID: <xDCgaCs.woodzy@delphi.com>
Source record: 89451

hmmm, you can do lots.
if you need software, just email me
at "woodzy@delphi.com"
yes, you can connect a standard modem
to the 850.

1893. Re: Printers/Koala stuff SALE

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: Jeffrey Wood <woodzy@delphi.com>
Message-ID: <xBKhCCp.woodzy@delphi.com>
Source record: 89452

DavidN9000 <davidn9000@aol.com> writes:

>Also KoalaPad with software, WICO joystick, etc. All power supplies,
>cables,
>bag o' extras and goodies (cables,chips, ROMs, etc.) $35
>
>Prices do not include shipping.

am interested in the Koala, Wico , &
bag of goodies. $45 fair? (price does
include S&H)

1894. Re: FS: Classic Atari HardWare! Listed Catalog.

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: Jeffrey Wood <woodzy@delphi.com>
Message-ID: <xjLgKgn.woodzy@delphi.com>
Source record: 89453

how much for EVERYTHING???
would like to discuss this with you?
email me at "woodzy@delphi.com" or
call me at 307-778-8946 HURRY!
VERY INTERESTED!

would you be willing to accept payments

1895. Re: FS: Classic Atari SoftWare! Listed Catalog.

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: Jeffrey Wood <woodzy@delphi.com>
Message-ID: <xBLBCig.woodzy@delphi.com>
Source record: 89454

HOW MUCH FOR EVERYTHING?
would you be willing to accept payments?

email me at "woodzy@delphi.com"
or call 307-778-8946
am very much interested!

1896. Re: MAC Atari 8bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-07 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DCxr6C.H2q@aston.ac.uk>
Source record: 89455

; Didn't someone recently post that they were working on an SIO2MAC
;connection? That would be the easiest and fastest way!

That would be very cool! :)

In the mean time I'm working on some new software to use with the 850
unit. Using this will mean you can copy a whole enhanced disk image over
to the Mac in about 5 minutes.

Should be ready before too long!

Chris Lam.

1897. FS Atari 8-bit computer set (cheap!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: brade@ksu.ksu.edu
Message-ID: <4071v5$3ou@nbc.ksu.ksu.edu>
Source record: 89319
Cross-posted to: rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit

Hello,

I've got a whole bunch of Atari 8-bit stuff including some very good games
that I'd like to sell. The set includes:

Bill Budge's Pinball Construction Set
Archon (box & docs)
Knicker Bockers (docs)
Shamus (docs)
Frogger (docs)
David's Midnight Magic (box & docs)
Threshold (docs)
Stocks & Bonds (docs)
Choplifter (docs)
S.A.G.A #1 Adventureland & #2 Pirate Adventure (docs)
Seafox (docs)
Tail of Beta Lyrae (flakey)
Preppie (docs)
Enchanter
Astro Chase
Lode Runner
Ultima III & IV (boxes & docs)
Blue Max (box & docs)
Ali Baba & the Forty Thieves (box & docs)
Nightraiders (1/2 box) :)
Pac-Man (cart)
Basic (cart) w/docs & self-teaching manual
Atariwriter (cart) w/minimal docs

1 fully functional Atari 810 disk drive w/cables & power supply

1 semi-working 800XL. Note that I really don't know anything about
the XL series but it wouldn't run most of my games when my 800 would.
Seems to load carts fine & small disk games also work Threshold comes
to mind as one that works. Also includes working power supply.

Note that as far as I know (i.e. the last time I checked) all of the
disk based games worked fine except Tail of Beta Lyrae which seems
to be a bit flakey. Since I don't have a system to test them on I've
got to sell them as is w/no guarantee.

The price: $50 for the lost shipped to your door anywhere in the USA. No
overseas orders please! I accept money orders in advance or will do UPS
COD for an additional $5.

Replies to:

Brad Ensminger
brade@ksu.ksu.edu

1898. Re: Atari 800XL w/850

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <406chd$m32@blackice.winternet.com>
Source record: 89320

> ziggy29@rahul.net (Tim Irvin) writes:
> Anthony (tone@unix.trilogy.net) wrote:
> : I have an Atari 800XL, an 850 expansion box, and a 1050 drive...
> : I was wondering what useful things I can do with this, I have no disks or
> : cartridges for it, but I know it works...
>
> Define "useful" in terms of what is useful to you. The folks who hang out
> here have found plenty of useful things to do with these old things. We
> still play games, run shell sessions through an ISP, and a lof of the people
> are still developing new software.
>
> : Could I connect an external 2400 modem to it? I have an IBM compatible
> : external.
>
> Should work fine. You'll need to acquire communications software. The
> c.s.a.8 FAQ lists several alternatives. You may need to find a kind soul
> to mail you a copy of the software, unless you're lucky enough to have a
> place nearby where you can get it.
>
>
NOTE: NOTE: NOTE:

You will HAVE to a ATARI cable for the 850 to your Modem. The
standard IBM cable won't work! There are 3 signals rearranged, pins 1, 3
and 4 on the DB9 to 850 end.

--
> * Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
> **
> * Beware of geeks bearing .GIFs! * GCS: !H s:+ !g au+ C++$ v++ w+ U+ N++
> * softball 95: 24 games, 12-12, .627 * W po+ Y+ j++ B-- e+++ u** r+++ y+++
>
>>>>
Rich Mier

1899. Thanks for online help

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: dabell@wco.com
Message-ID: <dabell-0708951757380001@merc9.calon.com>
Source record: 89321

Just a note to publicly thank several people in this group who offered me help in getting online with an Atari8. Specifically Vince (chair@pgh.nauticom.net), Ben Corr, Glenn Saunders, Rick Cortese, and *especially* Tom Drake and Bill Kendrick. I haven't gotten it all together yet, but soon I expect to have email connection with our son who is 2500 miles away. And I imagine you'll have a new member. Again, thanks to all! It's much appreciated.

Alan

--


```
_____________________________________________________
ALAN BELL 3768 Sonoma Avenue Santa Rosa, California 95405
===============<dabell@wco.com>=707-546-6988===============
```

1900. Reading Atari 8bit disks on a PC drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: naina@technet.sg
Message-ID: <406uk0$eo5@raffles.technet.sg>
Source record: 89322

I have been using the MYUTIL program on the PC, to read Atari 8-bit 51/4 double density disks, with no luck at all. Has anyone here tried this with any luck. Please do post your experience/solutions/sympathies/threats/flames....

1901. Star Raiders instructions, anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: frank.boosman@virtus.com
Message-ID: <frank.boosman-0808951417380001@254.virtus.com>
Source record: 89323
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

I recently purchased a copy of Star Raiders for the Atari 800... it's been a long time since I last played it, and since the game came without instructions, I'm having a tough time remembering how to play the darn thing.

Does anyone have the instructions (or a section thereof) for this game in electronic form?

Thanks,

-- Frank

Frank Boosman | Virtus Corporation | frank.boosman@virtus.com
VP & GM, Virtus Studios | Cary, North Carolina | 919 467-9700 x18

1902. Re: Atari 800 Moonpatrol

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: sw@machete.wh.att.com
Message-ID: <DD07yB.CBy@nntpa.cb.att.com>
Source record: 89324
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <3vueks$l7@crl14.crl.com>, Bruce Tomlin <btomlin@aol.com> wrote:
>-S.WINCKLHOFER (sw@machete.wh.att.com) wrote in rec.games.video.classic:
>>Hi,
>> I'm having a curious problem with the 800 Moonpatrol cartridge.
>>Player one continuously jumps as if the joystick was being pressed up. The
>>joystick works fine with other cartridges though. Player 2 work correctly.
>>I would think it was a cartridge error, but it seems to be pretty specific.
>>If anyone has seen this or could offer some help please reply.
>
>You didn't tell us what machine you're plugging it into. You wouldn't
>happen to be using a 1200XL, would you?

Sorry, This is on an Atari 800. I've tried different sticks and have
cleaned just about everything (Cart, Ports, etc.).

Scott.

Scott Wincklhofer
AT&T Bell Laboratories
Whippany NJ
sw@fuwutai.att.com

1903. Re: FS Atari 8-bit computer set (cheap!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <408j5e$7cb@nic-nac.CSU.net>
Source record: 89325
Cross-posted to: rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit

Brad - unless the XL is broken, it should load 99% of the software that
the Atari 800 can load, IF you hold down "OPTION" as you turn on the XL.
(Otherwise it's like bootup up a game on the 800 but with the BASIC cart.
installed!)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1904. Re: Star Raiders instructions, anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: tiesflys@brbbs.com
Message-ID: <znr807916805k@brbbs.com>
Source record: 89326
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <frank.boosman-0808951417380001@254.virtus.com> frank.boosman@virtus.com writes:

> I recently purchased a copy of Star Raiders for the Atari 800... it's been
> a long time since I last played it, and since the game came without
> instructions, I'm having a tough time remembering how to play the darn
> thing.
>
> Does anyone have the instructions (or a section thereof) for this game in
> electronic form?
>
> Thanks,
>
> -- Frank
>
> Frank Boosman | Virtus Corporation | frank.boosman@virtus.com
> VP & GM, Virtus Studios | Cary, North Carolina | 919 467-9700 x18

I have it in paper form. reply with a snail-mail address and I'll
get a copy to you.

Steve

- A sunny day,
a box of midges,
and a wandering stream...
Man, this MUST be heaven!
><> Steve Kulpa <><

1905. Re: Atari 800 Moonpatrol

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: rdoell@mcs.com
Message-ID: <408stu$k6l@News1.mcs.net>
Source record: 89327
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

sw@machete.wh.att.com (-S.WINCKLHOFER) wrote:

>In article <3vueks$l7@crl14.crl.com>, Bruce Tomlin <btomlin@aol.com> wrote:
>>-S.WINCKLHOFER (sw@machete.wh.att.com) wrote in rec.games.video.classic:
>>>Hi,
>>> I'm having a curious problem with the 800 Moonpatrol cartridge.
>>>Player one continuously jumps as if the joystick was being pressed up. The
>>>joystick works fine with other cartridges though. Player 2 work correctly.
>>>I would think it was a cartridge error, but it seems to be pretty specific.
>>>If anyone has seen this or could offer some help please reply.
>>
>>You didn't tell us what machine you're plugging it into. You wouldn't
>>happen to be using a 1200XL, would you?

>Sorry, This is on an Atari 800. I've tried different sticks and have
>cleaned just about everything (Cart, Ports, etc.).

> Scott.

>--
>Scott Wincklhofer
>AT&T Bell Laboratories
>Whippany NJ
>sw@fuwutai.att.com

The funny thing is that I copied my old hack of moonpatrol over to my
PC and ran it on Xformer 3.0, and player two does what you're
describing.. I can't explain it. I should try it with a different
machine emulation...

1906. Re: Iomega Zip FAQ 1.5

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: ehhchi@epx.cis.umn.edu
Message-ID: <408kgc$2pj@epx.cis.umn.edu>
Source record: 89328
Cross-posted to: comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

In article <3vvnhb$oqd@panix3.panix.com>,
Michael Schuster <schuster@panix.com> wrote:

>You might also point out that, cabling difficulties aside, the SCSI Zip
>cannot be used **ALONE** with the Adaptec/Trantor MiniSCSI series of
>parallel-to-SCSI adaptors because they require TERMPOWER which, stupidly,
>the Zip drive does not provide.

Unfortunately, it is not IOMEGA's fault. You're laying the blame on the
wrong company, if my SCSI knowledge isn't too rusty. On the SCSI spec, it
says that the host adapter should have the ability to provide TERMPOWER.
So the Adaptec MiniSCSI adapters should be providing termination
power, and not the Zip drive.

Now, Adaptec might be very limited and constrainted when they made those
parallel-to-SCSI adapters. There really isn't that much power to be drawn
from a single parallel port. So they sacrificed one thing (TERMPOWER) for
another (portability).

Someone correct me if I am wrong.

--Ed

They will work, however, if (still
>further cabling difficulties aside) another SCSI device is in the daisy
>chain which does provide TERMPOWER.

--

** Ed H. Chi
** Research Assistant
** Computer Science Dept, University of Minnesota
** WWW home page at http://www.geom.umn.edu/~chi/chi.html"
** email: echi@cs.umn.edu fax: 612-625-0572

1907. ATARI 130XE MIDI & ART SYSTEM FOR SALE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: Terry.Streeter@flight.org
Message-ID: <54c_9508090106@flight.org>
Source record: 89329

Abit expencive arn't we?
I just bought a Computereyes for $10 the other day..
---------- -//- ----------
Internet: Terry.Streeter@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

1908. FS: Atari 800 XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: meciar@a1b.NoSubdomain.NoDomain
Message-ID: <4079bj$q4j@kralle.zdv.Uni-Mainz.DE>
Source record: 89330

I would like to sell my eight years old but still working 8-bit ATARI 800 XE.
I did not use it for couple of years. The offer includes the tape recorder with
Turbo 2000. And cartridge Turbo 2000.

email me at: meciar@kph.uni-mainz.de

1909. Re: Atari 800XL w/850

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <407tvh$57d@bug.rahul.net>
Source record: 89331

Rich Mier (rbmier@winternet.com) wrote:
: > ziggy29@rahul.net (Tim Irvin) writes:
: >
: > Should work fine. You'll need to acquire communications software. The
: > c.s.a.8 FAQ lists several alternatives. You may need to find a kind soul
: > to mail you a copy of the software, unless you're lucky enough to have a
: > place nearby where you can get it.
: >
: You will HAVE to a ATARI cable for the 850 to your Modem. The
: standard IBM cable won't work! There are 3 signals rearranged, pins 1, 3
: and 4 on the DB9 to 850 end.

Thanks for the addition. I just assumed it to be true, while forgetting
that the Atari8 newbie may not assume such a thing. :)

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Beware of geeks bearing .GIFs! * GCS: !H s:+ !g au+ C++$ v++ w+ U+ N++
* softball 95: 24 games, 12-12, .627 * W po+ Y+ j++ B-- e+++ u** r+++ y+++

1910. Re: (no subject)

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <408itl$78j@nic-nac.CSU.net>
Source record: 89332

Simply get a copy of Ice-T and/or FlickerTerm80 from the UMich archives.
Look for the FAQ to tell you how. Neither of them need special hardware
to give you 80 columns. Ice-T uses bitmapped graphics and goes up to ~9600bps.
FlickerTerm80 uses a flickering effect and two text screens (with small
fonts) and goes up to 14.4kbps.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1911. Re: modem for my 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <408j1j$78t@nic-nac.CSU.net>
Source record: 89333

If you can stand 1200bps, get the Atari SX212 direct-connect modem.
Or, get a used (or new if you can find 'em!) Atari 850 or ICD P:R:Connection
modem/printer interface.
Or, go all the way and get an MIO or BlackBox hard-drive/modem/printer
interfeace.

For terminals, get IceT or FlickerTerm80 for 80 column VT/ANSI support,
and BobTerm 1.22 for X-, X-1K- and Y- modem download/upload support.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1912. Re: ATARI 130XE MIDI & ART SYSTEM FOR SALE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <408jak$7l6@nic-nac.CSU.net>
Source record: 89334
Cross-posted to: comp.sys.atari.8bit,us.forsale.misc

WHOA! What's the exchange rate for US$ to Can$? $125 for an XE!? WOW! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1913. Re: Need value of pot on 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <408jih$422@blackice.winternet.com>
Source record: 89335

> bwillard@mindspring.com (Bruce Willard) writes:
> Well, I just got an 800 to add to my collection. It is in perfect condition
> and works great, so of course, I wanted to fix it! There is a potentiometer on
> all Ataris to adjust the hue. With Salt II, you can set it just like the
> factory. Apparently, this one had never been moved, because when I tried, my
> colorful Atari 800 became monochrome. Since the pot shattered when I tried to
> move it, and since there is no value marked on the pot or the board, can
> anyone out there give me the resistance so that I can replace it? It is R 309
> on the board inside the shield, but outside the regular pop-top. Thanks in
> advance.
>
> Bruce Willard
> bwillard@mindspring.com
>
>>>>
50K ohms. Best Electronics has them for about $3.00.

Rich Mier

1914. Re: ATARI 130XE MIDI & ART SYSTEM FOR SALE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <408lb8$1qaf@navajo.gate.net>
Source record: 89336
Cross-posted to: comp.sys.atari.8bit,us.forsale.misc

In article <408jak$7l6@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>WHOA! What's the exchange rate for US$ to Can$? $125 for an XE!? WOW! :)

It is usually around .75, I think it has recently been .73, $125 CDN is worth
$94 US, if I got my figures right. Still too much.
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

1915. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: michael@anest4.anest.ufl.edu
Message-ID: <michael-0808951851230001@dialup-c5.cis.ufl.edu>
Source record: 89337

In article <ZZIDyEv.lmcclure@delphi.com>, Lonnie McClure
<lmcclure@delphi.com> wrote:

> Regarding a new OS for the Atari 8-bits, I have finally succumbed and
> have to put in my 2 cents worth.
>
> The primary reasons I see for a new OS for *any* machine are:
>
> (1) To add new capabilities using existing hardware
>
> (2) To take advantage of the capabilities of new
> hardware and make them easier to use.
>
>
> So far, the only capabilities I have seen mentioned that would be added
> to a basic Atari 8-bit would be either multitasking or task-switching,
> and possibly a GUI. Considering a GUI would be difficult or impossible
> to integrate in a compatible manner with existing programs, this would
> mean entirely new programs would need to be written to take advantage of
> it.

See below...

> IMHO, this effort would be better used writing software that takes
> better advantage of new hardware. As to multitasking or task switching,
> this can be very useful, and can even be implemented with existing
> programs. However, to be effective, it almost certainly require something
> above a base setup.
>

I feel that, given the 6502's inherent limitations, it is NOT possible to
multitask EXISTING 8-bit applications. This is primarily because the
processor (excluding zero-page addressing, which is useless for this task)
simply can not handle indirect addressing and PC-relative LONG branches.
Furthermore, existing applications don't even TRY to fake indirect
addressing.

What does this mean? It means that you can't put these programs anywhere
in RAM. Even if you have an 8-bit with 1MB of memory, most of the
programs you run will expect to be in a certain place in memory and will
not function if they are loaded elsewhere. This means that you can not
have multiple programs in RAM, which, in turn, means you can't multitask
(and we all know that multitasking kind of depends on having multiple
programs loaded).

Now, it is certainly possible to load an existing program into RAM and INTERPRET the thing... but jeeeeezz, we're talking about a 1.76 MHz, 8-bit processor here. The program execution would be dog-slow at best (everything would run at BASIC program speeds).

HOWEVER, what if all of the programs running under the new OS were DESIGNED to offer indirect addressing and PC-relative branching capabilites? In this case you have a new OS running many compliant programs at once -- another way to put it is that you have "added new capabilities to the existing hardware." This satisifies your first point.

> Now, moving on to item #2, this is the one for the Atari 8-bit that makes
> more sense for me. Go for an entirely new OS that hungers for new
> hardware, and is ready to take advantage of it. Plan for hardware that
> does not even exist yet. If one wishes to run old programs, the old OS
> will still be there, but if the new OS is done right, users of expanded
> 8-bit systems will see how much more new programs written for this OS can
> do with their hardware. Users of unexpanded systems will see and hear of
> this as well, and want to expand their systems so that they can run this
> new OS and the new programs that come with it.

Any good OS provides for device-independent I/O. Even the limited OS built into a stock Atari 8-bit provides this capability and any new OS should extend these features.

> Study how the operating system on ever other machine works, and take as
> many of their good points as possible: installable I/O device drivers
> from OS-9 and GS/OS, an interprocess language like ARexx on the Amiga
> that gives multitasking a true reason for being, and also like the Amiga,
> a dual personality that gives the user a choice of CLI or GUI.

This goes without saying for anyone designing an OS. However, don't look for many Amiga-like inspirations in my software (except those that were borrowed from other people, like interprocess communications, etc) ;-).

-Michael Ellis

1916. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <408qpt$hab@charm.magnus.acs.ohio-state.edu>
Source record: 89338

In article <michael-0808951851230001@dialup-c5.cis.ufl.edu>,
Michael Ellis <michael@anest4.anest.ufl.edu> wrote:
>What does this mean? It means that you can't put these programs anywhere
>in RAM. Even if you have an 8-bit with 1MB of memory, most of the
>programs you run will expect to be in a certain place in memory and will
>not function if they are loaded elsewhere. This means that you can not
>have multiple programs in RAM, which, in turn, means you can't multitask
>(and we all know that multitasking kind of depends on having multiple
>programs loaded).

How about allowing old programs to use the lower 64-128k as usual,
while simultaneously running new programs in the >128k memory.
Then the old programs fight it out among themselves as usual, while
still allowing new "nice" programs to run.

I'm not sure about the OS requirements of this yet, but it's kinda
like what OS/2 and Win95 do with old (16-bit) programs in the PC
world.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1917. Re: Modifying Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <408jpe$k3@link.xs4all.nl>
Source record: 89339

```
j >From: jeking@xmission.xmission.com (James King)n!xmission!jeking
j >Subject: Re: Modifying Atari 8-bit Systems
j >Date: 24 Jul 1995 13:57:36 GMT
j >
j >with the MUX ROM and now I have a CSS Super-Rom (or whatever its official
j >name is) en route. ^^^^^^^^^^^^^

Could that be the UltraSpeed Plus O.S.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

1918. Easy Scan

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <408jpe$k5@link.xs4all.nl>
Source record: 89340

k >From: kendrick@zippy.sonoma.edu (William Kendrick)
k >Subject: Re: Desperately seeking 8-bit items...
k >Date: 25 Jul 1995 01:54:02 -0500
k >
k >Hey! Please describe (physically- how it looks/works; and capability-wise)
k >what Easy-Scan is/does/can-do!
k >
k >Someone? :)
k >Thanx!

Howdy Bill

It looks like an old cartridge. With a (is that Allen or Philips?) screw
that holds a thin piece of sheet metal in place. (the computer doesn't
know if EasyScan is connected. On the top, two strands of fiberglass
are "screwed" to the cartridge. These strands are held together for the
most part. If the cartridge is connected to the computer, one of the
really long cables will show a bright red light (if you look into it).

The end farthest away from the cartridge is then somehow fixed to the
head of your printer. Since most printerheads are different, Innovative
Concepts never bothered to offer something to fix the wire to the printer
head. The fiberglass cable should be placed about 3mm (1/8 inch) from the
"paper".

You stick the picture you want to scan into the printer and let the program
run (after using the provided test sheet to configure EasyScan to your
printer.) It does take some time to scan in a picture.

The good thing about EasyScan is, that it can save 256 shades of grey.
Bad thing is, these file that up most, if not all, of your RAMdisk. You
need atleast 128kByte BTW.

I've bought one of these suckers when I.C. was still alive and kicking.
I even upgraded to version 2.0 of the software.

O ye' if you have a copy of ANTIC, the October 1988, Volume 7, number 6,
there is a picture of EasyScan on the cover (and a review inside)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

1919. 72 or 30 pin SIMMs

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <408jpe$k7@link.xs4all.nl>
Source record: 89341

```
r >From: rbmier@winternet.com (Rich Mier)
r >Subject: Re: Sweet16?
r >Date: 24 Jul 1995 21:04:08 GMT
r >
r > That's 30 pin and 72 pin SIMMs. The 30 's are 8 or 9 bit by XK or Megs.
r >The 72 pins SIMMs are 32 or 36 bit by XK or Megs. X being 256K, 1Meg, 2Meg,
r >4Meg or 8Meg. So saying, the 72 pin SIMMs are 4 times larger capacity. The
r >difference of 8 or 9 and 32 or 36 is that some include 1 parity bit per byte
r >some don't. (MAC SIMMs don't but they are pin compatible.) Also, a lot of C
r >manufactures are dropping Parity checking and are using just 32 bits per SIMM
r >Cheaper and the DRAMs are so much more reliable these days.

Let me check if I got that right.

A 256k SIMM with 72 pins would have just as much memory as a 1 Meg 30 pin
SIMM.

If yes, could one replace the other? (with some hardware changes ofcourse)

Which once is Mike Hohman of FTe gonna use?
(I guess that's a question for Mike)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

1920. Atari Keyboards

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <408jpf$k9@link.xs4all.nl>
Source record: 89342

k >From: kendrick@zippy.sonoma.edu (William Kendrick)
k >Subject: Re: Atari ROM cartridges
k >Date: 25 Jul 1995 18:21:25 GMT
k >
k >could be broken. Try cleaning off the connector using a soft, clean
k >swab. I'm no expert on cart cleaning, but DON'T use harsh abrasives!

Talkin' bout connectors. While trying to find the resistor that have to
be changed to make the KEYBOARD of my 800XE work, I saw that somebody
(probably me, cause nobody else even touches my classic Atari's) had been
a bit harsh on the keyboard connector. I mean the part that's attached (sp?)
to the keyboard mylar. I could see through part of the metal strips.

BLUSH

I "touched it up" with some "silver paint" used for scale models.

Hope it works, otherwise I'm gonna use the scissors. If I wiggle the mylar
all keys seem to work (this is before the "touch up"). Otherwise all kinds
of keys would stop working. Like sometimes T, G, B, I, K, and comma
wouldn't work and sometimes they were joined by W, S, X, Up-arrow and Down-
arrow. And START didn't/doesn't work either.

I could type BYE to get to the Self Test, START to start to test (when I got
there via booting with Option pressed while other hardware was attached.
Heck, even 1 ? PEEK (53279):GOTO 1 didn't work (no "K")
53279 is were you can read the status of Start/Select/Option.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

1921. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <408jpf$kb@link.xs4all.nl>
Source record: 89343

```
s >: The Zip *DOES* work with the 8-bit Atari; I've successfully tried it with
s >: an 800XL, Black Box, and SpartaDOS. SpartaDOS sees it as a plain old hard
s >: disk (well, it sees it as several 16-MB hard disks, but you get the
s >: idea). SpartaDOS will format the Zip cartridge; there is no write-protect
s >: ability for the entire cartridge/drive partitions, but you can lock and
s >: unlock individual files.

What is this ZIP thing?
How does it work?
What's cost?

Cu Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

1922. Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <408jpf$kd@link.xs4all.nl>
Source record: 89344

k >From: kendrick@zippy.sonoma.edu (William Kendrick)ndrick
k >Subject: Re: Atari Basic manuals, POKE addresses
k >Date: 27 Jul 1995 16:41:31 GMT

k > Also, there's MAC/65, I believe it was the most popular macro assembler
k > for the Atari back in it's hey-day. It's a cartridge and again can be
k > gotten from major dealers. Check the FAQ. (part 2)

Since MAC/65 is/was the most popular, you'll find more listings/books/how_to_
stories for it than any other Assembly language.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS with "how to stories" I mean stuff like BOOT CAMP. A course (sp?) that
was published by ANALOG Computing.

---
* PabQwk 2.0 *

1923. Great-8 BBS?/8-Bit BBS li

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <408jpf$kf@link.xs4all.nl>
Source record: 89345

```
n >From: nathan355@aol.com (Nathan355)om!not-for-mail
n >Subject: Great-8 BBS?/8-Bit BBS list
n >Date: 27 Jul 1995 14:44:45 -0400
n >
n >Does anyone know if Great-8 BBS still exists? Is there a current list of
n >Atari 8-bit BBS's? Thanks.

Maybe Bernard Kok can send you his "Node-List".
It lists all BBS's that are connected to the IAN and USF-Net.

BBS's in the IAN and USF-Net either run BBS Express Pro or FoReM XE BBS.
There seems to be a CARINA net too.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

1924. Re: Modifying Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <408jpg$kh@link.xs4all.nl>
Source record: 89346

r >From: Joe Walsh <ransom22@delphi.com>
r >Subject: Re: Modifying Atari 8-bit Systems
r >Date: Sun, 30 Jul 95 08:22:31 -0500
r >
r >John D Harris <jharris@cup.portal.com> writes:
r >
r >>> So, the major reason for changing graphics chips would be to
r >>>add support for 80 columns? If so, why hasn't there been more support for
r >>>the XEP-80?
r >>
r >>*Because it is way too slow*. It also doesn't do color, for things like
r >>ANSI color terminal emulation, picture viewing, or any other graphic
r >>enhancements.
r >
r > James King insists the XEP-80 handles 9600 baud well.

r > Sure, it doesn't do color, but that's not a major big deal...at
r >least not to me.

Erhard Puetz (aka Atreju on IAN and USF-Net) sais it can handle higher speeds.
14k4 should be possible and even 19k2.

And he sais it CAN do color. Unfortunately he didn't prove this. He seems
to have little time. This is all mentioned in an article by Erhard that
was translated by me and I guess it was posted here too (by somebody else).

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

1925. R: handler for SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <408jpg$kj@link.xs4all.nl>
Source record: 89347

```
b >From: bruck@avoda.jct.ac.il (Elad Bruck)
b >Subject: R: handler for SIO2PC
b >Date: 30 Jul 1995 15:42:38 -0500
b >
b >(B) The 850 handler doesn't support 19.2 Kbaud, while the SIO2PC
b >hardware can use this speed.

You have to poke the right values directly into memory to make the 850 work
at 19k2. The same methode can also be used to get split baud rates

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

1926. Re: Modifying Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <408jpg$kl@link.xs4all.nl>
Source record: 89348

```
j >From: jharris@cup.portal.com (John D Harris)
j >Subject: Re: Modifying Atari 8-bit Systems
j >Date: 30 Jul 1995 21:40:03 -0700
j >
j >> Does the XEP-80 support underlined, blinking, and/or luminance
j >>levels in its text output? Can one change the font?
j >
j >Underlined - No
j >Blinking - No
j >Luminance - No
j >Fonts - Only between ATASCII graphics and Int'l characters.
j > Basically, matching the built-in fonts of the Atari.

OK it's 2:45 am whe I'm writing this. Here's a list of the things Erhard Puetz
sais the XEP80 will do. I'll try and find the original article (well,
actually my translation) and put it in another message.

Invers, Halve bright, Blinking, Double Height, Double Width, Underlined,
Hidden, Graphics. The XEP80 seems to have/use a 6551 or a chip that really
looks/feels like it. So 19k2 should be possible. Erhard even mentions
something about 38k4 and him having to test this. But he has little spare
time, he's the floppy doctor for the ABBUC (= German 8bit Atari only user
group)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

1927. GP1U52X

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <408jph$kr@link.xs4all.nl>
Source record: 89349

(I'll cc this copy to David Deaven and to c.s.a.8)

Howdy David

Thanks to James King I now have one GP1U52X IR detector module.

Unfortunately, the three pins on the metal box are not numbered/named.
This is what this thingy lookes like. For those who've never seen a
Sharp GP1U52X. in reality it's about as big as a sugar cube.

- - - are tabs on the housing

o are pins
o
o
o
-

I know they are 5 Volt, Ground and TTL, but which is which?

BTW I thought a had a piece of perf board lieing around somewhere, but...
question is, where?

So I soldered up the thing (except the GP1U52X ofcourse)

I guess it's normal that the LED goes ON if the file isn't running.
In parallel with 1 IR LED (just for now) I soldered 1 red LED (incl. one
150 Ohm resistor per LED). I used the red LED to check if the thing is
working. Still have to find out if it works.
If it does, I'll put it in a nice little box, and probably even add more
LED's. Hey, would this thing work if we hooked up a second IR detector
module and/or even a second 555? 555 on pin 2, IR det. on pin 4 (conf.
for input)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

1928. Re: IDE Drive int. $10! ARIGHT!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: bmcbrine@hakatac.port.island.net
Message-ID: <4096l0$9ak@hakatac.port.island.net>
Source record: 89350

In article <9508032137591.The_Win-D.bjcorr@delphi.com>,
Ben Corr <bjcorr@delphi.com> wrote:
>Well, I finally got Bob's IDE interface up and working! The board itself is
>about 2" x 4" and mounts piggy back on the CPU socket, the CPU mounts on the
>board. besides the CPU there are only 2 more chips and the IDE ribbon cable
>connector. Right now I am using a Toshiba 2.5" drive (MK1122FC) and it will

Beauty!! My compliments to Bob! This is just what I was wishing for...
Just TWO extra chips??? Wow!.. that's nice!

>The drive works with MyDos and 2.0s for sure, probably all 2.0s clones and
>very likly the latest SDX upgrade. The software as written cuts the drive up
>into 1 meg segments that are banked in and out with a keystroke, but this can
>be easily modified to any segment size needed. Yes, it is fast!. Now the
>problemns.

Hmm... It would be nice to have something a bit better than that for disk
use..1 meg segments??.. well, of course i'm ignorant of the technical
aspects of the design. There isn't much code to it is there! <G>

>The code to run the drive requires;
>1) A slight modification to the OS to tell the OS to JSR to the IDE code if
>the drive selected is drive 2 (the IDE drive number, this too can be
>changed.) Only 3 bytes at $9C5B, but still in the OS area. At the moment I am
>running the OS out of ram to do this. But there are other options..... 2) A

Hmm... $9C5B is in the middle of CART.B slot. ($8000-9FFF) Why is it
floating around there? There's other pockets (if you want to burn eproms)
in the OS to store 256 bytes or more... I distinctly remember a 4K region
that was mentioned in Mapping that was rumored to be used for 3D-FP routines
from Atari. It never saw ROM tho..

>there (again in the OS area.) Hmmmm..... And you lose half the drive
>capacity due to the 8-bits 8 byte data bus.

There shouldn't be anything wrong with the 8bit data bus. IDE drives
(as per the spec) are supposed to transfer either 16-bit or 8-bit at a time.
This is read off the controller storage ram/cache. The problem I guess
is that the Atari doesn't handle 512-byte sectors in most DOS's. Right?

How about this ;

Partition (if you must) a 'disk' on the drive. Say, 1 Megabyte size.
This partition consists of 2048 512-byte sectors. The atari reads the
first 256 byte for most usage. This gives you only half actual disk
storage to use. Yuk! BUT, it's better than no HD at all. Right! :+)
Make the DOS/Driver believe there are twice as many sectors (blocks)

in the partition as there really are. So 1Meg is treated as 4096 sectors
on the Atari side. It reads the first 2048 H.D. sectors normally.
When it starts to access sector 2049, it goes back to the start of the
partition and reads in the Last 256 bytes of the sector. Remember the
whole 512byte sector is stored in the drive ram, you only need to make
a way of properly handling it. And that only requires software!
It then works normally reading the latter half of the sectors on the HD
treating them as sectors 2049-4096 in the example. You now have a Full
1 Meg HD partition to use. Or more if you use a larger partition.
So I wouldn't burn any EPROM's yet folks... hopefuly this can happen!

>The best solutions are to;
>1) Burn a new rom. The modifications required should not pose any threat to
>exsisting software (I could be full of it here, especially in regards to the
>3 bytes at $9C5B! Anyone?) 2) Bob's soultion is to install a smart socket and
>put the OS in there. Locking the smart socket after reading in the OS and any
>mods should make it not only safe, but easily user alterable should you so
>desire.

Know if this will work across OS versions? B, C ?

>Right now I have to run the drive with the Assembler/Editor Cart in , so I can
>load and assemble the IDE code and the ROM to RAM os switcher (I have made
>the ROM to RAM program a binary I can load from DOS but it will NOT function
>as an autorun.sys, I have no idea why. The other IDE code has to be assembled
>in 3 locations and I don't yet know how to get THAT into a binary file.
>HELP!!!!) The total cost of the project is less than $10, probably less than

Reset the loader pointer in the code. It should assemble it so it reads
in the bytes right where you want them. The MAC/65 is easiest for this..

>$5, but needs careful attention (I blew it many times, I speak from

RIGHT ON!! Which chips are used? I have a ton of miscellaneous chips
here from one mid-80's minicomputer that is just sitting there as parts!!

>I did have problemns with my first drive, Kalock KL 3120. Don't know why.

Hmm.. Well, it seems some IDE drives are just a bit weirdo sometimes.

>Nearest I can guess at, the interface floats the IOR and IOW lines at boot
>up, but the voltage was high enough to fool the Kalock into thinking that the
>lines were high, and it has a seizure. Weird.

Tolerances might need a bit of tweening. Can that board be simulated on
a PC to make sure it will Work As Directed ?

>Oh well, that's it so far. When the smart socket get's done I'll let you all
>know. Anybody want to burn a ROM or two for me????
>
>bjcorr@delphi.com

I wish I knew about this all earlier... What other kinds of cool projects
are being worked on?! Can someone tell us ? I know Vapourware is

a danger tho, but if the project is making head-way, then please tell us!

This IDE interface is just excellent!!! How long was it in development?

l8r...
--
--beautiful bc.--west canada---# Hey I've got HP 3000/70 Classic parts 4 SALE!
l8r... !{] Bill T. McBrine | "My views are not necessarily that of any
bmcbrine@hakatac.almanac.bc.ca_|_organisation or any person living or dead."
-"What is genius? It is the power to be a boy again at will." J.M.Barrie-1897

1929. FREE: two dozen ANTIC's

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: Terry.Streeter@flight.org
Message-ID: <54d_9508090106@flight.org>
Source record: 89351

```
Willing to mail them?
I'll Gladly pay for it.
---------------------------- -//- ----------------------------
Internet: Terry.Streeter@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------
```

1930. Stringy ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <194_9508110250@tor250.org>
Source record: 89352

Here's a piece of code in ACTION! that's been giving me some trouble...

```
proc main()
char array cli

do
InputS(cli)

until cli="E" or cli="e"
od
return
```

When I hit the "e" or "E" key the program will not exit the loop. Anyone know why the program won't stop looping?

Later...

```
... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org
```

1931. Re: 600XL trigger weirdness...

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: Greg.Menke@hq.doe.gov
Message-ID: <19950808.160553.874233.NETNEWS@DOEVM>
Source record: 89353

>There is one strange thing. Out of everything I tested with it, one
>game--- Final Fight on cartridge (one of the XEGS releases, I think)---
>flakes out. It registers a lot of false triggerings of the joystick
>trigger. I couldn't test it on another 600XL since it requires more than
>16K of memory, but I tested it on an 800XL and an 800 and it works fine. I
>swapped out every single chip on the 600XL motherboard to no avail. Final
>Fight is the ONLY program I've found that does this--- EVERYTHING else
>seems fine. The memory tests out fine with the self test routine in ROM.
>Does anybody have any clue what the problem could be? Is there some
>flakiness in the 600XL's joystick inputs?
>
>This is hardly critical. I don't really like Final Fight, I just happen to
>have picked it up at a thrift store and had it on hand to test the machine
>with.
>
>Brent
>

I'd guess a bad solder joint somewhere between your joystick port pins and the ICs

1932. Re: Modifying Atari 8-bit Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: Greg.Menke@hq.doe.gov
Message-ID: <19950808.161445.929426.NETNEWS@DOEVM>
Source record: 89354

>>Like when the XLs came out, some software didnt run.. that's because some
>>software didn't conform to the "standards". Between 400/800 and XL/XE,
>>programs which didn't stick to the rules when it came to the OS no longer
>>worked on the XL/XE (without the 'translator' program).
>
> Yes, this does sound very simiar to that situation. Hopefully the
>community will "get over it" faster than we did with the XL OS. Remember
>the months and months of editorials denouncing the XL OS, in the wake of
>the 1200XL's release?
>
>-Joe
>--
>____
>ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

I remember the ranting over the "Self Test" thingie which replaced the even more useless Scratchpad.

The Translator disks worked pretty well. We used TextWizard on a kludged 400 and 800. It didn't run
on a 800XL by itself, but worked just fine w/ the Translation.

1933. Re: Atari Basic manuals, POKE addresses

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-08 00:00:00 UTC
From: Greg.Menke@hq.doe.gov
Message-ID: <19950808.162504.929374.NETNEWS@DOEVM>
Source record: 89355

sharris@bobcat.ent.ohiou.edu (Steven Harris) wrote:
>Newsgroups: comp.sys.atari.8bit
>Path: doevm!osi-east2.es.net!lll-winken.llnl.gov!uwm.edu!fnnews.fnal.gov!gw1.att.com!gw2.att.com!oucsboss!bobcat!sharris
>From: sharris@bobcat.ent.ohiou.edu (Steven Harris)
>Subject: Atari Basic manuals, POKE addresses
>X-Nntp-Posting-Host: bobcat.ent.ohiou.edu
>Message-ID: <DCDn7H.LCE@boss.cs.ohiou.edu>
>Sender: postmaster@bobcat.ent.ohiou.edu
>X-Nntp-Posting-Date: Thu Jul 27 09:38:03 1995
>Organization: Ohio University, College of Engineerng & Technology
>Date: Thu, 27 Jul 1995 13:38:04 GMT
>Lines: 11
>
>I was unable to find my Basic manuals. Is there anything on line
>that could help me refresh my memory with how to program in Basic
>and what POKE addresses are for what?
>
>And I'd also be interested at trying to get into assembly lang
>programming for 800xl. Where should I begin?
>
>Thanks for any help,
>
>Steve Harris
>

You can occasionally find the old Assembler/Editor carts at yardsales, but good luck finding the
docs....

1934. Re: Atari 800 Moonpatrol

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <409rtn$43g@erinews.ericsson.se>
Source record: 89256
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

sw@machete.wh.att.com (-S.WINCKLHOFER) writes:

>Hi,
> I'm having a curious problem with the 800 Moonpatrol cartridge.
>Player one continuously jumps as if the joystick was being pressed up. The
>joystick works fine with other cartridges though. Player 2 work correctly.
>I would think it was a cartridge error, but it seems to be pretty specific.
>If anyone has seen this or could offer some help please reply.

What about the computer itself? My first 600XL computer had a problem
which at times had unpredictable influence on the logic of certain
games. As far as I can remember, Datasoft's "Bruce Lee" and Synapse
software's "Pharaoh's Curse" did not work well. The "Bruce Lee" game
could not be loaded, and the tiny adventurer in "Pharaoh's Curse" ran
off in an unexpected direction. The games worked fine on an 800XL that
a friend of mine owned.

/Anders Skelander

1935. Re: FS Atari 8-bit computer set (cheap!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: ghaddrel@kelowna.awinc.com
Message-ID: <40993d$qq9@kryten.awinc.com>
Source record: 89257
Cross-posted to: rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Brad - unless the XL is broken, it should load 99% of the software that
: the Atari 800 can load, IF you hold down "OPTION" as you turn on the XL.
: (Otherwise it's like bootup up a game on the 800 but with the BASIC cart.
: installed!)

: -bill!

Err, actually a good chunch of the original software didn't work on the
XL. But to fix that, all you need is to run a program called
"Translator." It will make the XL pretend it is an 800. That will solve
all the problems.

I'd offer it to him, but since he is selling it then it is too late. But
if anyone else wants it...

Later!

1936. Re: Great-8 BBS?/8-Bit BBS li

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DD13zI.Lxq@freenet.carleton.ca>
Source record: 89258

Mathy Van Nisselroy (mathniss@link.xs4all.nl) writes:
> n >From: nathan355@aol.com (Nathan355)om!not-for-mail
> n >Subject: Great-8 BBS?/8-Bit BBS list
> n >Date: 27 Jul 1995 14:44:45 -0400
> n >
> n >Does anyone know if Great-8 BBS still exists? Is there a current list of
> n >Atari 8-bit BBS's? Thanks.

I know of one, sitting here in my very own basement.

The XE Group BBS (613)225-0901
Uses BBS Express! Pro

--
"My sweetest friend, everyone I know goes away in the end" -Hurt, NIN
ba930 <-NCF Nyx-> cdbrown | "Nothing is true until it's OFFICIALLY DENIED"
ax029 <-TFN BFN-> bi967 | "Houston.. we've got a problem" -Apollo XIII
= > J e S s T o D d ' S s P a C e ! ! < =

1937. Unofficial Atari 8-bit New User, Emulator Help FAQ v.0.9 (NEW FORMAT)

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199508090905.CAA08328@zippy.sonoma.edu>
Source record: 89259
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

```
The following is a text version of the
"Unofficial Atari 8-bit New User, Emulator Help FAQ" version 0.9.

It is converted from HTML (which is what the FAQ is now formatted with
(it was previously 100% preformatted 80 column text)) using Lynx 2.3.

The entire FAQ is linear, so this is all of it, right here in this file!

To view the HTML version, point your browser to:

http://zippy.sonoma.edu/~kendrick/nbs

And note, the filename of this document will be changing very soon...

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

------------------------------------------------------------------rev.9-8/9/95---

Welcome to:

THE UNOFFICIAL ATARI 8-BIT NEW USER, EMULATOR HELP FAQ

Revision 0.9, August 8, 1995

By Bill Kendrick

---------------------------------------------------------------------

[ Differences from Rev.0.8: Added the missing list ending tags and
some active links (still trying to make it newdex-friendly! [frown!] ]
[ Differences from Rev.0.7: (Weakly) Converted to HTML! ]
[ Differences from Rev.0.5: Corrected descriptions of Atari computers;
Corrected PC Xformer 3.0 dealer list; listed where Mule and Util can
be found]

---------------------------------------------------------------------

For general help (hardware, magazines, etc.) please check the Official
Atari 8-bit FAQ file:
[ not done ]
Finally, you can always ask Michael for a copy at
mcurrent@carleton.edu
---------------------------------------------------------------------

Summary of Atari 8-bit's and emulated 8-bit Atari's:
```

* Real Ataris: Atari 8-bit computers were produced between 1979 and 1987. The major models released were the:
+ 400 - 8K-16K, 400/800 OS, CTIA or GTIA graphics (depends when made)
+ 800 - 8K-16K-48K, 400/800 OS, CTIA or GTIA graphics (depends when made)
+ 1200XL - 64K, 1200XL OS, GTIA graphics
+ 600XL - 16K, XL OS, GTIA graphics
+ 800XL - 64K, XL OS, GTIA graphics
+ 65XE - 64K, XL OS, GTIA graphics
+ 130XE - 128K, XL OS, GTIA graphics
+ XEGS (Game System) - 64K, XEGS OS, GTIA graphics (Had Missile Command)
All of the XL's except the 1200XL had BASIC installed on ROM. BASIC can be purchased on cartridge for the 400/800/1200XL's.
* Emulated Ataris:
+ On IBM PCs/compatibles:
o PC Xformer 2.0 and 2.5x. 2.0 is limited and supports only 800 OS. Both public domain (were always PD).
o PC Xformer 3.0x. Supports all OSes, 320K RAM, player/missile collision detection (which MANY games use!)
+ On Apple Macintoshes:
o Rainbow
+ On Atari STs, TTs, and Falcons:
o ST Xformer 2.0 and 2.5 released for the Atari ST 16-bit machines. Very limited. Now public domain (used to be commercial).

Capabilities of an Atari 8-bit:

GRAPHICS:
* The Atari has maximum resolution of 320 x 192 (standard, non-overscanned screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4, 160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are also supported. 40 x 24 x 256-character (128 normal, 128 inverse, character set indirection available) text mode is standard (2 colors).
* 40 x 24 x 128-multi-colored-character (4 colors per character allowed, the other 128 characters have 4th changed into a color 5) and 40 x 12 x 128-multi-colored-character screen modes are available.
* GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-only, and 80 x 192 x 9 color screen modes.
* Normal (bordered), narrow (underscanned), and wide (overscanned) screen modes are available.
* Screen modes can be mixed (by lines) down the screen using the Display List (a program which is executed by the ANTIC graphics chip every screen refresh (60 times per second on real NTSC Ataris).

* Fine scrolling (both vertical and horizontal) can be enabled on
any line on the screen.
* All other screen attributes (color, player/missile horizontal
position, screen width, player/missile/playfield priority, etc.)
can be ajusted at any point down the screen via a "Display List
Interrupt."
* Four 8-bit wide, 128 or 256 byte high single color players, and
four 2-bit wide, 128 or 256 byte high single color missiles are
available. A mode to combine the 4 missiles into a 5th 8-bit wide
player is also available, as is a mode to XOR colors or blacken
out colors when players overlap (good for making three colors out
of two players!) Players and missiles have adjustable priority and
collision detection (which is not supported by the PC Xformer 2.0
and 2.5 and ST Xformer programs).

SOUND:
* Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3
and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit
volume-only modes can be enabled for digitally sampled sound
replay.
* A fifth "voice" is produced by the internal speaker on Atari
400/800's (for keyclick and buzzer) and in the XL's and XE's this
was (fortunately!) rerouted through the normal audio output, and
the keyclick can be disabled.
* Some hardware stereo upgrades (like "Gumby") exist which double
the number of voices.

Objective of this file:

At the time of its release (mid 1994), much discussion went on in the
comp.sys.atari.8bit Usenet newsgroup about the Atari 8bit emulator for
IBM / MSDOS based computers, PC Xformer 2.0 (XF2 for short). Many
people in the 8-bit community had gotten, well, fed up with the
XF2-based questions which did not pertain to them, or to the really
dumb questions which were in fact understandable to new or rusty Atari
8-bit users, but had just gotten on the nerves of some of the
comp.sys.atari.8bit readers/digest subscribers.

This file was created to reduce the number of 'newbie' and XF2
questions. Now it's becoming a fairly good reference (and got me the
job of writing the commerical 3.0 release's documents!).

This FAQ will present answers to simple questions like "how do I turn
off BASIC" (a good answer to that of course is, READ THE FRIGGIN'
MANUAL) and "how do I get a disk directory?" (which is less obvious on
Atari 8-bits, err.. MOST 8-bits [grin]).

It will also direct people who are unaware of the large amount of
Atari 8-bit support (NOT NECESSARILY EMULATOR SUPPORT) and perhaps

become a supplement for the many official and unofficial files floating around the net (like the official FAQ, the Vendor/Developer List, the Who's Who list, etc.).

Since revision 0.4 of this file, PC Xformer 2.5, a replacement for 2.0, and 3.0, the first commercial release, have been released. It is assumed that the reader has the latest versions of PC Xformer (2.5 or 3.0), although if you have 3.0, I must say, those documents are great! (If you don't get the joke, look at the name of the author of the manual, and look at my name.)

Since revision 0.7 of this file, Rainbow, an Atari 8-bit emulator for Macintoshes, and "6502", an Atari 8-bit emulator for Unix, have been released, and a 4.0 version of PC Xformer has been announced (and will require Windows 95).

-- QUESTIONS AND ANSWERS: --

1. What does "READY" mean?

This is the Atari BASIC prompt. See below for hints on Atari BASIC.

2. Why doesn't this program load?

The program may not work under the Atari 800 Operating System, it may require the XL/XE Operating System. Be sure you're in 800XL or 130XE mode. (130XE mode is only supported by XF3.0, not 2.5, but there is no real difference in the operating systems.)

It may not work under the XL/XE Operating System (rare cases), switch to 800 mode.

Be sure you turned BASIC off before trying to load it if it cannot run with BASIC on.

It might be a BASIC game! Be sure you're in BASIC and use the BASIC "RUN" or "LOAD" (and then "RUN") command. Also, be sure it works with the BASIC you have. Some programs only run in BASIC XL or XE (which are both cartridge-based BASIC's not currently supported by the Xformer), and some run with TurboBASIC XL (disk-based).

It may just refuse to run on the emulator.

3. How do I turn off BASIC?

To toggle BASIC on and off, press [SHIFT]-[F10] ([F10] is [RESET], note: on a real Atari 8-bit, [SHIFT]-[RESET] does not have this effect).

4. Why doesn't this game/program run correctly?

It may use player/missle collision detection which is not supported on the XF2.5. You might have to shell out the $29.95 for 3.0!

See "Why doesn't this program load?", above.
5. How do I exit XF and return to DOS?

Press [F5]. Note: this does NOT temporarily 'shell' or 'jump' to MSDOS.
6. How do I get to Atari DOS?

In BASIC, type "DOS" at the "READY" prompt.

Reboot without BASIC on.

Be sure you have a DOS-bootable disk image as the first MSDOS parameter after the "XFORMER" command. (DOS25.XFD and MYDOS45.ATR are both DOS boot-disk-images and are both in the XF25.ZIP file or on your XF3 disk).
7. How do I use MSDOS files with XFormer?

Add the files to the command line and use them as their respective drives (be sure the first drive is a DOS-bootable disk image). Example: XFORMER MYDOS45.ATR filename.ext
When booted the Atari will have two drives, D1: will be the MyDOS 4.50 disk image and D2: will be a write-protected disk which contains only the file "filename.ext". Note: there are bugs in XFormer which make accessing files from different directories a bit hard, just use the MOVE (or COPY and DEL) commands in MSDOS to get the file to the directory where you call XFORMER from.

Use the MSDOS program S2PC (S2PC.ARC available in the Utilities directory at the UMICH archives) which allows you to access files within a MyDOS/compatible .ATR disk image without using an SIO2PC or the XFormer. S2PC let's you read, write, delete, change directory, and view the directory of a MyDOS/compatible .ATR disk image. It can be used via command-line parameters from MSDOS, or as a menu.

If you can, use the MSDOS program ATARIMG, which is much like S2PC but has a nicer, more graphical (less-menu driven) interface. (Unfortunately, this doesn't run on all IBM's!)
8. Just what ARE .ATR and .XFD files?

Refer to the XFormer and SIO2PC manuals for details on these files.

Simply put, they are Atari disks, stored as files which are as big as the disk they represent (an 88k disk image will use 88k on the IBM). .ATR files are used by SIO2PC (see below) as well as the XFormer (and the S2PC program mentioned above). .XFD files are used by ST Xformer (the Atari 8-bit emulator for Atari ST's) and PC Xformer (XF2,XF25,XF3).
9. What's SIO2PC?

Refer to the XFormer and SIO2PC manuals for details on this program.

This is a program which runs on IBM/compatibles which, with the use of a simple (and relatively inexpensive) cable, makes the IBM act as though it were an Atari disk drive. (Up to four drives, actually). It uses disk image files (.ATR's) and can also let the Atari access single IBM files (much like XFormer does) as a single file all alone in its own disk. It also currently allows Print-Thru (all access to the Atari "P:" (printer) device can be redirected to the IBM's printer, screen, or MSDOS file; different translations/conversions are user-defined when the Print-Thru mode is turned on). Finally, with the use of two programs on the Atari 8-bit (the only two programs that currently have anything to do with SIO2PC that have been written (to my knowledge) for the Atari 8-bit), the IBM can be controlled remotely (commands are sent from the Atari, typing on the IBM is not necessary) and files can be sent directly to the IBM's drives.

-- Getting around on the Atari: DOS and OS --

Note: This section will simply discuss Atari BASIC, the Atari OS, and Atari DOS 2.5 and MyDOS 4.5x (because these topics seem the most relevant to the less-knowledged/experienced Atari 8-bit users).
* AtariDOS and MyDOS QuickReference: MyDOS (4.50 and 4.53) presents the user with the following commands:
+ [*] Disk directory of current directory (like "dir *.*" in MSDOS)
+ [1]-[9] Disk directory of a disk drive (like "dir a:*.*" to "dir i:*.*")
+ [A] Disk directory (like "dir " and optional output destination)
+ [B] Quit to cartridge
+ [C] Copy file(s) ("[source],[destination]" copies from one place or disk to another, just "[source]" copies from one place on one disk in a drive to the same place on another disk in the same drive (asks for swapping))
+ [D] Delete file(s) (add "/N" to delete without being prompted first) (add ">*.*" or ":*.*" after a subdirectory name to delete the files within it. A subdirectory name alone will delete the subdirectory (if it is empty and unlocked)). (Acts like both "del" and "rd" in MSDOS.)
+ [E] Rename file(s) (renaming multiple files is allowed, but be careful). (like "ren [old] [new]" in MSDOS - with MyDOS, use "," between old and new masks.)
+ [F] Locks file(s) from overwrite, deletion and appending (like "attrib +r [mask]" in MSDOS.)
+ [G] Unlocks file(s) (returns them to their default state).
+ [H] Writes DOS files to a disk (this creates a disk which boots with the current version of MyDOS you are using and also has the menu file "DUP.SYS" on it as well). (This is like "sys"(?) in MSDOS.)
+ [I] Formats a disk (add "/N" after the drive number to do a

quick-format of an already-formatted disk (ie, just a very
fast "delete `*.*'").
+ [J] Duplicate disk (copies an entire disk, including boot
sector, when using XFormer, it's much quicker to just copy
one .XFD or .ATR to another).
+ [K] Make binary file: saves memory and makes it
binary-loadable. See [L].
+ [L] Load binary file: loads a compiled program. (like
"[filename]" in MSDOS, except any ".EXE", ".COM", ".OBJ",
etc. is still required.)
+ [M] Run at address. Mainly for advanced users. Reboot is
"E477", reset is "E474" (these are the hex values of the
addresses where the routines to reboot and reset are.)
+ [N] MEM.SAV: when this is on, whenever you go to DOS (from
BASIC, for example) it will write what is in memory to a file
"MEM.SAV" so that when DUP.SYS (the menu) loads it isn't lost
forever. When you exit DUP.SYS with the "B: Run Cartridge"
command, MEM.SAV is reloaded and the environment should be as
it was when you left. It's probably quicker to simply "SAVE"
your programs (if in a language) which aren't nearly as big
as all of the memory that MEM.SAV saves.
+ [O] Options: this presents the user with some options. Mainly
for advanced users or special setups. See the MyDOS docs for
details.
+ [P] Set density. Forces a drive to be recognized at a certain
density if MyDOS can't figure it out. (??)
+ [Q] Make a subdirectory. (like "md" or "mkdir" in MSDOS).
+ [R] Set default directory. (like "cd" in MSDOS and "cwd" in
SpartaDOS) This makes "D:" now the same as a subdirectory or
other drive. ie, "D2:" will make all calls to "D:" act as
though they are to "D2:" instead. Some programs when
prompting for filenames do not add "D:" to the beginning if
one is not present, they add "D1:". If you don't trust a
program to look to "D:" instead of "D1:" and you want it to
look to some place OTHER than "D1:" (ie, where "D:" is
pointing which could be a VERY long path list), just add "D:"
to the beginning. ALSO, some programs don't even ADD "D:"'s
if they aren't in the filenames you give and may give errors
(138, for example: device not present, ie, if you said
"TESTFILE.DAT" it may think you want "T:" instead of
"D:TESTFILE.DAT").
+ [S] Set ramdisk number. This is also under [O]ptions.
+ [V] Verify writes. This is also under [O]ptions. When Verify
is on, writes will be slower but 100% reliable. With it off,
writes will be much faster but possibly not as reliable (on
bad disks, for example). Default is off.

AtariDOS presents the user with the following commands which are
identical to MyDOS's commands: A,B,C(no swaping),D,E,F,G,H, I(some
densities),J,K,L,M,N

AtariDOS 2.5 presents the user with the following commands not present or not the same as MyDOS's commands:
+ [O] Duplicate file. This is used to copy a file from one disk to another using only one drive. (In MyDOS, giving just a source will make [C]opy act like DOS 2's Duplicate.)
+ [P] Format Single. In DOS 2.5, this is used to format 88k (Single Density) disks. To format an Enhanced Density (127k) disk, just use [I]. In DOS 2.0, [I] is the only format option and only handles 88k. (I may be wrong, but I have never had a Double Density drive under Atari DOS 2.0 or 2.5!)
* General DOS and OS questions:
1. How do I access the disk drives?

First, you need to have booted with a DOS. All but one DOS is on disk (SpartaDOS X is on cartridge). When the Atari boots up, it does some of its 'boot-up stuff' which includes looking for a disk drive connected and turned on which is set up as drive #1. It then begins to load from the disk's "boot sector". If none exists or there's a nasty error on the disk, you get the "BOOT ERROR" notice until the error is fixed. (On SpartaDOS disks, even non-bootable disks have a boot sector, but all the boot sector is is a small program which displays a 'not a boot disk' error).

To end the digression, the answer to 'how do I access the disk drives' starts with 'you must boot the Atari with a DOS'. Check the 8-bit FAQ and the UMICH and other FTP archives for lists of DOSes available for Ataris, but the most used are Atari DOS (for compatibility with almost ALL older software), MyDOS (for an Atari DOS compatible high-end DOS), and SpartaDOS (for a very high-end DOS which looks much like MS-DOS but unfortunately cannont run all software which runs fine with Atari DOS and MyDOS.) Note: SpartaDOS does NOT run on Atari 400's and 800's (except the cartridge versions and I believe disk version 1.1). Now that you have a DOS loaded, the Atari understands the "D:" device (see below for Atari devices). Since there is more than one disk drive, you have to be able to tell them apart. The Atari uses numbers when it has more than one of the same device, so "D1:" is drive 1, "D2:" is drive 2, "D3:" is drive 3, etc.!

After the "D:" device name comes the filename. Of the most used DOSes, only MyDOS supports lowercase letters in filenames, but since most programs force uppercase entry for filenames, nobody really seems to use lowercase in their filenames.
2. How do I copy things from one place to another?

Atari DOS and MyDOS give you the "C" command in their menu interface. When it asks for a source and destination, you can use wildcards (* and ? like in most other DOSes) to copy more than one file at a time. You can also present no destination

so that a file can be copied from one disk in drive 1 to another disk in drive 1, for example, and the DOS will ask you to insert each disk.
3. What are subdirectories?

Subdirectories are places where files go which are just like the normal directory of a disk, except the they happen to be WITHIN that normal directory, or even another subdirectory. For example, you can have your disk divided up into the "GAMES" files, the "GRAPHICS" files and the "SOUNDS" files. A directory of the disk (the "root" or "base" or "trunk" directory) will simply list the three subdirectories, "GAMES", "GRAPHICS" and "SOUNDS". Then, if you ask for a directory listing of the "GAMES" subdirectory, you will see the files (and perhaps other subdirectories) within the "GAMES" directory. Think of it as a tree. For people familiar with Macintoshes, "Folders" are simply subdirectories. A window which appears when you open a "Disk" Icon is the "root", and all of the "Folders" within it have more windows in them which also have file and folder icons.

Here's a comparison to using subdirectories on different DOSes

root 'GAMES' 'SPACE' within 'GAMES'
AtariDOS D: n/a n/a
MyDOS D: D:GAMES: D:GAMES:SPACE:
SpartaDOS D: D:GAMES> D:GAMES>SPACE>
MSDOS (IBM) \ \GAMES\ \GAMES\SPACE\

Note, only Atari DOS would be using drive 1 here, all other DOSes are not necessarily using drive 1, and MyDOS and SpartaDOS may already 'be within' a subdirectory.

In MyDOS and SpartaDOS (and MSDOS), you can change the 'current' or 'default' directory to a different place (a different drive or a subdirectory). "D:" can stand for "D1:" (like AtariDOS always does) or "D2:GAMES:SPACE:"! PLEASE READ THE MYDOS OR SPARTADOS DOCUMENTS FOR DETAILS ON THIS!
4. What does "P:", "E:", "K:", etc. mean?

As stated before, the Atari has devices. "D:" is added when a bootable disk in drive 1 is read. Other exist as well:
o C: Cassette
Readable and writeable, no filenames.
o D: Disk Drive
Readable, writeable, random access, directory, files, multiple devices (up to 9 on MyDOS and newer SpartaDOS, 8 on AtariDOS).
o E: Editor
Readable, writeable. This is how input from the keyboard and output to the screen is normally handled. If you

wish to type a small file up by hand and have it sent to
the printer or a file, use "E:" as the source.
o G: Graphics Printer
Writeable. This is not built into the Operating System
but must be loaded. This is an Epson-compatible printer
driver which can easily dump graphics.
o K: Keyboard
Readable. This is just the keyboard. Input from it is
not `echoed' back like with the "E:ditor".
o M: "Multi-Mouse"
Readable, writeable? This is not built into the
Operating System but must be loaded. This is a handler
which runs in the background and accepts input from
either a mouse, a joystick or a touch-tablet and
displays a mouse pointer on the screen.
o P: Printer
Writeable. Send data to this and it will appear on the
printer. You can print files (documents, etc.) by using
"P:" as the destination. The Atari XL/XE OSes support
"P1:" and "P2:", although I believe this usage is rare.
o R: RS232 (COM port)
Readable, writeable, concurrent mode. This is not built
in to the Operating System, but is loaded. It supports
modems. The Atari 850 Interface has it's "R: handler"
'built-in', which means the Atari also looks for an 850
(or other compatible interface) and receives the "R:
handler" code from it. Other interfaces and the Atari
'direct-connect' modems require a file to be loaded
which contains the "R:" code. "R1:" and "R2:" is also
supported, but also its usage seems rare.
o W: Windowing (screens)
Readable, writeable. This is a graphics 8 graphical
windowing driver (rarely used, unfortunately!). It must
of course be loaded as well.
o Z: RTime8 Real-time Clock
Readable, writeable. This is also not built in to the
OS, but loaded. This is loaded from disk and lets the
user access the "RTime8" real time, battery-backed up
clock for the Atari 8-bit. (This is a cartridge-based
device). I am unaware of any "Z:" clone which let's you
set the Atari internal (non-real time,
non-battery-backed-up) clock if you do not have an
RTime8, although I'd love to see one! [hint!!]
5. How do I print something from DOS?

As stated above, just use the "C"opy command, then use the
file you wish to print as the 'source', and "P:" as the
'destination'. Example: "D1:DOCUMENT.TXT,P:"

-- Getting around on the Atari: BASIC --

What does "READY" mean?

Again, this is simply the prompt that Atari BASIC (and most older BASIC's) presents the user when it is in "Immediate" mode.
* Entering a command will cause it to act immediately.
* Entering a line number and then a command will place that line into the current program.
* Entering a line number alone will remove that line from the current program.
* To start a program, use the "RUN" command.
* To erase a program, use the "NEW" command.
* To clear variables, strings and arrays, use the "CLR" command.
* To load a program, use the "LOAD" command followed by a filename (see below). To load and run a program, use the "RUN" command followed by a filename.
* To save a program, use the "SAVE" command followed by a filename.
* To list a program, use the "LIST" command followed by an optional destination device ("D:file.lst", "P:"rinter) and an option start and end set of lines seperated by (a) comma(s).

Where can I learn Atari BASIC?

A (set of) file(s) will be created explaining all of Atari (and Turbo) BASIC's commands and their usage. (A larger file may be produced which will be based on examples provided in the Atari BASIC Reference Manual). (As of August 1, 1995, these particular files do not exist).

How do I quit BASIC?
* Type "DOS" to quit BASIC and return to DOS.
* Type "BYE" to quit BASIC and exit to the OS's "bye" routines (Atari Memo Pad on 400/800's, Atari Rainbow on 1200XL's, and Self Test on other XL's and XE's). (Note: On 1200XL's, use [HELP] to go to the Self Test when the Atari Rainbow appears).
* For XFormer users, remember, [SHIFT]+[F10] reboots and toggles BASIC.

Why don't strings work?

Strings must be "dimensioned" like arrays in Atari BASIC. Strings are special character arrays. See the BASIC usage/etc. files mentioned in the answer to question 2. Simply put, to make a string that will accept up to "#" character, use DIM [name]$(#). Example: DIM A$(10) - now A$ can contain between 0 and 10 characters.

How do I make graphics?

Use the "GRAPHICS" command to switch between the following screen modes: (Note: All modes except 0, 9, 10 and 11 have four lines of 40 x 24 x 2 sized text covering the bottom of the screen. Add "16" to the mode number to remove this window (but do not make any PRINTs or PUTs to the standard output otherwise a GRAPHICS 0 screen will appear))

(Note: Add "32" to the mode number to keep the screen from clearing
when it appears. One problem, however, all screens overlay each other
so unless you only use certain modes at certain times, parts of some
screens will become (or start out) with 'garbage' on them.)
* 0: 40 x 24 x 2 text
* 1: 20 x 24 x 5 text
* 2: 20 x 12 x 5 text
* 3: 40 x 24 x 4 graphics
* 4: 80 x 48 x 2 graphics
* 5: 80 x 48 x 4 graphics
* 6: 160 x 96 x 2 graphics
* 7: 160 x 96 x 4 graphics
* 8: 320 x 192 x 4 graphics
* 9: 80 x 192 x 16 luminence-only graphics
* 10: 80 x 192 x 9 graphics
* 11: 80 x 192 x 16 hue-only graphics
* 12: 40 x 24 x 4-colored text
* 13: 40 x 12 x 4-colored text
* 14: 160 x 192 x 2 graphics
* 15: 160 x 192 x 4 graphics

COMMANDS:

Commands available in Atari BASIC for manipulating simple graphics
include:
* PLOT x,y - plot a pixel
* POSITION x,y - position cursor
* COLOR c - set drawing color (c=color or character value)
* DRAWTO x,y - draw a line from cursor location (set with
"POSITION", "PLOT", "DRAWTO" or "LOCATE")
* LOCATE x,y,r (where r is where result will be stored)
* SETCOLOR c,h,l (c=palette location, h=hue, l=lum)

COLORS:

Note: COLOR command colors are not identical to SETCOLOR command
colors:
* COLOR 0 will draw using the background color, set with SETCOLOR
4,hue,lum
* COLOR 1 will draw using color "0", set with SETCOLOR 0,hue,lum
* COLOR 2 will draw using color "1", set with SETCOLOR 1,hue,lum
* COLOR 3 will draw using color "2", set with SETCOLOR 2,hue,lum

Except in GRAPHICS mode 10, where COLORs 0, 1, 2, and 3 must be POKEd
into memory locations 704, 705, 706 and 707 (the player/missle
graphics color locations). Examples of this will be presented in the
BASIC usage files. (Sorry)

How do I make sound on the Atari

Remember, XFormer 2.5 doesn't support sound! (XF3.0 does)
But anyway, in Atari BASIC: SOUND c,p,d,v
* c=channel (0-3)

* p=pitch (0-255)
* d=distortion (0,2,4,6,8,10,12 or 14)
* v=volume (0-15)

The buzzer character is CHR$(253) aka [CONTROL]+[2] (NOT
[CONTROL]+[G])

How do I move the cursor and edit?

The Atari "E:" device (standard input/output which is the "editor")
allows the following characters for editing:

Key: AtASCII #: Use:
---------- -------- ----------
Atari none Turn inverse on/off (Atari 400/800 kybds)
Inverse [Triangle] none Turn inverse on/off (Atari XL/XE kybds)
CAPS none Turns caps-mode to lowercase (400/800 OS)
CAPS none Toggles caps-mode from upper to lower (XL/XE)
Sh-CAPS none Turns caps-mode to uppercase (all OSes)
Ct-CAPS none Turns caps-mode to [Control]-[Lock] (all)
Up ([^-]) 28 Move cursor up
Down ([^=]) 29 Move cursor down
Left ([^+]) 30 Move cursor left
Right ([^*]) 31 Move cursor right
Space 32 Move cursor right (overwrites w/Space char)
BackSpace 126 Move cursor left (deletes previous char)
Delete ([ShBkspc]) 156 Deletes a (logical) line (1-3 physical lines)
Insert ([Sh>]) 157 Inserts a physical line
Ct-Delete ([^Bksp]) 254 Deletes char under cursor, pulls rest left
Ct-Insert ([^>]) 255 Inserts space under cursor, pushes rest right
ClearScn ([^

Note: Inverse characters have values of the normal version of the
characters plus 128. (The only non-viewable inverse character is
inverse-ESC, or what would be the [ESC],[RETURN] combination. The
character exists, but must be set into screen RAM by hand. Oh well,
at least you still have 255 easily viewable characters!
[grin])

How do I make the editor characters appear

As shown above, you must have an ESC sent before them.

* When simply entering text, type [ESC] then the edit key and the
character for that edit key should appear.
* When entering text in a PRINT statement, you must have it send an
ESC beforehand, so first type [ESC],[ESC] to make an ESCape
character appear, then type [ESC] then the edit key and the
character for that edit key should appear.
When the PRINT statement is executed, the first ESCape (which you
typed as two [ESC]'s) will make the editor SHOW the following
character (even if it is an edit character), then the character
which you entered (with [ESC] and then the edit key) will make

that character appear. This makes it difficult to align a set of PRINT statements which make a multi-line picture or menu which uses viewed edit keys.
It is probably best to have all of the lines in your program with the PRINT statements that can fit visible on the screen, then edit them (without putting any of the ESCape characters in, then when the picture looks like how you want it on the screen, move the cursor to on top of each edit-key character and press [Control]+[>] (Control-Insert). A blank space should appear under the cursor and the rest of the line should move right. Now, type [ESC],[ESC] and an ESCape edit-key character should appear where the blank space was. When you are finished doing that for each line with those PRINTs in it, BE SURE TO ENTER THEM INTO THE PROGRAM BY PRESSING [RETURN] ON EACH OF THOSE LINES! Whew!

Set the memory location "766" to "1" with the command "POKE 766,1" to turn on the no-edit mode (ALL characters except End Of Lines will appear, even ClearScreens!) When you want to go back into normal mode, set the location back to "0" with "POKE 766,0".

What's with the colors changing?

THIS, MY FRIEND, IS THE FIRST EVER SCREEN SAVER! This is called "Attract mode" as was used on the Atari 2600 and Atari 400/800/XL/XE series (and probably on the 5200 and 7800 but I cannot confirm this). When a key hasn't been pressed for 7 or 9 (depending on OS, model, etc) minutes, the screen colors begin changing, thus protecting your TV or monitor from having a static image burned on it.

* To turn this mode off, press a key, or, if within a program, use the command "POKE 77,0" at least once every few minutes (IF the screen is active, otherwise turning it off would be kinda useless).
* To turn it on, wait 7 or 9 minutes without pressing a key or having location "77" set to "0", or set location "77" to "128" with "POKE 77,128", voila! instant attract mode!

How do I access 'devices' on the Atari?

The following commands are available to Atari BASIC's (and also variations on these are available in most other Atari languages!):

* OPEN #a,b,c,d$
Opens channel 'a' for access to 'd$' in mode 'b' with auxillary mode 'c'. Channel 'a' must be free or else a 'Channel already open' (129) error will occur. To explain the different "modes", here are simply some examples:
+ OPEN #1,4,0,"K:"
Input from keyboard
+ OPEN #2,8,0,"P:"
Output to printer
+ OPEN #3,12,0,"D:FILE"

Random access to disk
+ OPEN #4,9,0,"D:DATA"
Append-output to disk
+ OPEN #5,13,0,"R:"
Concurrent to RS232 (modem)
+ OPEN #6,6,0,"D:*.TXT"
Directory access to disk (reads directory of "*.TXT" mask)
* CLOSE #a
Closes channel 'a' (freeing it for use)
* GET #a,b
Reads a byte from channel 'a' and stores it in 'b'
* PUT #a,b
Puts byte 'b' onto channel 'a'
* INPUT #a,b$
Reads a string (up to 255 bytes and a REQUIRED 'end of line'
(character 155)) from channel 'a' and stores it in 'b$'
* INPUT #a,b
Reads a string (up to 255 bytes and a REQUIRED 'end of line'
(character 155)) from channel 'a' and stores the numeric value of
it in 'b'
* PRINT #a,[stuff]
Just like the normal BASIC PRINT statement, but sends the
information to channel 'a' (semicolons, comas, and mixed types are
of course allowed).
* STATUS #a,b
Reads the error 'status' of channel 'a' and stores it in 'b'
* XIO a,#b,c,d,e$
General I/O call. This a little complicated and may be expanded
upon in a future revision. Just be aware of the following:
+ a - command
+ b - channel to use (usually must be free)
+ c - auxillary mode 1
+ d - auxillary mode 2
+ e$ - file or device to act upon
Examples:
+ XIO 32,#1,0,0,"D:FILE,OLDFILE" renames file
+ XIO 33,#1,0,0,"D:OLDFILE" deletes file
+ XIO 34,#1,0,0,"D:GAMES" creates a directory in My- &
Sparta-DOS
+ XIO 35,#1,0,0,"D:NEWFILE" locks a file from over-write and
deletion
+ XIO 36,#1,0,0,"D:NEWFILE" UNlocks a locked file
+ XIO 40,#1,4,0,"D:PROG.OBJ" loads and runs a binary file (like
"L" in Atari and MyDOS)
+ XIO 40,#1,5,0,"D:PROG.OBJ" loads a binary file (like "L" in
Atari and MyDOS with the "/N" option)
+ XIO 41,#1,0,0,"D:GAMES" changes default directory that
drive/subdirectory (all calls to "D:" will now occur within
that drive/directory)
+ XIO 254,#1,0,0,"D2:" FORMAT a disk (in Atari DOS 2.5, this is

format 'enhanced', to format 'single' density, use XIO 253)
(in MyDOS, this is format, but not 'enhanced', use:
+ XIO 253,#[channel],1,0,"D[drive]:" for formatting a drive in
enhanced mode).
NOTE: 39 and 40 are the same. Also note the useage of AUX1 in the "XIO
40" example.

-- Getting Atari files to an IBM: --

1. How can I read Atari disks on my IBM?

Note: Someone please give more details or corrections here!
Thanks!

If you have double-density Atari disks, you can use the program
"Util" on the IBM which can read double-density Atari disks.
Please see the Atari 8-bit FAQ for more details.

If you have an Atari 1050 disk drive, you can use the program MULE
to copy files, one file at a time, 20k chunks at a time, from the
Atari to the IBM. You first must format a 180k disk on your IBM,
the run MULE on your Atari to get a file onto the MULE disk, then
run MULE on the IBM to get the file onto the IBM. Tedious, isn't
it? MULE wasn't meant to be a fully-functional program, just a
demo to show that this was even possible.

If you're fortunate to have a Black Box interface on your Atari,
you can get an external IBM drive and the Black Box's add-on, the
Floppy-Board and simply copy files from your Atari disks or hard
drive(s) onto IBM disks via the floppy board, then load them up on
your IBM.
2. Ok, I can't do any of that, now what?

You can use SIO2PC, which is a program for IBM's which turns your
IBM into a set of Atari disk drives. You need the SIO2PC cable
(which you can purchase, assembled or unassembled, or buy parts
and build it yourself) and the SIO2PC software (available at
UMICH). Connect your IBM to your Atari, load SIO2PC, and then run
the program FILE2PC on the Atari to transfer files to the IBM's
hard drive. Or instead create a disk image within SIO2PC and copy
files from one disk (a real Atari floppy) to another (the SIO2PC
image) with the Atari or MyDOS "C"opy command. If you want to
extract files out of the SIO2PC disk image file and store them on
your IBM's hard drive or floppies as single files, either again
use FILE2PC or use S2PC, an IBM program which can extract files
from or add files to MyDOS-compatible SIO2PC disk images!

You can use two modems (one on your PC and one on your Atari) to
download files from your Atari 8-bit.

If you don't necessarily want files that you already have on your Atari 8-bit, you can download files from the huge collection available at FTP sites and Atari 8-bit supporting bulletin boards and save them onto your IBM.

If you have only one modem, so you can't connect both your Atari 8-bit and your IBM together via modems, you can do it via null-modem, OR you can upload files from your Atari to some bulletin board or account you have access to, and then connect the modem to your IBM and download the files.
3. Is there any easier way to get Disk Communicator (Atari disk image) files to and from SIO2PC disk images or PC Xformer XFD disk images other than using Disk Communicator 3.2 on my Atari! I mean, both files are disk images! They're both on my PC's hard drive! [cry]

(AND NOTE: DiskComm. doesn't like SIO2PC a lot of the time anyway!)

Yes! There's an IBM program out called "DCM2DSK". (Why "DSK" and not "ATR"? To keep people from getting confused with the ATR-8000(?))

There's also C source to a very similar program called "DCMTOATR" which works on PC's (a PC executable version comes in the archive) and Unix and probably any other system with a good C compiler.

-- Where to get or FTP files mentioned in this FAQ: --

* PC Xformer 2.0 and 2.5 can be downloaded via FTP from:
+ "ftp.clark.net":
Directory/file-path: systems/msdos/emulators/xf25.zip (or xf2.zip)
+ "atari.archive.umich.edu" FTP site:
Directory/file-path: atari/8bit/Xf2/xf25.zip (or xf2.zip)
+ Branch Always Software's Home page:
URL: www.halcyon.com/brasoft/
* PC Xformer 3.0 can be purchased for $29.95 (prices may vary) from:
+ U.S.A.:
o American Technavisions
510-352-3787, fax 510-352-9227
o B & C Computervisions
408-986-9960, fax 408-986-9968
o Mid Cities Computers
310-867-0626, fax 310-920-8933
o Rising Star Computers
800-252-2787, fax 513-254-7970
o Toad Computers
800-448-8623, fax 410-544-1329
+ Germany:
o Atari Bit Byter User Club

+49 02366-39623 (same for fax)
o KE-Soft
+49 06181 87539, fax: +49 06181 83436
+ United Kingdom:
o Micro Discount
+44 021 353 5730, +44 021 352 1669
+ or directly from Branch Always Software: (USA)
14150 N.E. 20th Street, Ste 302, Belleuve, WA 98007.
1-206-369-5513, fax 1-206-885-5893
e-mail: BraSoft@aol.com
* Rainbow can be downloaded via FTP from:
+ [not done]
* The following programs are availabel at the "archive.umich.edu"
FTP site:
+ SIO2PC: atari/8bit/sio2pc/*.* (all files are SIO2PC/utility
files)
+ Mule: atari/8bit/Diskutils/mule.com (Atari), mule.exe (IBM),
mule.txt
+ Util: atari/8bit/Utilities/myutil.zip (IBM)

-- The End --

AGAIN, PLEASE CHECK OUT THESE OTHER FILES:

* ATARI 8-BIT FAQ
* PC XFORMER DOCUMENTS
* MYDOS DOCUMENTS
* SIO2PC DOCUMENTS

THANX!

Contacts:

* I (Bill Kendrick) can be contacted at:

+ kendrick@zippy.sonoma.edu,
+ or on the "comp.sys.atari.8bit" and "comp.emulators.misc"
newsgroups,
+ or New Breed Software, 59 Palm Lane, Novato, CA 94945-2574
USA.

* Darek Mihocka, the author of the PC Xformer can be contacted at:

+ BraSoft@aol.com,
+ or on the "comp.sys.atari.8bit" and "comp,emulators.misc"
and other newsgroups,
+ or Branch Always Software, 14150 N.E. 20th Street, Ste 302,
Belleuve, WA 98007 USA.

* Micheal Current, keeper of the Atari 8-bit FAQ files can be
contacted at:

+ mcurrent@carleton.edu,
+ or on the "comp.sys.atari.8bit" newsgroup.

PLEASE add questions and report any mistakes or bugs to me as soon
as possible! Thank you!!!

1938. Cable for Atari Portfolio <-> PC parallel connection?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: Jacek Olszewski <jacek>
Message-ID: <409gqj$920@mirv.unsw.edu.au>
Source record: 89260

Does anybody know how to make a cable for data transfers between
portfolio and a pc using their parallel ports? Pin layout?

The manual of the portfolio parallel connection says 'cable with a 25
pin D-type male connector on each end, or an adaptor to a(?) convert
Centronics to 25 D-type connector' ((?) is mine) for file transfer.
I know that there are more than one possible parallel connections
(unlike for serial connections), depending on software.

I tried to ring Atari Computers here in Sydney, but they seem to have
vanished into thin air.

Jacek Olszewski
jacek@cse.unsw.edu.au
School of Computer Science & Engineering tel. +61 2 3854072 BH
University of New South Wales 7716545 AH
Sydney 2052 Australia 3855992 FAX

1939. A bundle of software for the Atari 800 series computers - atari.doc [1/1]

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: mperdue@roanoke.infi.net
Message-ID: <409694$dth@allnews.infi.net>
Source record: 89261

I the Following software for sale as a bundle...Thousands of dollars worth
of games!

Night Mission Pinball
Davids Midnight Magic (pinball)
Zork I
Zork II
Zork III
Ultima I
Ultima II
Exodus Ultima III
Ultima IV
Alternate Reality
Seven Cities of Gold
Murder on the Zinderneuf
Enchanter
Infidel
Starcross
Planetfall
Witness
Deadline
HomePak
Microprose F-15 strike Eagle (also commodor compatible)
GPX Data Base/Report System
Antic Draw IT.

All are orginal disks with all documentations! I will wait for two weeks upon this
post and take the best offer.... I want to sell it all at one time...Fell free to
sell it separtly to other parties i just don't want to have the trouble of tring to sell
them separtly...just make a bid and i'll take the best offer..thankx

mperdue@roanoke.infi.net

1940. Bundled Atari Software

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: mperdue@roanoke.infi.net
Message-ID: <4096dg$dth@allnews.infi.net>
Source record: 89262

I forgot to mention in my previous article that the software also comes with
an Atari 800xl computer...

1941. history question: new OSs for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9508090014591.The_Win-D.bjcorr@delphi.com>
Source record: 89263

In article <401pil$3bd@odin.cc.pdx.edu>, psu01223@odin.cc.pdx.edu (Alexander Chamberlain) writes: > Thanks to everybody who helped me with the RAM boards in my 800. I
> realized I need an OS board as well. This is my first 800... I got into
> the Atari world more or less around the time of the 600XL/800XL
> introduction, so the 800 has always been kind of mysterious to me.
>
> So, anyway, bear with my ignorance of early 8-bit history here... but
> learning that the OS comes on a board in the 800 started me wondering if
> anyone ever came up with replacement OSs for it.
>
> I'm not much of a hardware guy, but wouldn't it be possible just to build
> a board full of EPROMS and thus upgrade the 800 to the XL OS or any other
> improved OS, maybe even the graphical, extensible one everyone's talking
> about now? And wouldn't stuff like the 1200XL IDE hack be easier when you
> could just put it on a board and pop it in instead of soldering a bunch of
> stuff onto an XL motherboard?
>
> Am I just dreaming or is this worth thinking about?
>
> ---Alex
> psu01223@odin.cc.pdx.edu
No dream. I ran an alternate OS for years in my 800, OSN6 from Newell and loved it (till I trashed my Ramrod OS board.) In one 800 right now I have an Integrator board, a modified OS board that gives easy access to my Corvus HD. I believe Super puts out an OS that mimics the XL oOS for the 800. The IDE drive can indeed be run on an 800 with a modified OS. And you are right, pulling a board beats gutting the computer to diddle the OS anyday. And the 800 had the best unmodified video (and 2nd best keyboard) of any of the 8-bits. However, the 1200 has one thing the 800 does not, ROOM! Yank the PS out of the 1200 and the RF modulator and you have living room like space in there for other circuit oards to be piggybacked, room for HD's and even 3.5" floppies, etc. Piggyback the IDE interface on an 800 OS board and it won't go back in! bjcorr@delphi.com

1942. 850 emulation via SIO2PC! Was re: Disk Emulator v9 soon available

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <409k52$55c@nic-nac.CSU.net>
Source record: 89264

STEVE THAT RULES! :)
Too bad only one of my damned COM ports work >:^(>:^(>:^(

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1943. Re: Atari 800 Moonpatrol

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: pope@aza.csc.ncsu.edu
Message-ID: <40aqg0$oio@taco.cc.ncsu.edu>
Source record: 89265
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <408stu$k6l@news1.mcs.net>, Robert Doell <rdoell@mcs.com> wrote:
>>>-S.WINCKLHOFER (sw@machete.wh.att.com) wrote in rec.games.video.classic:
>>>>Hi,
>>>> I'm having a curious problem with the 800 Moonpatrol cartridge.
>>>>Player one continuously jumps as if the joystick was being pressed up. The
>>>>joystick works fine with other cartridges though. Player 2 work correctly.
>>>>I would think it was a cartridge error, but it seems to be pretty specific.
>>>>If anyone has seen this or could offer some help please reply.
>>>
>
>The funny thing is that I copied my old hack of moonpatrol over to my
>PC and ran it on Xformer 3.0, and player two does what you're
>describing.. I can't explain it. I should try it with a different
>machine emulation...

Now, HERE'S a spooky twist. I've been told that the 5200 software, for
the most part, is a near-exact port of the 8-bit computer software.
Well, I have a Moon Patrol and three 5200 consoles -- two four-port (one
buggy), one two-port. The results are:

* four-port (good) -- it plays fine.
* two-port (good) -- it gets past the opening theme, then locks up when
buggy begins to move. No other games give me any problems on
that particular console.
* four-port (buggy) -- the buggy HOPS UP AND DOWN, FIRING CONTINUOUSLY,
much like the above symptoms.

This may or may not be a controller problem, though, as we all know how
much fun the 5200 sticks are to keep in working condition.

jeff. who thought it was a demo mode at first...

--
pope@aza.csc.ncsu.edu
wheezer@locke.ccil.org
vsp@netaxs.com
Choose one, they're small.

1944. Re: Atari 800 Moonpatrol

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: buescher@shed.inel.gov
Message-ID: <BUESCHER.95Aug9174030@shed.inel.gov>
Source record: 89266
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

I've been having a similar problem with a 64K 600XL running Fight Night.
(The joystick button fires randomly). Swapped out all the chips and it
still happens. Works fine on my 800 and my 800XL. No other software has
this problem.

Brent

1945. Re: Atari 800 Moonpatrol

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: btomlin@crl.com
Message-ID: <40bs0m$7ep@crl13.crl.com>
Source record: 89267
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Brent Buescher Jr (buescher@shed.inel.gov) wrote in rec.games.video.classic:
>I've been having a similar problem with a 64K 600XL running Fight Night.
>(The joystick button fires randomly). Swapped out all the chips and it
>still happens. Works fine on my 800 and my 800XL. No other software has
>this problem.

It could also be a hardware incompatibility problem, but I doubt it. I
only know of the 1200XL having such problems. (CBS K-Razy Shootout
freaks out when you run it on a 1200XL because the joystick port doesn't
work the same as a regular 400/800 and it's probably bypassing the OS.)

1946. Re: FS Atari 8-bit computer set (cheap!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: brade@ksu.ksu.edu
Message-ID: <40bb9d$94q@nbc.ksu.ksu.edu>
Source record: 89268
Cross-posted to: rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit

ghaddrel@kelowna.awinc.com (arry Nicol) writes:

>William Kendrick (kendrick@zippy.sonoma.edu) wrote:
>: Brad - unless the XL is broken, it should load 99% of the software that
>: the Atari 800 can load, IF you hold down "OPTION" as you turn on the XL.
>: (Otherwise it's like bootup up a game on the 800 but with the BASIC cart.
>: installed!)

>Err, actually a good chunch of the original software didn't work on the
>XL. But to fix that, all you need is to run a program called
>"Translator." It will make the XL pretend it is an 800. That will solve
>all the problems.

>I'd offer it to him, but since he is selling it then it is too late. But
>if anyone else wants it...

Thanks for the tips! I just have too much stuff and not enough space so
I let this set go. Most likely from what you are describing I imagine that
the XL is working perfectly & thus someone just got one heck of a deal! :)

Brad Ensminger
brade@ksu.ksu.edu

1947. Re: Atari 800 Moonpatrol

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: btomlin@crl.com
Message-ID: <40brtp$7cj@crl13.crl.com>
Source record: 89269
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Jeffrey Edward Coleburn (pope@aza.csc.ncsu.edu) wrote in rec.games.video.classic:
>* four-port (buggy) -- the buggy HOPS UP AND DOWN, FIRING CONTINUOUSLY,
> much like the above symptoms.

Sounds like one of the 4051 (?) CMOS chips to select the keypad/fire
buttons is zapped. I had to fix a CX5200P (4-port with VCS adapter
support) board that had that problem. (I had to because those are a damn
lot rarer than regular four ports!)

See the Colecovision FAQ for info on desoldering chips.

1948. New section, Atari 8-Bit Homepage

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <DD1pM3.G1s.0.-s@cs.vu.nl>
Source record: 89270

Just want to let you all know that I have done some more work on the Hardware section of the Atari 8-Bit Homepage. All officially released hardware (by Atari) is now included. I have added all info I know, but if you know something more, feel free to send me an email. (You might notice that I don't know many relase dates....)

Reminder: The URL has changed because I moved the lot to a faster machine.

http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/index.html

If you haven't changed your pointer/bookmarks yet, do it now.

Ivo

1949. Need Info on hardware upgrades/fixes

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: Brian Hutchinson <hutch@ena-east.ericsson.se>
Message-ID: <40ah7o$a4t@erinews.ericsson.se>
Source record: 89271

I would like information on how to do the SV 2.1 mod and if it is worth doing to my 600XL & 800XL.

I would also like to know what I need to do to upgrade my 600XL's memory.

What is the Sweet 16 upgrade? Should I do it and if so where do I find out how to do it!

I also read on this newsgroup about an IDE hard drive mod. I would like to know how to do that one as well.

I'm currently making a SIO2PC cable. Does anyone know if I'm using the latest schematic? I got it from Umich/sio2pc. I picked up sio319i.exe but it did not have instructions for making the cable. Then I got sio2pc38.exe and it had three ASCII files with info on how to build the 'one chip' version of the cable. Before I get too far, is this the right cable to be making???

Thanks in advance for any and all info.

Please email me at hutch@ena-east.ericsson.se
and post to this newsgroup so others can read. I've read about all of these mods but did'nt see away of getting any further info on how to do them and what was needed.

Brian Hutchinson

1950. Re: Roll-your-own IDE inteface WAS:SCSI

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: esmith@netaxs.com
Message-ID: <40ajvi$bff@netaxs.com>
Source record: 89272

Bill McBrine (bmcbrine@hakatac.port.island.net) wrote:
: In article <v01530501ac4410b5a5cb@[140.254.12.85]>,
: Robert Rumpf <rumpf.1@osu.edu> wrote:
: >Does anyone have any idea how difficult it would be to make a SCSI
: >interface for an 8-bit? Or how to go about it? I realize there are lots
: >of good options out there, but I just can't afford a Black Box right now...
: >

: I'd like to also know this. But IMHO, an IDE(ATA) interface should be
: much easier and cheaper. I have the ATA technical spec file, and although
: I haven't read all of it, it strikes me that it should be very possible.

: If anyone can disprove this idea, please do so and get it over with.
: I know the Black Box does a LOT, but I think there is also a use for a
: hard disk only interface that is cheap for all owners.

: reply here or ragtag@hakatac.almanac.bc.ca as in reply-to

: l8r...
: --
: --beautiful bc.--west canada---# Hey I've got HP 3000/70 Classic parts 4 SALE!
: l8r... !{] Bill T. McBrine | "My views are not necessarily that of any
: bmcbrine@hakatac.almanac.bc.ca_|_organisation or any person living or dead."
: -"What is genius? It is the power to be a boy again at will." J.M.Barrie-1897

--

I think that a lot of the users would like to hear from someone about
this subject. I being one. With the advent of the IDE drives, it would be
nice to have some way of using them. And maybe the CD-Rom units as well.
Maybe someone could make up a box that the users could drop these items
into and run. With all the 8 bit users out there, the uses would be endless.

L8R

+-------------------------------------+
| Edward M. Smith (esmith@netaxs.com) |
+-------------------------------------+------------------------+

1951. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <143365@cup.portal.com>
Source record: 89273

Michael, you're talking about multitasking with existing hardware only right. I'm not really a proponent of multitasking anyway, just erased OS II Warp off my clone's HD & it REALLY felt good! *But* your comments got me thinking. Ever program in ASM on a clone? The way they access the full memory is to have a regular 64k program counter along with a register that provides an offset into a 64k segment. Your concerns about things like page zero usage are real & almost insurmountable when you consider the amount of stuff that has to be saved before you switch applications. It may be possible on something like a 256k+ XL/XE to do something like add the same functionality as the 80XXX series to the 6502. Just have the address be the result of a the real address comming out of the 6502+offset. For example, 16 bits of latch comming off a a second PIA chip being added with the processors address lines using CMOS 4008 4 bit adder chips. Or maybe just switch the lower 48k in & out with a latch vs 16k banks.
Rick

1952. Wanted: Atari 8-bit computer games

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: krieg@allmalt.cs.uwm.edu
Message-ID: <40amqg$d3c@uwm.edu>
Source record: 89274

I am looking for the following games for the Atari 8-bit computers:

A.E. Air Support
Attack on EP-CYG-4 Barnyard Blaster
Blade of Blackpool Bounty Bob Strikes Back
Candy Factory Captain Beeble
Chicken Commando
Countdown Crime Busters
Crisis Mountain
Crosscheck Dallas Quest, The
Dark Chambers Desert Falcon
Diggerbonk Dodge Racer
Excalibur
Floyd of the Jungle Gato
Getaway Ghost Encounters
Grog's Revenge Gruds in Space
Guardian of the Gorn Into the Eagles Nest
Jeepers Creepers Kid Grid
Laser Gates Load Runner's Rescue
MidiMaze
Moon Shuttle Mr. Do's Castle
Phantasie Phantasie II
Pie Man Powerstar
Prisoner II Puzzle Panic
Quasi-moto Reptilian
Repton
Scraper Caper Sea Chase
Skywriter
Slam Ball Space Shuttle
Spare Change Star Trek
Stone of Sisyphus
Survivor Threshold
Thunder Fox Track and Field
Wing War Winter Games
Xenophobe

I am also interested in most cartridges. Let me know what you have.
Finally, I am looking for file versions of 5200 games that run on the Atari computers (primarily the games that were never released for the 8-bits, but also duplicates if they are programmed better).
--
= o = Andrew Krieg - Software Engineering Consultant =
= | = E-mail: krieg@allmalt.cs.uwm.edu or =
= o / | \ o = krieg@ct.med.ge.com =
= |-/ \-| = WWW: http://www.cs.uwm.edu/public/krieg/index.html =

1953. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DD1xLL.CyJ@iglou.com>
Source record: 89275

```
In article <408jpf$kb@link.xs4all.nl>,
Mathy Van Nisselroy <mathniss@link.xs4all.nl> wrote:
>s >: The Zip *DOES* work with the 8-bit Atari; I've successfully tried it with
>s >: an 800XL, Black Box, and SpartaDOS. SpartaDOS sees it as a plain old hard
>s >: disk (well, it sees it as several 16-MB hard disks, but you get the
>s >: idea). SpartaDOS will format the Zip cartridge; there is no write-protect
>s >: ability for the entire cartridge/drive partitions, but you can lock and
>s >: unlock individual files.
>
>What is this ZIP thing?
>How does it work?
>What's cost?
>
It's a SCSI hard drive with removable cartridges, made by Iomega.
Someone has been posting the ZIP drive FAQ every couple of weeks in this
newsgroup and several others.
--
Bill Marcum bmarcum@iglou.com
SEX IS NOT OBSCENE, CENSORSHIP IS!
```

1954. FREE CATALOG, PARTS, SOFTWARE and BOOKS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <40ar9p$rvd@ixnews2.ix.netcom.com>
Source record: 89276

American Techna-Vision has a huge stock of 8-bit replacement parts, software and books at closeout prices. To receive a free catalog EMAIL me your NAME and STREET ADDRESS. - Ralph

1955. Re: Roll-your-own IDE inteface WAS:SCSI

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: Greg.Menke@hq.doe.gov
Message-ID: <19950809.140627.585322.NETNEWS@DOEVM>
Source record: 89277

esmith@netaxs.com (Edward M. Smith) wrote:
>Bill McBrine (bmcbrine@hakatac.port.island.net) wrote:
>: In article <v01530501ac4410b5a5cb@[140.254.12.85]>,
>: Robert Rumpf <rumpf.1@osu.edu> wrote:
>: >Does anyone have any idea how difficult it would be to make a SCSI
>: >interface for an 8-bit? Or how to go about it? I realize there are lots
>: >of good options out there, but I just can't afford a Black Box right now...
>: >
>
>: I'd like to also know this. But IMHO, an IDE(ATA) interface should be
>: much easier and cheaper. I have the ATA technical spec file, and although
>: I haven't read all of it, it strikes me that it should be very possible.
>
>: If anyone can disprove this idea, please do so and get it over with.
>: I know the Black Box does a LOT, but I think there is also a use for a
>: hard disk only interface that is cheap for all owners.
>
>: reply here or ragtag@hakatac.almanac.bc.ca as in reply-to
>

The IDE (not EIDE or ATA-2) is pretty simple, a couple 16 bit registers
and a lightweight command protocol to move sectors around. I imagine
a little SBC w/ a hardware UART and 20 or so bits of I/O could be the smarts.

IDE's tend to work with 512 byte sectors which kind of makes a mess if
you want to use the stock Atari DOS.

Gregm

1956. Re: Need Info on hardware upgrades/fixes

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <40b1lc$5v6@nic-nac.CSU.net>
Source record: 89278

Brian, the SuperVideo mod crispens up the video and color of XLs. I've never seen it in action that I know of, but many people swear by it.

For upgrading your 600XL, there was some 64K upgrade available from Atari and I'm sure there are other ways to do it documented here and there. (Sorry for not being able to answer these first two questions very well :) I've no experience with them tho..)

Sweet16 is a simple chip/board thing you plug into your XL. You pull the 6502 (hopefully it's socketed - if so the mod takes about 5 mins tops) and plug in the Sweet16. $70 from Fine Tooned Engineering.

The IDE jobs out there include a mod to stick an internal 2-3" IDE into a 1200XL desgined by Bob Woolley, and a completely different, external mod which lets you connect IDEs (and I think they're a little more flexible when it comes to partition size) called "MIO II", also from Fine Tooned Engineering (but not yet released I believe).

I forget Bob Woolley's address, but FTe's is: ftooned@delphi.com

As for SIO2PC, yes 3.19 is the latest version, I believe, and the instructions in 3.18 is the latest instructions.. again, I'm PRETTY sure :) (I use 3.19 and am going to start using Steven Tucker's "Disk Emulator" when it starts working better (I've had trouble with some disk images) - BUT, I didn't build my cables.)

Also, there are other tweaked versions of the SIO2PC cable. I think the one I have is one.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1957. Re: 72 or 30 pin SIMMs

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <40bak2$f5h@blackice.winternet.com>
Source record: 89279

> mathniss@link.xs4all.nl (Mathy Van Nisselroy) writes:
> r >From: rbmier@winternet.com (Rich Mier)
> r >Subject: Re: Sweet16?
> r >Date: 24 Jul 1995 21:04:08 GMT
> r >
> r > That's 30 pin and 72 pin SIMMs. The 30 's are 8 or 9 bit by XK or Megs.
> r >The 72 pins SIMMs are 32 or 36 bit by XK or Megs. X being 256K, 1Meg, 2Meg,
> r >4Meg or 8Meg. So saying, the 72 pin SIMMs are 4 times larger capacity. The
> r >difference of 8 or 9 and 32 or 36 is that some include 1 parity bit per byte
> r >some don't. (MAC SIMMs don't but they are pin compatible.) Also, a lot of C
> r >manufactures are dropping Parity checking and are using just 32 bits per SIMM
> r >Cheaper and the DRAMs are so much more reliable these days.
>
> Let me check if I got that right.
>
> A 256k SIMM with 72 pins would have just as much memory as a 1 Meg 30 pin
> SIMM.
>
> If yes, could one replace the other? (with some hardware changes ofcourse)
>

I wouldn't even consider it. Remember, the 30 pin SIMM data path is
only 1 Byte (8 bits) wide. The 72 pin SIMM data path is 4 Bytes (32 Bits) wide.

> Which once is Mike Hohman of FTe gonna use?
> (I guess that's a question for Mike)
>
> CU Mathy Van Nisselroy mathniss@link.xs4all.nl
>
>>>>

I'd better do a little update here. All of the newer SIMMs, be they 30 pin
or 72 pin, are at the slowest, 80 NSec access time. For the last few months I've been
working on upgrading a 256K MIO to 1 Meg using a single 1 Meg, 30 Pin SIMM. I
modified the change I made in 1989 which used 8 DIL 1Meg chips which is still working.
To make a long story short, I couldn't make it work with -70 or -80 NSec
SIMMs. Last night I popped in an old MAC 30 pin SIMM, a -100NSec one. It works!
Well, almost. It works as a RAMDISK, but hangs when I connect the SCSI Hard Disk
to it. This is another problem I'll have to work out. My original MIO I used 150 NSec
DILs.
The best explaination I can come up with is that the CAS and RAS signals
comming from the Atari XE or XL are too large and exceed the minimum pulse times. I
don't want to even think about trying to shorten them.
So if anyone is doing any upgrading of their XL or XE, DON'T get the faster
RAMs. 100 NSec max. It WON'T make you CPU run any faster, that is controled by

the main CLOCK. 150 NSec RAMs are just fine and even 200's will work without problems. Fact is I've pull many -200's out of XL's and XE's when upgrading them to 256K, 512K and 1 Meg.

Rich Mier

1958. Re: Newell Ram Rod Board

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: mjewison@irus.rri.uwo.ca
Message-ID: <40abe2$gtc@falcon.ccs.uwo.ca>
Source record: 89280

Ben Corr Writes:

> If anyone has a Newell Ram Rod board I could use some help. I think
> the 2 sets of switches on my board are messed up and I don't have the
> proper settings to restore them. I have Omnimon and Omniview as well
> as OSN6 on it, but any working configuration would be a start, just
> tell me what your swithc settings are and what you have on board.(
> This is for an Atari 800!) I have;

[bad switch settings deleted...]

From my RAMROD MMOS manual (if it could be called that :-)

S1 settings: S2 settings:

Atari ROMs EPROMs (OSN6) 4&8K EPROMs 2K RAM/2K EPROM
1 on 1 off (OMNIMON)
2 off 2 on 1 off 1 on
3 on 3 off 2 on 2 off
4 off 4 on 3 off 3 on
5 off 5 on 4 on 4 off
6 on 6 off
7 off 7 on
8 on 8 off

I didn't actually check my machine, but I don't think I ever played around
with the settings.

Switch 1 is set depending on whether you are using OSN6 or the
original Atari ROMs in sockets Z6 & Z7. Switch 2 is set depending on
what you have in sockets Z9 & Z10. I also have the 8K OMNIMON and 4K
OMNIView chips in the 2 sockets so I used the 4/8K EPROM settings.
These sockets address the unused C000-CFFF bank in the 800. If you
run into some software which checks for OMNIMON before running, you
can always set all switches on S2 to OFF which will mask the ROM in Z9
from the system and allow the software to run. (The docs give
instructions on how to install a switch to disable this externally.)
As far as I can remember the only company to actually check for the
presense of OMNIMON was EA, but there may have been others.

If you don't have the documentation I could make a copy of what I've
got and send it to you. On the other hand, FTe might have some spare
(updated?) docs available for the RAMROD as a result of buying out
Newell. Who knows, he might even have some boards left. I can't
imagine a big demand on anything for the original 800 these days.

I like the idea of the RAMROD board. If you used 8K EPROMs instead of the stock 4K which came with the board, you could have two different operating systems available, accessible at the flick of a switch. I remember way back when I bough my RAMROD board (ca. 1986) I didn't know one end of a soldering iron (let alone an EPROM burner) from the other. I had lots of time to hack around with the machine but had no idea what I was doing. And of course, now that I've got a better idea of what I'm doing....

Sigh. Nostalgia can be a dangerous thing....

- Mike Jewison
mjewison@irus.rri.uwo.ca

1959. Re: Atari Keyboards

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <40bb81$f5h@blackice.winternet.com>
Source record: 89281

> mathniss@link.xs4all.nl (Mathy Van Nisselroy) writes:
>
> I "touched it up" with some "silver paint" used for scale models.
>
>
> CU Mathy Van Nisselroy mathniss@link.xs4all.nl
>
>>>>
For fixing the Mylar traces I use a special 'Paint' found in
Auomobile Parts stores for fixing Electric window defrosters. It's
not cheap, about $10 a tiny bottle of .05 FL OZ. (Not a missprint).
1.4ml.
Rich Mier

1960. Re: Norton Utilities on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: Marek Wojciechowski 19-93 Bp4 <mw@altis>
Message-ID: <Pine.SOL.3.91.950809161451.9708A-100000-100000-100000-100000@altis>
Source record: 89282

There is such an utility, unfortunately only for standard SD, ED, DD disks.
Its name is "Szperacz Dyskowy" (I have no idea whether english version exist)
and it supports both disk mode and file mode of working. Beside common
capabilities like sector(file) editing and string searching it gives you
few more e.g. changing files order in directory and on the disk
and speedisc like file sorting.

Marek Wojciechowski

-- mw@altis.chem.pg.gda.pl ---

1961. Re: SV 2.1 Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: Jason Hedrick <102416.675@CompuServe.COM>
Message-ID: <40bc35$d33$1@mhadf.production.compuserve.com>
Source record: 89283

Could anyone tell me how to obtain the SuperVideo v2.1 article? I understand
it is copyrighted, but I need it BAD. I have a 1200XL! Also, what is the
SuperAudio upgrade, and how can I get that?
Thanks in advance for any help.

--

Jason Hedrick

1962. Re: Roll-your-own IDE inteface WAS:SCSI

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <40b0t0$5f5@nic-nac.CSU.net>
Source record: 89284

Edward, you know about the MIO2 (not yet released), don't you?
It's going to be an IDE HD interface for Atari's (with PBI's I'm guessing).

-bill1
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1963. Prisoner II game

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-09 00:00:00 UTC
From: Gil Parrish <73430.1546@CompuServe.COM>
Message-ID: <40b1or$iv7$1@mhade.production.compuserve.com>
Source record: 89285

In the fairly early days, a game was released for the Apple II, and possibly for the Atari, called something like "Prisoner II". It was modeled after that TV series, The Prisoner, and in it you were cast as the Prisoner while the program played mind games with you to try to get you to reveal the secret code you had been given. At one point, the program spins your disk drive, and threatens to format your game disk if you don't give up the code!

Anyway, anybody have a copy of the game, for any computer model? Just sounds interesting. Please respond e-mail; thanks!

1964. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-10 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <40dm63$e1s@charm.magnus.acs.ohio-state.edu>
Source record: 89206

In article <michael-0908952257220001@dialup-c4.cis.ufl.edu>,
Michael Ellis <michael@anest4.anest.ufl.edu> wrote:
>In article <408qpt$hab@charm.magnus.acs.ohio-state.edu>,
>rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:
>
>> How about allowing old programs to use the lower 64-128k as usual,
>> while simultaneously running new programs in the >128k memory.
>> Then the old programs fight it out among themselves as usual, while
>> still allowing new "nice" programs to run.
>
>There are two problems with this idea:
> 1) 8-bit software won't "fight it out". If application A wants $4000-$7FFF
> for its own use, its just going to blindly use it. The same goes for

The key words up there are "as usual". All I'm saying is that old
software would work just as before -- taking whatever memory they
want, without regard for anybody else. So yes, it's unlikely that two
old programs could run at the same time -- the same situation that
exists now.
But since old software only uses memory below 48k or 64k or 128k or
whatever, new software could use extra-high memory and follow rules to
get along with each other.

> 2) The OS ITSELF needs low RAM. In order to provide the enhanced
> functionality I alluded to in my previous message, the OS needs to
> have free reign of low memory. In short, the routines that "fake"
> advanced CPU capabilities can not themselves "fake" these same
> capabilities; this means they must reside in low memory.

The OS doesn't need any more low RAM than the current OS. Why can't a
new OS use the 48k-64k space, then any higher RAM it needs?
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1965. Re: New Copy Party [SPOILER] part 3 (last)

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-10 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <40dqtp$bia@nic-nac.CSU.net>
Source record: 89207

Finally, the description of Drunk Tank

--drnktank.txt--
"Drunk Tank" megademo by Quasimodos, 1995.
For compy party held in Orneta Poland, August 1995.

One single density (Atari 810, 88K per side) bootable disk.
"drnktank.dcm"

1. a. Quasimodo logo/picture.
b. Drunk Tank logo.
c. 160 x 192 x 4 picture with large text drawn over it (credits).

2. a. 160 x 96 x 4 3D cube with images texture-mapped onto it:
Fuji, Happy Face, "Drunk Tank", names of the Quasimodos members.
b. Four sinus scrollers.
c. 160 x 96 x 4 3D vectors (each POINT of each line shaded depending
on depth!!!)

3. 160 x 192 x 4+ picture.

4. a. 3D manipulation of flat 160 x 96 x 4 images as well as some warping.
b. 3D 160 x 96 x 4 point-drawn sphere. (Sometimes you can see
"through" the blank space between points, sometimes not!)
c. 3D 160 x 192 x 4 starfield (first person point of view)

5. 160 x 192 x 4+ picture.

6. a. Multicolor scroller which is "stretched" vertically with sinus waves.
b. "Dancing" 320 x 192 x 2 circles.
c. "Castle Wolfenstein 3D" style hallway in 160 x 96 x 4 (not very good,
it only goes forward, it doesn't rotate in 3D any and is very slow).

7. 160 x 192 x 4+ picture.

8. Credits.

Loader:
Simply says "Loading" and "Depacking" as it loads each part.

Description by Bill Kendrick (kendrick@zippy.sonoma.edu).
Thanks to Tamas Bene (ethtbe@duna.ericsson.se) for sending it to me.
Thanks to Tomasz Tatar (tatar@student.uci.agh.edu.pl) for sending it to Tamas.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1966. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-10 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <40dr3v$bpq@nic-nac.CSU.net>
Source record: 89208

Re: Running multiple old (current) programs simultaneously (or having them loaded and operational at the same time)

You guys have heard of SnapShot, right!?!?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1967. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-10 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <143470@cup.portal.com>
Source record: 89209

Michael,

I don't understand what you meant about the 6502 not having indirect addressing. Especially in the context of wanting to load programs anywhere in RAM. I would think relative addressing would be more useful for this purpose. (Though, the 6502 doesn't have it.)

I do think that the problem of loading programs into any area of RAM could be solved by creating a standard for a relocatable object file format, much like SDX supports. (Or even compatible with it). It does require updated development tools, but then both absolute and zero page addresses could simply be allocated to free areas. Operating systems for other computers work this way, and it removes the burden from the programmer of having to write special code to be relocatable.

>This goes without saying for anyone designing an OS. However, don't look
>for many Amiga-like inspirations in my software...

I don't understand this either. Everyone I know who has experienced the current Amiga OS as well as the OSes for other computers, considers the Amiga OS to be clearly the best. Inspirations from that direction would generally be a very good thing.

John Harris - jharris@cup.portal.com

1968. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-10 00:00:00 UTC
From: michael@anest4.anest.ufl.edu
Message-ID: <michael-1008951956000001@dialup-c3.cis.ufl.edu>
Source record: 89210

In article <40dm63$e1s@charm.magnus.acs.ohio-state.edu>,
rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:

> The key words up there are "as usual". All I'm saying is that old
> software would work just as before -- taking whatever memory they
> want, without regard for anybody else. So yes, it's unlikely that two
> old programs could run at the same time -- the same situation that
> exists now.
> But since old software only uses memory below 48k or 64k or 128k or
> whatever, new software could use extra-high memory and follow rules to
> get along with each other.
>

Remember what you've written here and see below...

>
> The OS doesn't need any more low RAM than the current OS. Why can't a
> new OS use the 48k-64k space, then any higher RAM it needs?
> --

In order to have "old software in low RAM and new software in high RAM" as
you've suggested, you would need an OS to manage the system and put
programs here and there. BUT, you can't have an OS in low RAM AND have an
"old" program in low RAM too. You said yourself that the old software
would run in low RAM without regard to whatever else is going on -- I say
that this can't happen because in order for the program to get there in
the first place it would have to have been loaded by the OS, which is
itself in LOW RAM. See what I mean?

Now, if you're thinking that the current OS manages to coexist with other
applications, and you are wondering why a new OS couldn't do the same, the
answer is simple. The whole point of the new OS is to provide many new,
sophisticated capabilites. In order to do this the new OS will naturally
have to use more memory than the old one. Much more. This means that you
have MUCH less RAM left for programs in low memory -- put simply, they
wouldn't fit anyway.

-Michael Ellis

1969. Re: Atari 800 Moonpatrol

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-10 00:00:00 UTC
From: William Howald <howald@u.washington.edu>
Message-ID: <Pine.OSF.3.91j.950810002339.11528D-100000@saul2.u.washington.edu>
Source record: 89286
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

> sw@machete.wh.att.com (-S.WINCKLHOFER) writes:
>
> >Hi,
> > I'm having a curious problem with the 800 Moonpatrol cartridge.
> >Player one continuously jumps as if the joystick was being pressed up. The
> >joystick works fine with other cartridges though. Player 2 work correctly.
> >I would think it was a cartridge error, but it seems to be pretty specific.
> >If anyone has seen this or could offer some help please reply.
>
> What about the computer itself? My first 600XL computer had a problem
> which at times had unpredictable influence on the logic of certain
> games. As far as I can remember, Datasoft's "Bruce Lee" and Synapse
> software's "Pharaoh's Curse" did not work well. The "Bruce Lee" game
> could not be loaded, and the tiny adventurer in "Pharaoh's Curse" ran
> off in an unexpected direction. The games worked fine on an 800XL that
> a friend of mine owned.

I had a problem with my 800XL too...
on "QIX" when you closed an area,the "close sound" would play,
but the area would not be filled! It would randomly "hang" on this...
(from 4 sec to over 1 minute!!!) but still played o.k. otherwise
I thought this was a hardware problem(in the "fill" routine)
but I noticed that some disk games would hang when loading/accessing too...
All I did is "reseat" all the chips in the sockets!
They all clicked loudly when I did this..it works fine now!!!
TRY IT!
Aaron Howald
howald@u.washington.edu

1970. 8-bit computer equipment -- FOR SALE/TRADE

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-10 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <40c6m4$sra@ixnews5.ix.netcom.com>
Source record: 89287
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

updated 08/10/95

I have the following 8-bit computer equipment for sale or trade. The list
includes systems from Atari, Commodore, Radio Shack, and Texas Instruments.

Everything is sold as is. Unless specified, all items have been tested and
are in perfect working order.

Buyer has ten (10) days to send payment, and pays all shipping costs, which
will be sent via U.S. Snail. The shipping cost depends on both the weight
of the package and the distance that it is traveling. The buyer has the
choice of either first class or parcel post (slower, but cheaper).

Payment must be made in U.S. funds, by either check or money order, drawn
from a U.S. bank branch. Canadian buyers must send a Canadian Postal Money
Order, payable in U.S. funds. This is the only way I have found to deal with
my friends to the north (my bank is very picky, but the U.S. Post Office will
cash a Canadian Postal M.O.)

* = (after price) Tentatively sold/traded. Inquiries welcome.

*****

LOT #1

ATARI 600XL COMPUTER with original power supply, and RCA cable.

I will also throw in a second ATARI 600XL (haven't checked it out yet,
so I don't know if it works or not), FREE.

This is a complete system, except for RF switchbox.

$29.00

*****

LOT #2

ATARI 800XL COMPUTER with original power supply, and RCA cable.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox.

$49.00

*****

LOT #3

ATARI 65XE COMPUTER with original power supply, and RCA cable

This is a complete system, except for RF switchbox.

$39.00

*****

LOT #4

ATARI 130XE COMPUTER with original power supply, and RCA cable.

This is a complete system, except for RF switchbox.

$64.00

*****

LOT #5

ATARI 1050 (127K) DISK DRIVE, with original power supply, and one (1)
Molex
connector cable.

$39.00

*****

LOT #6

ATARI 1050 (127K) DISK DRIVE, with one (1) Molex connector cable.

This disk drive doesn't include the power supply.

$34.00

*****

LOT #7

COMMODORE 64 COMPUTER with box, User's Guide (175 pgs.), power supply,
and
RCA cable.

I will also throw in a second non-working COMMODORE 64 for parts, FREE.

This is a complete system, except for RF switchbox.

$29.00

*****

LOT #8

COMMODORE 1541 DISK DRIVE with power cord, and serial cable.

$25.00

*****

LOT #9

COMMODORE 1541 DISK DRIVE.

Power cord and serial cable are available from Radio Shack for around
$11.

$20.00

*****

LOT #10

RADIO SHACK COLOR COMPUTER with RCA cable, built-in power cord, and
built-in BASIC.

This is a complete system, except for RF switchbox.

$14.00

*****

LOT #11

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER with TI power supply and RF
switchbox,
Beginner's BASIC (150 pgs.), one function key strip (for keyboard), and
four (4) cartridges [no boxes or manuals for cartridges]:

BEGINNING GRAMMAR
CAR WARS
MUNCH MAN
PARSEC

I will also throw in a second working TI 99/4A console, FREE.

This is a complete system. Nothing else is needed to play.

$34.00

*****

I am interested in accepting 8-bit computer and/or pre-Nintendo video
game
systems and/or cartridges in trade towards any of these items. Systems
I

am interested in include, but are not limited to, the following list:

ATARI 2600 (still need Starpath Supercharger [Arcadia])
ATARI 5200
ATARI 7800
ATARI 8-BIT COMPUTERS (still need color monitor)
BALLY ASTROCADE
COLECOVISION
COLECO ADAM COMPUTER
COMMODORE 64 COMPUTER
COMMODORE VIC-20 COMPUTER
FAIRCHILD CHANNEL F
INTELLIVISION
MICROVISION (still need system)
ODYSSEY2
RCA STUDIO II (still need custom RF switchbox and power supply)
SEGA MASTER SYSTEM
TEXAS INSTRUMENTS T.I. 99/4A COMPUTER (still need color monitor)
TOMY TUTOR
TRS-80 COLOR COMPUTER
VECTREX

*NOTE: I already have most of these systems. What I am mainly looking
for now is software (primarily cartridge based).

Please send a list of what you have, and I'll let you know what I can
offer.
Please be specific, and indicate whether or not items (cartridges
and/or
systems) include the box and/or instruction manual. Please also
mention how
many, and what kind, of controllers are included.

Request system reservations at: VGA2000@ix.netcom.com
or dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Interested in BUYING/SELLING/TRADING personally owned video games for:

GENESIS, SEGA CD, 32X, GAME GEAR, SATURN, SMS,
SUPER NINTENDO, GAME BOY, NES, 3DO, and ATARI JAGUAR?

For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at:

VGA2000@ix.netcom.com or dw901@cleveland.freenet.edu

1971. Easy Scan

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-10 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9508100410591.The_Win-D.bjcorr@delphi.com>
Source record: 89288

In article <408jpe$k5@link.xs4all.nl>, mathniss@link.xs4all.nl (Mathy Van Nisselroy) writes: > k >From: kendrick@zippy.sonoma.edu (William Kendrick)

> k >Subject: Re: Desperately seeking 8-bit items...
> k >Date: 25 Jul 1995 01:54:02 -0500
> k >
> k >Hey! Please describe (physically- how it looks/works; and capability-wise)
> k >what Easy-Scan is/does/can-do!
> k >
> k >Someone? :)
> k >Thanx!
>
> Howdy Bill
>
> It looks like an old cartridge. With a (is that Allen or Philips?) screw
> that holds a thin piece of sheet metal in place. (the computer doesn't
> know if EasyScan is connected. On the top, two strands of fiberglass
> are "screwed" to the cartridge. These strands are held together for the
> most part. If the cartridge is connected to the computer, one of the
> really long cables will show a bright red light (if you look into it).
>
> The end farthest away from the cartridge is then somehow fixed to the
> head of your printer. Since most printerheads are different, Innovative
> Concepts never bothered to offer something to fix the wire to the printer
> head. The fiberglass cable should be placed about 3mm (1/8 inch) from the
> "paper".
>
> You stick the picture you want to scan into the printer and let the program
> run (after using the provided test sheet to configure EasyScan to your
> printer.) It does take some time to scan in a picture.
>
> The good thing about EasyScan is, that it can save 256 shades of grey.
> Bad thing is, these file that up most, if not all, of your RAMdisk. You
> need atleast 128kByte BTW.
>
> I've bought one of these suckers when I.C. was still alive and kicking.
> I even upgraded to version 2.0 of the software.
>
> O ye' if you have a copy of ANTIC, the October 1988, Volume 7, number 6,
> there is a picture of EasyScan on the cover (and a review inside)
>
> CU Mathy Van Nisselroy mathniss@link.xs4all.nl
>
>

> ---
> * PabQwk 2.0 *
>
Correct me if I am wrong, but wasn't tghere a n article in one of the Atari specific mags detaoling how you could build one of these "scanners" and run it on your Gemini 10? bjcorr@delphi.com

1972. Re: Quick, is it dead?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-10 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <40bttt$2rb@news.ios.com>
Source record: 89289

Harald Schoenfeld (mppi76@cd4680fs.rrze.uni-erlangen.de) wrote:

: There is an english version of the manual and every year there is
: a new QUICK support disk in Germany, and sometimes we even do new ones in
: english, too.

: If anybody is interested in getting the international QUICK version, just
: contact me or Dean Garraghty.

An English version of the MANUAL!
I want! I'm a paid owner, where can I get it?

Bill Bingham

1973. ATARI 8-BIT PARTS, SOFTWARE & BOOKS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-10 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <40c3k3$1ub@ixnews6.ix.netcom.com>
Source record: 89290

American Techna-Vision has a huge inventory of new replacement parts,
commercial software and reference books for your Atari 8-bit system.
If you would like a free catalog EMAIL me with your Name and STREET
ADDRESS. Or phone 510-352-3787 - Ralph

1974. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-10 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9508100410592.The_Win-D.bjcorr@delphi.com>
Source record: 89291

In article <408jpf$kb@link.xs4all.nl>, mathniss@link.xs4all.nl (Mathy Van Nisselroy) writes: > s >: The Zip *DOES* work with the 8-bit Atari; I've successfully tried it with > s >: an 800XL, Black Box, and SpartaDOS. SpartaDOS sees it as a plain old hard > s >: disk (well, it sees it as several 16-MB hard disks, but you get the > s >: idea). SpartaDOS will format the Zip cartridge; there is no write-protect > s >: ability for the entire cartridge/drive partitions, but you can lock and > s >: unlock individual files. >

> What is this ZIP thing?
> How does it work?
> What's cost?
>
> Cu Mathy Van Nisselroy mathniss@link.xs4all.nl

Iomega's latest removable media mass storage toy. 100 megs on a removable 3.25" disk cardtridge for $200 (??) SCSI interface.

bjcorr@delphi.com

1975. Re: IDE Drive int. $10! ARIGHT!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-10 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9508100410593.The_Win-D.bjcorr@delphi.com>
Source record: 89292

> Hmm... It would be nice to have something a bit better than that for disk
> use..1 meg segments??.. well, of course i'm ignorant of the technical
> aspects of the design. There isn't much code to it is there! <G>

The drive is just set up with code to do 1 meg segments, you can go all the
way to 16 meg if so desired!

> >there (again in the OS area.) Hmmmm..... And you lose half the drive
> >capacity due to the 8-bits 8 byte data bus.
>
> There shouldn't be anything wrong with the 8bit data bus. IDE drives
> (as per the spec) are supposed to transfer either 16-bit or 8-bit at a time.

Nope, 16 bytes. Damn.

> This is read off the controller storage ram/cache. The problem I guess
> is that the Atari doesn't handle 512-byte sectors in most DOS's. Right?

You are absolutly correct

> How about this ;
>
> Partition (if you must) a 'disk' on the drive. Say, 1 Megabyte size.
> This partition consists of 2048 512-byte sectors. The atari reads the
> first 256 byte for most usage. This gives you only half actual disk
> storage to use. Yuk! BUT, it's better than no HD at all. Right! :+)
> Make the DOS/Driver believe there are twice as many sectors (blocks)
> in the partition as there really are. So 1Meg is treated as 4096 sectors
> on the Atari side. It reads the first 2048 H.D. sectors normally.
> When it starts to access sector 2049, it goes back to the start of the
> partition and reads in the Last 256 bytes of the sector. Remember the
> whole 512byte sector is stored in the drive ram, you only need to make
> a way of properly handling it. And that only requires software!
> It then works normally reading the latter half of the sectors on the HD
> treating them as sectors 2049-4096 in the example. You now have a Full
> 1 Meg HD partition to use. Or more if you use a larger partition.
> So I wouldn't burn any EPROM's yet folks... hopefuly this can happen!

Don't think so. The only way I can think of to access the lower 256 bytes of
each sector would be to latch them, in essence, you'd have to read each sector
twice. Once for the upper 256 bytes, move it onto the buss, then again for the
lower 256 bytes. Big slowdown there. But wait. With more logic you could treat
the lower 256 bytes of all the sectors as a second drive couldn't you? That
makes more sense I think. Come to think of it, Bob first thought of that I
believe...

> >The best solutions are to;
> >1) Burn a new rom. The modifications required should not pose any threat to
> >exsisting software (I could be full of it here, especially in regards to the
> >3 bytes at $9C5B! Anyone?) 2) Bob's soultion is to install a smart socket and
> >put the OS in there. Locking the smart socket after reading in the OS and any
> >mods should make it not only safe, but easily user alterable should you so
> >desire.
>
> Know if this will work across OS versions? B, C ?

Using a smart socket and SRAM you could implement the code anywhere there is
space in any OS, providing the code is relocatable (the current stuff is,
it's only about 256 bytes.)

> >Right now I have to run the drive with the Assembler/Editor Cart in , so I can
> >load and assemble the IDE code and the ROM to RAM os switcher (I have made
> >the ROM to RAM program a binary I can load from DOS but it will NOT function
> >as an autorun.sys, I have no idea why. The other IDE code has to be assembled
> >in 3 locations and I don't yet know how to get THAT into a binary file.
> >HELP!!!!) The total cost of the project is less than $10, probably less than
>
> Reset the loader pointer in the code. It should assemble it so it reads
> in the bytes right where you want them. The MAC/65 is easiest for this..

I am such a moron.

> >$5, but needs careful attention (I blew it many times, I speak from

> RIGHT ON!! Which chips are used? I have a ton of miscellaneous chips
> here from one mid-80's minicomputer that is just sitting there as parts!!

A 74LS138 and a 74LS367

> >I did have problemns with my first drive, Kalock KL 3120. Don't know why.
>
> Hmm.. Well, it seems some IDE drives are just a bit weirdo sometimes.
>

Usually the proprietary drives have been a problemn. This one irritated me!

> I wish I knew about this all earlier... What other kinds of cool projects
> are being worked on?! Can someone tell us ? I know Vapourware is
> a danger tho, but if the project is making head-way, then please tell us!
>
> This IDE interface is just excellent!!! How long was it in development?

Bob first started this hack in May of 1992. I found it and was suprised people
didn't jump all over it! Bob lives near me and so I became a pest about it and
he helped me get one running and it kind of got him playing with it again. Now
with the smart socket it seems a lot more viable than it once did, so I
thought I'd start giving progress reports. Maybe Bob will do an article on the
whole thing for Atari Classics? There are actually 4 hacks going on here:

1) For the 1200's you have to go to an 800XL OS. Easy
2) Building the Interface. Pretty easy.

3) Ripping out the old PS and putting in a nice beefy switching supply. Pretty easy. 4) The smart socket. Didn't look too bad, but I won't know till it's done and Bob writes it up so I can try to build one!

bjcorr@delphi.com

1976. Re: Newell Ram Rod Board

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-10 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9508100410594.The_Win-D.bjcorr@delphi.com>
Source record: 89293

In article <40abe2$gtc@falcon.ccs.uwo.ca>, mjewison@irus.rri.uwo.ca (Mike Jewison) writes: >

> Ben Corr Writes:
>
> > If anyone has a Newell Ram Rod board I could use some help. I think
> > the 2 sets of switches on my board are messed up and I don't have the
> > proper settings to restore them. I have Omnimon and Omniview as well
> > as OSN6 on it, but any working configuration would be a start, just
> > tell me what your swithc settings are and what you have on board.(
> > This is for an Atari 800!) I have;
>
> [bad switch settings deleted...]
>
>
>
> From my RAMROD MMOS manual (if it could be called that :-)
>
> S1 settings: S2 settings:
>
> Atari ROMs EPROMs (OSN6) 4&8K EPROMs 2K RAM/2K EPROM
> 1 on 1 off (OMNIMON)
> 2 off 2 on 1 off 1 on
> 3 on 3 off 2 on 2 off
> 4 off 4 on 3 off 3 on
> 5 off 5 on 4 on 4 off
> 6 on 6 off
> 7 off 7 on
> 8 on 8 off
>
> I didn't actually check my machine, but I don't think I ever played around
> with the settings.
>
> Switch 1 is set depending on whether you are using OSN6 or the
> original Atari ROMs in sockets Z6 & Z7. Switch 2 is set depending on
> what you have in sockets Z9 & Z10. I also have the 8K OMNIMON and 4K
> OMNIView chips in the 2 sockets so I used the 4/8K EPROM settings.
> These sockets address the unused C000-CFFF bank in the 800. If you
> run into some software which checks for OMNIMON before running, you
> can always set all switches on S2 to OFF which will mask the ROM in Z9
> from the system and allow the software to run. (The docs give
> instructions on how to install a switch to disable this externally.)
> As far as I can remember the only company to actually check for the
> presense of OMNIMON was EA, but there may have been others.

>
> If you don't have the documentation I could make a copy of what I've
> got and send it to you. On the other hand, FTe might have some spare
> (updated?) docs available for the RAMROD as a result of buying out
> Newell. Who knows, he might even have some boards left. I can't
> imagine a big demand on anything for the original 800 these days.
>
> I like the idea of the RAMROD board. If you used 8K EPROMs instead of
> the stock 4K which came with the board, you could have two different
> operating systems available, accessible at the flick of a switch. I
> remember way back when I bough my RAMROD board (ca. 1986) I didn't
> know one end of a soldering iron (let alone an EPROM burner) from the
> other. I had lots of time to hack around with the machine but had no
> idea what I was doing. And of course, now that I've got a better idea
> of what I'm doing....
>
> Sigh. Nostalgia can be a dangerous thing....
>
> - Mike Jewison
> mjewison@irus.rri.uwo.ca

YES!!!! You are a God, my Ramrod and Omnimon work again!!!!
Thank you, thank, you, thank you,.....
bjcorr@delphi.com

1977. Re: Roll-your-own IDE inteface WAS:SCSI

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-10 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9508100410595.The_Win-D.bjcorr@delphi.com>
Source record: 89294

In article <40b0t0$5f5@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes: > Edward, you know about the MIO2 (not yet released), don't you? > It's going to be an IDE HD interface for Atari's (with PBI's I'm guessing). >

> -bill1
> kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
> William (Bill) Kendrick / | \ ** New Breed Software **
> http://zippy.sonoma.edu/~kendrick
>

Bill is correcrt. It is bacically the IDE hack I have been flapping my yap about, but done for the PBI AND it uses the entire drive! (Mike latched the data lines, and somehow got it to go fast too. Son of a gun!)
bjcorr@delphi.com

1978. Re: Cable for Atari Portfolio <-> PC parallel connection?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-10 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DD2us1.EDC@freenet.carleton.ca>
Source record: 89295

Jacek Olszewski (jacek) writes:
> Does anybody know how to make a cable for data transfers between
> portfolio and a pc using their parallel ports? Pin layout?
>
> The manual of the portfolio parallel connection says 'cable with a 25
> pin D-type male connector on each end, or an adaptor to a(?) convert
> Centronics to 25 D-type connector' ((?) is mine) for file transfer.
> I know that there are more than one possible parallel connections
> (unlike for serial connections), depending on software.

Just use a regular DB25 RS-232 cable and it should work fine.

--
"My sweetest friend, everyone I know goes away in the end" -Hurt, NIN
ba930 <-NCF Nyx-> cdbrown | "Nothing is true until it's OFFICIALLY DENIED"
ax029 <-TFN BFN-> bi967 | "Houston.. we've got a problem" -Apollo XIII
= > J e S s T o D d ' S s P a C e ! ! < =

1979. Need "4" Key for 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-10 00:00:00 UTC
From: pattons@holly.ACNS.ColoState.EDU
Message-ID: <40cel2$10li@holly.ACNS.ColoState.EDU>
Source record: 89296

I need a number 4 key for an Atari 800. Does anyone have a trashed out
800 that they would be willing to part with this particular keyboard key?

I just need the cap part, the underlying mechanism works fine.

Thanks,

Sam Patton

P.S. Finally returned to school... So, I am back to the net!

1980. software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-10 00:00:00 UTC
From: trek@ihgp6z.ih.att.com
Message-ID: <DD3HBB.M7I@ssbunews.ih.att.com>
Source record: 89297

Here's some of the best classics for the Atari 8 bit. All have docs,
package unless otherwise noted. (Shipping not included for single item
purchases - in US will probably be $3)

Educational Software
++++++++++++++++++++
Elementary Biology APX $3
The Pond Sunburst Educ. $5
Note, the Pond is one of the best educational products for
developing logical thinking that I have seen. The other
really great educational program is Peanut Butter Panic
that teaches cooperation. (Unfortunately I don't have an
extra of that one to sell.)
Atari Logo Manuals-Ref & Intro Atari $3

Entertainment Software
++++++++++++++++++++++
Archon ECA,unopened $10
Pinball Construction ECA $10
The Seven Cities of Gold ECA,unopened $10
Hacker Activision $5
Seastalker Infocom,unopened $7
Conflict in Vietnam MicroProse $7
Zaxxon Datasoft $5
The Keys of Acheron,unopened (need Hellfire Warrior) $3
Slime Synapse,disk only $2
Trains Synapse, disk only $3

System Software
+++++++++++++++
DOS 2.5 Atari,disk & manual $3

Magazines
+++++++++ price for set
2 Analogs (4/86, 9/87) $1
4 Computes (7/86, 10/86, 11/86, 12/86) $1
8 AIM Magazines (ST & 8 Bit) (10/90, 11/90, 1-6/92) $3
9 Current Notes (ST & 8 bit) (6/89, 7-8/90, 9/90, 10/90, 11/90,
4/91, 5/91, 7-8/91, 9/91 $4

Let's Make a Deal!

Wayne Booth phone: (708) 979-3304 email: trek@ihgp.ih.att.com

1981. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-10 00:00:00 UTC
From: michael@anest4.anest.ufl.edu
Message-ID: <michael-0908952257220001@dialup-c4.cis.ufl.edu>
Source record: 89298

In article <408qpt$hab@charm.magnus.acs.ohio-state.edu>,
rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:

> How about allowing old programs to use the lower 64-128k as usual,
> while simultaneously running new programs in the >128k memory.
> Then the old programs fight it out among themselves as usual, while
> still allowing new "nice" programs to run.

There are two problems with this idea:
1) 8-bit software won't "fight it out". If application A wants $4000-$7FFF
for its own use, its just going to blindly use it. The same goes for
application B. The result is potentially disasterous program interaction
that would not only crash the conflicting programs but the reset of
OS as well. The only way to avoid this type of conflict is to interpret
the programs, and this (as I mentioned earlier) is very slow.

2) The OS ITSELF needs low RAM. In order to provide the enhanced
functionality I alluded to in my previous message, the OS needs to
have free reign of low memory. In short, the routines that "fake"
advanced CPU capabilities can not themselves "fake" these same
capabilities; this means they must reside in low memory.

-Michael Ellis

1982. Re: IDE Drive int. $10! ARIGHT!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-10 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <40dlao$dsk@charm.magnus.acs.ohio-state.edu>
Source record: 89299

I just thought of something:
If I understand correctly, the IDE interface is little more than a
PC's ISA bus extended across a 50-wire ribbon cable directly to the
drive.

So if we can interface an IDE drive to our Ataris, wouldn't it be
possible to connect a standard ISA slot (or a bunch of them), and use
things like internal modems?
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1983. New Copy Party

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-10 00:00:00 UTC
From: tatar@student.uci.agh.edu.pl
Message-ID: <40dfq1$s87@galaxy.uci.agh.edu.pl>
Source record: 89300

In the days 4-6th of August we had second polish copy party for Atari
8bit users. It took place in the small town Orneta (near Olsztyn). As
usual there were some competitions:
* msx competition
* gfx competition
* intro competition
* demo competition

Results of the demo competition:
1. Overmind / Slight
2. Back to live / Taquart
3. Out of time / APC
4. Drunk tank / Quasimodos

I've got nearly all this stuff and I started uploading it to the Umich
archive. I don't know when will it appear in the Demos directory, though.

More detailed informations and all stuff I've got are also available from
the Big Atari 8bit Home Page. URL:
http://www.uci.agh.edu.pl/student/airgrp/tatar/public_html/Atari/party2.html

Enjoy, bye!

--
Tomasz M. Tatar
tatar@student.uci.agh.edu.pl
http://www.uci.agh.edu.pl/student/airgrp/tatar/

1984. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-10 00:00:00 UTC
From: michael@anest4.anest.ufl.edu
Message-ID: <michael-0908952327380001@dialup-c4.cis.ufl.edu>
Source record: 89301

In article <143365@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com wrote:

> Ever program in ASM on a clone?

Funny you should ask that. My "real" job is writing real-time control software for PC clones. This software lends itself to machine language subroutines.

> The way they access
> the full memory is to have a regular 64k program counter along with
> a register that provides an offset into a 64k segment. Your concerns
> about things like page zero usage are real & almost insurmountable when
> you consider the amount of stuff that has to be saved before you switch
> applications. It may be possible on something like a 256k+ XL/XE to do
> something like add the same functionality as the 80XXX series to the
> 6502. Just have the address be the result of a the real address comming
> out of the 6502+offset. For example, 16 bits of latch comming off a
> a second PIA chip being added with the processors address lines using
> CMOS 4008 4 bit adder chips. Or maybe just switch the lower 48k in
> & out with a latch vs 16k banks.

I think you'll find that the overwhelming opinion regarding segmented memory is that it is a TERRIBLE idea. Consider the problems that plague IBMs:

1) Allocating RAM in chunks larger than 64K is very difficult

2) Programs which occupy more than 64K memory need to keep track of many house-keeping issues at 64K boundries.,

3) You end up with tiny, small, medium, large, and huge memory-models designed to explicitly deal with FAR vs.NEAR addressing and program management (i.e.calling a function in segment 400, at offset $8000 is different than calling a function in the same segment).

In fact, even Intel abondoned this bizarre addressing scheme when the 80386 was introduced. This is the fist of the 80x86 chips to offer PROTECTED MODE. This mode allows the chip to access memory using a single, 32-bit pointer. By doing away with the SEGMENT:OFFSET addressing scheme it became possible to allocate RAM without regard to the amount you are asking for, and it also became possible to address more than 1MB or RAM.

When it comes right down to it, we should all thank God that someday segmented memory will be an old wive's tale. ;-)

Incidently, my design does not run into the zero-page-swapping problem you mentioned, although I can see where you're coming from.

Thanks for the input...

-Michael Ellis

1985. Re: Easy Scan

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-10 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <143449@cup.portal.com>
Source record: 89302

Ben, the version you're talking about was slightly different. I believe it used something like a light bulb & a phototransistor to illuminate & capture the picture. I can't recall for sure, but I think it just hung on the joystick port. Easy Scan was done by Ian Chadwick of Mapping fame. He used two fiber optic 'threads', one to conduct the illumination, the other to get the reflected light back to the sensor. I'm not sure of all the stuff he put in the cart, obviously some form of ADC, but I definately got the impression it was more then just a few simple descrete parts.
Rick

1986. Re: New Copy Party [SPOILER]

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-10 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <40dqlq$b73@nic-nac.CSU.net>
Source record: 89303

Hey Tomasz! I got a few demos (Joyride, Drunk Tank, Out of Time, Back..some-
thing) from Tamas Bene..

I wrote up some desc's of what Joyride, Out of Time and Drunk Tank do and
was going to put them up with the actual files at Umich, but my FTP-
capabilities have been dead lately (nameserver is down on this system or
something..argh)

Here are the files though!

---joyride.txt---
"Joyride" megademo by Hard Software, Hungary, 1995.
For compy party held in Orneta Poland, August 1995.

Two enhanced density (Atari 1050, 127K per side) bootable disks.
"joyridea.dcm" and "joyrideb.dcm"

As with Hard's "Cool Emotions" demo, you may skip to any part of a demo
by holding OPTION+SHIFT+number during bootup, where "number" is the part
you want to get to.

Press most any key to skip to the next part (usually).

Side 1:

1. Joyride introduction containing sythi-digi music and great intro
pictures/logos.

2. a. Sinus-wave scroller (letters rotate as well as scroll up/down!)
b. Plot tunnel (like going through a water slide).

3. Plain colorful sinus-wave scroller with prerendered 3D raytraced
image of a juggler juggling three glass globes! (From the Amiga)
"behind" the scroller!

4. 3D landscape (hills/valleys) created with ploted dots.

5. Scroller text plotted onto spherical, circular, etc. 3D shapes!
(Some fish-eye lens effects, for example. 16 effects total!
Go to next effect with [SHIFT] or just wait a while.)

Side 2:

1. Hard Soft bios. 3D side-scrolling starfield on upper left corner,
scroller line in the middle, logo at the bottom. Images (in 16 shades)
of members on upper right corner with bio information to the left
(in 2 color high res!). Images morph from one member to the next!!!

2. a. Bouncing image (much taller than the screen) of all Hard members.
b. Interlaced multicolor plasma (control with [SELECT] and [OPTION]).

3. a. 16 shade fire effect.
b. High resolution multicolor(!) image of hands.
c. 16 shade images of faces which rotate 2-dimensionally and spiral!
d. Sinus plotter with filled circles for points.

4. a. VERY COOL 3D checkerboard layers! (each layer has solid colored
checkers and empty spots where you can see the layers underneath
it). They fly up at you. Needs to be seen to be believed!
b. Cool 4-color "laser" sinus plot show (previous frames fade away
giving a phosphorus effect)
c. Greetings (big text appearing on the screen to the fast-beat music).
d. "The End" screen with a movie-film line scroll of all of the
parts.
e. Credits.

Loader:
No simple blank screen loader. Not even just a countdown loader!
This plays great music and has a 3D high resolution animated display
between each part! AWESOME!

Uploaded to Umich by Bill Kendrick (kendrick@zippy.sonoma.edu)
Thanks to Tamas Bene of Hard Soft (ethtbe@duna.ericsson.se) for sending
the copy, and to Tomasz Tatar (tatar@student.uci.agh.edu.pl) for going to
the Orneta party because Hard Soft couldn't be there.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1987. Re: New Copy Party [SPOILER] part 2

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-10 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <40dqpu$b8a@nic-nac.CSU.net>
Source record: 89304

Oops :) Saved to abruptly.. here is the Out of Time description:

---outoftim.txt---
"Out of Time" megademo by APC, 1995.
For compy party held in Orneta Poland, August 1995.

One single density (Atari 810, 88K per side) bootable disk.
"outoftim.dcm"

Note: This is the incomplete version. The final will be out in a
few months (after the August party).

1. APC logo with "proudly", "presents", etc. The "proudly", etc.
text "morphs" from text into an image (3D vector pyramid,
ball-plotted sinus shapes, etc.!) and then back into text
and moves across and over the "APC" logo image!!!

2. 320 x 200 x 2 image of trees with a vector pyramid in the center.
A square then encompasses it and they both start rotating in 2D.
Finally, the entire image becomes a 3D vector cube with the
following images on each face:
1. Vector pyramid
2. APC logo
3. Starfield (3D side scrolling)
4. Starfield (3D depth (first person point of view))
5. Music "analyzer"
6. Sinus plotter
Also, the image is "solid" in that you can't see "through" any of
these faces!

3. "Tekkno" part with techno music and words flashing on the screen
as well as at one point a large 3D fence-like wireframe and some
"Spirograph" style drawn animated images.

4. Credits and information scroller.

Loader:
It boots with what looks like "Chaos Loader". You can get to any of
the above 4 parts by pressing [A] to [D] upon boot. Each part loads
the next part when it's done.

Description by Bill Kendrick (kendrick@zippy.sonoma.edu)
Thanks to Tamas Bene (ethtbe@duna.ericsson.de) for sending it to me.
Thanks to Tomasz Tatar (tatar@student.uci.agh.edu.pl) for sending it to Tamas.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu

William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1988. Re: history question: new OSs for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-10 00:00:00 UTC
From: madaras@kosice.upjs.sk
Message-ID: <40ccne$fct@ccnews.ke.sanet.sk>
Source record: 89305

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:

: It would be much easier and cheaper to load a new OS into the XL/XE
: "OS RAM" (the RAM that's under the OS) than to make a new board for
: the 800.

Just a little note: I agree with it, that it's probably the easiest way
how to implement new OSes, but, there are some programs which use
"hidden RAM under ROM" - Turbo Basic comes in my mind. Well, how this
incompatibility could be solved?

Tommy Madaras

1989. Re: New Copy Party [SPOILER]

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-11 00:00:00 UTC
From: bosco@yab.com
Message-ID: <40f3ho$g26@news.yab.com>
Source record: 89211

bosco@yab.com wrote:

: Very nice descriptions. Where are the files kept?

Oops! Spoke too soon. Didn't see messages 2 and 3 until now. Of course
they're on umich.

1990. Activision, Hacker game

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-11 00:00:00 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <DD4Evv.Fpz@freenet.carleton.ca>
Source record: 89212

There was an Activision game called "Hacker", where you went from large capital cities trading/bartering items to assemble a piece of paper with information about an outlaw company called "Magama, Ltd". A satellite scans for "unauthorized activity" and queries you (when found), on various parts of the subterranean robot unit (SRU). I keep on getting killed on the "security level 4" question; "Where is the test site". Does anyone remember??!!

I started playing the game again, when my son was using another computer, and I happened to pop this one in the drive - we never did figure this game out!

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

1991. Re: New Copy Party [SPOILER]

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-11 00:00:00 UTC
From: bosco@yab.com
Message-ID: <40eoct$epq@news.yab.com>
Source record: 89213

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Hey Tomasz! I got a few demos (Joyride, Drunk Tank, Out of Time, Back..some-
: thing) from Tamas Bene..

: I wrote up some desc's of what Joyride, Out of Time and Drunk Tank do and
: was going to put them up with the actual files at Umich, but my FTP-
: capabilities have been dead lately (nameserver is down on this system or
: something..argh)

: Here are the files though!

Very nice descriptions. Where are the files kept?

1992. Re: history question: new OSs for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-11 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <40eed5$gh2@charm.magnus.acs.ohio-state.edu>
Source record: 89214

In article <40ccne$fct@ccnews.ke.sanet.sk>,
Tommy <madaras@kosice.upjs.sk> wrote:
>Just a little note: I agree with it, that it's probably the easiest way
>how to implement new OSes, but, there are some programs which use
>"hidden RAM under ROM" - Turbo Basic comes in my mind. Well, how this
>incompatibility could be solved?

Heh, I don't have a good answer for that. Use the 800 versions of
those programs, I guess. :-/

There is an 800 version of Turbobasic. And at least SDX can be set
not to use OS RAM, although SD3.2 can't.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1993. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-11 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <40eeg2$gha@charm.magnus.acs.ohio-state.edu>
Source record: 89215

In article <40dr3v$bpq@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>Re: Running multiple old (current) programs simultaneously (or having them
> loaded and operational at the same time)
>
>You guys have heard of SnapShot, right!?!?

Now I'm starting to get a serious case of deja vu.
Haven't we had this conversation before? :-)
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1994. Re: ATARI 130XE MIDI & ART SYSTEM FOR SALE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-11 00:00:00 UTC
From: pmarcano@islandnet.com
Message-ID: <40et36$772@sanjuan.amtsgi.bc.ca>
Source record: 89216

Terry.Streeter@flight.org (Terry Streeter) wrote:

>Abit expencive arn't we?
>I just bought a Computereyes for $10 the other day..
> ---------------------------- -//- ----------------------------
> Internet: Terry.Streeter@flight.org
>| note: the views expressed by this user are strictly his/her own.|
>| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
> ---------------------------- -//- ----------------------------
Hey guys - I don't buy into the idea that just because it's old it's worthless... this is a complete working system that has been well looked after and is an excellent midi sequencing system for someone just starting to record with midi. As far as finding a computereyes video digitizer for $10.00... I say that's fantastic, but it's worth a lot more when combined with the most recent software that works in graphics 9 grey scale. Anyone working with Rambrant will appreciate being able to import digitized images and work with the original AtariArtist drawing tablet which is well constructed, accurate, and infinitely better than those Koala pads that came out at the time. All in all I think I am asking a fair price... the Miditrack III software and hardware alone I purchased for a little over $600.00. Sequencer Software of this sophistication is expensive let alone a computer system to run it on!

1995. Copy Cartridge to Disk - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-11 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <199508111302.JAA21171@postbox.acs.ohio-state.edu>
Source record: 89217

I seem to recall, ages ago, that there was a program to dump the contents of a cartridge into an executable disk file...does anyone know where I can get a copy of this program?

~~~~~~
Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"
http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html
~~~~~~

1996. Re: Copy Cartridge to Disk - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-11 00:00:00 UTC
From: "Mark E. Huss" <meh@bis.adp.com>
Message-ID: <40g2d9$a60@igthost.bis.adp.com>
Source record: 89218

rumpf.1@osu.edu (Robert Rumpf) wrote:
>I seem to recall, ages ago, that there was a program to dump the contents
>of a cartridge into an executable disk file...does anyone know where I can
>get a copy of this program?

I vaguely remember this as well, but don't recall the
particulars. I hacked my StarRaiders cart with a switch so
I could just leave it in all the time, as I had no other
interesting carts.

Be forewarned that lots of cartridge software used (uses?)
the 'stomp myself' copy protection scheme, which is a no-op
in ROM but not in RAM...

--
// Mark E. Huss == meh@bis.adp.com NJ, USA
// "But the sun is going down!" "No, no, you're confused:
// the horizon is moving up" (Firesign Theatre)

1997. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-11 00:00:00 UTC
From: michael@anest4.anest.ufl.edu
Message-ID: <michael-1108950016440001@dialup-c4.cis.ufl.edu>
Source record: 89219

In article <40dr3v$bpq@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu
(William Kendrick) wrote:

> Re: Running multiple old (current) programs simultaneously (or having them
> loaded and operational at the same time)
>
> You guys have heard of SnapShot, right!?!?
>

If I'm not mistaken, the program you are referring to would allow you to
have multiple applications in memory and toggle between them. This is a
neat hack, but it is quite different from multitasking those same two
programs. In the first case you simply copy the programs in and out of
"active" memory on demand. In the latter, you are actually doing two
types of work at the same time.

-Michael Ellis

1998. Re: Stringy ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-11 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <40ga3j$9r8@nic-nac.CSU.net>
Source record: 89220

```
Ooooh... you don't wanna do it like that!
You want to do it either like this:

proc main()
char c

close(1)
open(1,"K:",4,0) ; want to read from keyboard

do
c=getd(1) ; get one char when one comes in (wait here)
until c='E or c='e od ; keep going unless they hit [E]

close(1)
return

or.. like this:

proc main()
char array cli(10) ; use a size or else it will overwrite stuff!!!

do
inputs(cli)
until scompare(cli,"E")=0 or scompare(cli,"e")=0 od
return

In the above case, it will only exit if the entire string is compose of
ONLY the letter "e" or "E"... "Exit" "eeee" "E!" etc will not work.

Also, if the user inputs more than 9 characters, the 10th+ characters
will start overwriting things.

That is part of your problem in your example. ("char array cli")

The other part is that you're comparing the address of the string ("cli")
with the address of the string "E" stored (literally) in your program!
Insane! :)

If you wanted to check for the 1st letter being "e" (so that "exit" OR
"e" would work), use this "until" like:

until cli(0)>=1 and (cli(1)='e or cli(1)='E) od

this checks to see if the string has any number of characters in it
(ie, at least 1). The length of an Action! (and Pascal) string is stored
in the very first ("number 0" or "zeroeth") cell of the character array.

It also of course sees if the first character ("oneth" cell) is an "e" or "E".
(note the single quotes.. they pretty much compile an "'E" into a "69").
```

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

1999. Re: Stringy ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-11 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <40gaav$9vm@nic-nac.CSU.net>
Source record: 89221

```
Oooh.. Rob, you said do this:

char cli
...
InputC(Cli)

This reads in a card numerical value (0-65535) and stores it!
Not only is that wrong, but that won't even compile. :) The CORRECT
form of numeric (non-address-based) "Input()" routines is this:

number=InputC()

The way to read a single character is with the "Get()" routines, like
my example shows.

Actually, my first example can be shrunk down to this:

Proc Main()
char c

do
c=getd(0)
until c='E or c='e od
return

BUT.. since it's reading from channel 0, which is opened to the "E:"ditor,
not simply the "K:"eyboard, a Return or EOF will still be needed for
anything to be accepted.

I say go with my first example if you want single keypresses.
Go with my second/third examples if you want line input..

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
```

2000. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-11 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <40gafh$a08@nic-nac.CSU.net>
Source record: 89222

Well Michael, there's always MTOS ;)

I think it's pretty unlikely ANYone will make a USEFUL multitasking OS
for a stock Atari (6502 with 64-to-256K).

As for a multitasking ENVIRONMENT.. pretty easy... why not someone write
a Unix-like BBS for the Atari? :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2001. Re: Stringy ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-11 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <40gjmr$mhc@charm.magnus.acs.ohio-state.edu>
Source record: 89223

In article <40gaav$9vm@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
> InputC(Cli)
>
>This reads in a card numerical value (0-65535) and stores it!

Ah yes, I forgot about CARDs. I was just trying to figure out what
the character input routine would be called, and I didn't even think
of getd.

Been programming C too long, I guess...
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2002. Re: MAC Atari 8bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-11 00:00:00 UTC
From: spigot@primenet.com
Message-ID: <40gk0i$oku@nnrp1.primenet.com>
Source record: 89224

Chris Lam (lamcw@aston.ac.uk) wrote:

: ; Didn't someone recently post that they were working on an SIO2MAC
: ;connection? That would be the easiest and fastest way!

: That would be very cool! :)

: In the mean time I'm working on some new software to use with the 850
: unit. Using this will mean you can copy a whole enhanced disk image over
: to the Mac in about 5 minutes.

: Should be ready before too long!

Will this allow you to connect an 850 to your mac and access it?

2003. Re: Stringy ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-11 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <40g1n6$kgi@charm.magnus.acs.ohio-state.edu>
Source record: 89225

```
In article <194_9508110250@tor250.org>,
Jeff Thomas <Jeff.Thomas@balmybeach.gryn.org> wrote:
>proc main()
> char array cli
>
> do
> InputS(cli)
>
> until cli="E" or cli="e"
> od
>return
>
>When I hit the "e" or "E" key the program will not exit the loop. Anyone
>know why the program won't stop looping?

It's been a while since I've worked in Action, but I have a couple
ideas...
How does InputS know when the string has ended? Doesn't it wait for a
return or maybe end-of-file?

Try changing to a character:

proc main()
char cli

do
InputC(cli)

until cli='E or cli='e
od
return
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr
```

2004. Re: Prices

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-11 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <40go1b$ki9@nic-nac.CSU.net>
Source record: 89226

I got a 64K 800XL + PowerSupply, box, docs, and RF thing for $20+shipping
from a guy I met on IRC. :)

I also got a 256K 800XL + PowerSupply for $35+shipping(I think) from
someone here on c.s.a.8.

As for drives.. I think I paid $35 for my 2nd one I got a year or so
ago, but when I think about it, it's actually quite a bit for a 1050 :)
(esp. stock). But oh well!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2005. Mirage.com at Ftp.xmission.com

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-11 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <40go8b$km9@nic-nac.CSU.net>
Source record: 89227

Yes, James King brought xmission back.
Now go get "mirage.com".

It's not all that stupendous, but it has a neat (I'd never seen it before,
but it's VERY VERY easy to do I'm sure) waving flag effect that it does to
a picture, AND (the reason >I< like it so much) VERY cool music!!!!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2006. Re: Stringy ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-11 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <143496@cup.portal.com>
Source record: 89228

```
Jeff;
Just a tip, no matter what the manual says, never leave an array
undimensioned. At least don't want your program to crash or want to
switch back & forth from the monitor to the editor anyway.
What's happening with your code:
Proc Main()
CHAR Array CLI($100); Best way is to dim
;Action! creates a variable that contains
;the address of a free block of $100 bytes
DO
InputS(CLI);Action! will pass the value of the
;variable to the the input string routine. Let's
;say the compiler when sorting through your code
;found the 1st free block at address 4423 decimal, that's
;what get's passed to the routine.
;The InputS() procedure stays there until it gets
;the RETURN key pressed
;When done, the first character of CLI will be the
;number of characters in the string followed by
;the string itself, i.e.
; 5HELLO
Until CLI="E" or CLI="e"
;OK, we've already established that CLI is equal to
;4423 ergo it will never equal 'E or 'e
OD

Besides, the "E" and the "e" in your example
are string arrays also! So let's say Action! found
the next few free bytes at 4802 & 4804 for the strings/
it becomes:
Until 4423=4802 or 4423=4804
which is a good way to set up a loop. What you probably
meant was
Until CLI(0)=1 and CLI(1)='E or CLI(1)='e
Keep at it though, as soon as you figure out the syntax it really becomes
natural.
```

2007. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-11 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <40gjem$mgn@charm.magnus.acs.ohio-state.edu>
Source record: 89229

In article <michael-1008951956000001@dialup-c3.cis.ufl.edu>,
Michael Ellis <michael@anest4.anest.ufl.edu> wrote:
>In article <40dm63$e1s@charm.magnus.acs.ohio-state.edu>,
>rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:
>> The OS doesn't need any more low RAM than the current OS. Why can't a
>> new OS use the 48k-64k space, then any higher RAM it needs?
>
> BUT, you can't have an OS in low RAM AND have an
>"old" program in low RAM too.

As you anticipated, my answer to that is: We do now.

Ignoring for the moment applications that use the "OS RAM", current
programs run in "low RAM", and so does the current OS. They each have
their own part of that RAM.

>Now, if you're thinking that the current OS manages to coexist with other
>applications, and you are wondering why a new OS couldn't do the same, the
>answer is simple. The whole point of the new OS is to provide many new,
>sophisticated capabilites. In order to do this the new OS will naturally
>have to use more memory than the old one. Much more. This means that you
>have MUCH less RAM left for programs in low memory -- put simply, they
>wouldn't fit anyway.

But the new OS can set the rules for using "high RAM". This includes
how it uses that memory. The OS only needs to be partly in the <64k
memory; it can call parts of itself that are stored in higher memory.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2008. Copy Carts? Ok, here's a way

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-11 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Aug11.231002.4953@wariat.UUCP>
Source record: 89230

A few people have asked how they can copy their carts to a disk file. Ok, here's an example of how I copied 'Math Encounters' by John Hsu. .

1.) COPY CART CODE TO DISK: Using Omnimon or BB monitor, break into the cart and copy $A000-$BFFF to disk sectors.

2.) FOLLOW THE CODE: (The heart of all efforts to defeat the terrible 'copy protection' problem.) Either use a program to write the sectors to a file or disassemble the sectors directly using 'Disk Wizard' or other disassembler. The init and start addresses of a cart are at the $BFFA area. Usually the init just points to a RTS. The start address is $BFFA. Follow the code and usually find where a byte is stored to the $A000-$BFFF (8k cart area.)

5.) FIND A SOLUTION: In 'Math Encounters', there were two places where an indirect store was used for a lot of things, one being putting a byte at $A7AE that caused a bad JSR (to the wrong place.) Since the indirect store was used for a lot of things, I didn't alter that. I just let the program go ahead and store a funky byte at $A7AE. Just before $A7AE, I put a JMP $640 to my fixup code, which simply duplicated the original code and ended with a JMP past the funky JSR address.

Now, this is over simplified. You have to make your load file move the Display List, screen memory and RAMTOP down first, before the disk file loads into the $A000-$BFFF area. There was a second indirect store in 'Math Encounters', dealt with similar to the first one.

For the 'power user', there's 'The Impersonator' and 'The Pill' which can copy most simple carts to a file, but you have to have some kind of dummy cart usually. And these disk files will no way run on emulators.

Then there are the Super Carts and banked carts. These require more advanced methods. I've seen 'Gato', a 128k cart copied, but it must have extended memory to run.

I only ever 'cracked' a few things. Many Atari8 programs are cracked into disk files, by far more able and patient people than myself. It is these cracked files that will eventually make up (if not already) the bulk of software that is left for A8, because the copy protected originals

will eventually fail (carts fail, disks get messed up, tapes
also.) And these 'cracked' files are the only commercial
programs that will run on emulators (maybe).

--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

2009. Re: Prices

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-11 00:00:00 UTC
From: Doug Schmaltz <dougs@inlink.com>
Message-ID: <40go51$r2t@news1.inlink.com>
Source record: 89231

Maybe I paid too much, but I just bought an 800XL with a 1050 disk drive, all cables, power supply and all cables in the original box with 6 games for $50.00. Watch the rec.games.video.marketplace auctions and they turn up fairly often. I also just bought a 400 and a 1200XL and I have never touched an Atari computer (except the video games) in my life!

Doug (dougs@inlink.com)

2010. Re: Copy Cartridge to Disk - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-11 00:00:00 UTC
From: tiesflys@brbbs.com
Message-ID: <znr808183641k@brbbs.com>
Source record: 89232

In article <199508111302.JAA21171@postbox.acs.ohio-state.edu> rumpf.1@osu.edu writes:

>
> I seem to recall, ages ago, that there was a program to dump the contents
> of a cartridge into an executable disk file...does anyone know where I can
> get a copy of this program?
>

I have, somewhere in my boxes of stuff, a program called CARTCOPY.
It worked ok on older cartridges, where you had the basic cart in
the left slot and the source cart in the right slot. You also had to
stick something in the lid switch so the computer stayed on cuz you had
to insert the cart to copy _while_ the computer was on. Later on, the
newer cartridges always made the 800 crash, so I just assumed they did
something to the cartridge to discourage such forms of backup.

In other words, it may or may not work.

Steve

- A sunny day,
a box of midges,
and a wandering stream...
Man, this MUST be heaven!
><> Steve Kulpa <><

2011. Re: Atari Basic manuals, POKE addresses

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-11 00:00:00 UTC
From: tiesflys@brbbs.com
Message-ID: <znr808184135k@brbbs.com>
Source record: 89233

In article <19950808.162504.929374.NETNEWS@DOEVM> Greg.Menke@hq.doe.gov writes:

> >
> >I was unable to find my Basic manuals. Is there anything on line
> >that could help me refresh my memory with how to program in Basic
> >and what POKE addresses are for what?
> >
> >And I'd also be interested at trying to get into assembly lang
> >programming for 800xl. Where should I begin?
> >
> >Thanks for any help,
> >
> >Steve Harris
> >
>
> You can occasionally find the old Assembler/Editor carts at yardsales, but good
> luck finding the
> docs....
>

I have some memory maps and other info I collected during my Atari days.
If you like, I could snail-mail you a copy (sorry but I don't have one
on line, nor do I have a scanner).

As far as the assy programming goes, I started out by writing small assy
subroutines to do utility work in my basic programs, then took it from
there. Things like clearing a chunk of memory (great for quickly blanking
a section of screen memory), moving bytes from one place to another (i.e.
downloading the character set from ROM to RAM), buzzing the speaker, etc.

The doc that came with my 800 had info on calling assy routines using the
USR function, but I had to read it a few times to understand that they
were saying. Then a 6502 assembly book got me going on the instruction
set.

Just have fun with it. My first assembly routine (hand loaded due to lack
of an assembler) just took one sound register from low to high. Took me
many hours but what a thrill when it finally worked without a lockup!
Of course, you could do it the _easy_ way and get an assembler :*D

Steve

- A sunny day,
a box of midges,
and a wandering stream...
Man, this MUST be heaven!

><> Steve Kulpa <><

2012. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-12 00:00:00 UTC
From: michael@anest4.anest.ufl.edu
Message-ID: <michael-1208951844370001@dialup-c7.cis.ufl.edu>
Source record: 89156

In article <40gjem$mgn@charm.magnus.acs.ohio-state.edu>,
rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:

> But the new OS can set the rules for using "high RAM". This includes
> how it uses that memory. The OS only needs to be partly in the <64k
> memory; it can call parts of itself that are stored in higher memory.

Too much of "part of the OS" needs low RAM. You can't have your cake and
eat it too -- it's just not possible to implement multitasking and
demand-paging in 14K of OS RAM. Sorry.

-Michael Ellis

2013. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-12 00:00:00 UTC
From: michael@anest4.anest.ufl.edu
Message-ID: <michael-1208951850310001@dialup-c7.cis.ufl.edu>
Source record: 89157

In article <40j5aj$662@nnrp1.primenet.com>, krishna@primenet.com (Glenn Saunders) wrote:

> However, we should remember that the 65816 has a movable page zero.
> Wouldn't this mean that you could have multiple 64K areas that LOOK like
> the main 64K and run apps that way? But you'd still have to contend with
> the custom chip memory contention.

Yup. The 65816 would help matters there. BUT, as you may recall, the Atari 8-bits don't have 65816s in them. For a new OS to matter to such a TINY market, it would need to be able to run on most of the STOCK Ataris out there.

I could image that if demand for the initial version of an OS that worked on stock machines was sufficient, later versions of that OS might add some of these exotic features. Contemplating them is a bit premature at this point.

-Michael Ellis

2014. Re: Copy Cartridge to Disk - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-12 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Aug12.203029.24688@wariat.UUCP>
Source record: 89158

(Talk about backing up carts.)
Steve has a program called cartcopy.bas. I have this somewhere also. I don't remember ever trying it. Steve says later carts would not copy using this program.
Right. I've heard that the xl/xe OS detects if there is a change in the cart slot, ie. if the cart is inserted after coldstart. For this reason, the 800 would be more likely to work with cartcopy.bas. However, there is a way around this as 'Impersonator' works on xl/xe machines and the cart IS inserted after startup.
On another note.
I've been posting to this group for months and cannot recall any followups to any of my posts. I'm really beginning to feel out of sync with this group. I didn't have anything to say about a new OS, as I think it's a lost cause.
Now, I know my posts are informative, thought provoking and witty. I guess my posts just leave other members of csa8 speechless.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

2015. trading 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-12 00:00:00 UTC
From: eretic@tiac.net
Message-ID: <40hol4$2kk@sundog.tiac.net>
Source record: 89234

I met a guy at a monthly Commodore meeting that I go to, who wants to trade me an 800XL he picked up from somewhere for all of these Transactor magazines I got free from someone else at another group. Now these Transactor mags are dates around 1983 +, and are interesting reading. Should I trade him? Although I have 4 working 8bit Atari's. None of them are 800XL's. And I think I may need an 800XL for the MIO2 when it comes out.

Any suggestions?

Eric

2016. multi cart

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-12 00:00:00 UTC
From: eretic@tiac.net
Message-ID: <40hotm$2kk@sundog.tiac.net>
Source record: 89235

Seeing these Super Nintendos and Sega Genesis out there with the 4
Megabyte Cartridges (Donkey Kong, 32 meg (megabits - 4 MegaBytes),
I think it would be interesting to have a cartridge loaded with copies of
games and even emulated floppy discs, say games like Lode Runner would
run QUICK at boot and play. Anyone thought of this?

Eric

2017. Re: IDE Drive int. $10! ARIGHT!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-12 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9508112339591.The_Win-D.bjcorr@delphi.com>
Source record: 89236

In article <40dlao$dsk@charm.magnus.acs.ohio-state.edu>,
rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes: > I just thought of
something: > If I understand correctly, the IDE interface is little more than
a
> PC's ISA bus extended across a 50-wire ribbon cable directly to the
> drive.
>
> So if we can interface an IDE drive to our Ataris, wouldn't it be
> possible to connect a standard ISA slot (or a bunch of them), and use
> things like internal modems?
> --
> ------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
> "A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
> One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
> -- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr
>
Isn't this what the 1090 XL expansion box was proported to do using the PBI ?
bjcorr@delphi.com

2018. Re: Easy Scan

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-12 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9508112339592.The_Win-D.bjcorr@delphi.com>
Source record: 89237

In article <143449@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com writes: > Ben, the version you're talking about was slightly different. I believe it > used something like a light bulb & a phototransistor to illuminate & > capture the picture. I can't recall for sure, but I think it just hung > on the joystick port. Easy Scan was done by Ian Chadwick of Mapping fame. > He used two fiber optic 'threads', one to conduct the illumination, the > other to get the reflected light back to the sensor. I'm not sure of all the > stuff he put in the cart, obviously some form of ADC, but I definately got > the impression it was more then just a few simple descrete parts. > Rick

>
You are correct, it was a joystick port hack with a phototransistor. Quality was...amusing but neat at the time. What is the quality like for Easy Scan?
bjcorr@delphi.com

2019. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-12 00:00:00 UTC
From: eretic@tiac.net
Message-ID: <40hne0$2kk@sundog.tiac.net>
Source record: 89238

Michael Ellis (michael@anest4.anest.ufl.edu) wrote:
: In article <40dm63$e1s@charm.magnus.acs.ohio-state.edu>,

: Now, if you're thinking that the current OS manages to coexist with other
: applications, and you are wondering why a new OS couldn't do the same, the
: answer is simple. The whole point of the new OS is to provide many new,
: sophisticated capabilites. In order to do this the new OS will naturally
: have to use more memory than the old one. Much more. This means that you
: have MUCH less RAM left for programs in low memory -- put simply, they
: wouldn't fit anyway.

: -Michael Ellis

I think I can offer some insight. Having used the Atari ST series, they offer indexed memory offsets based on where they load. You'd have to run all your old .COM files through a program that will turn absolute addresses into an offset counter. Then when the new OS loads these programs they will automatically be relocated in one option, or if you have all that memory, on every 20 msec page out the lower 64K to a high memory area, bank in another runnable program, execute 20msecs worth, then page in the next multi tasked program.

I just know seeing all the emulators out here on the Internet, "Never say Never"

Eriv

2020. cart memory

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-12 00:00:00 UTC
From: eretic@tiac.net
Message-ID: <40hnol$2kk@sundog.tiac.net>
Source record: 89239

Is there a simple way to upgrade an Atari 130Xe to 1 meg without pulling
it apart. Is this what the MIO does?

I'm interested ina box that has:
SCSI (that can handle 512K sectors)
at least 1 meg, expandable with 30 or 72 pin simms.
2 serial as R1: R2: (selectable)
Floppy emulation in RAM or hard drive.
Parallel port
FAST 80 columns
under $200 (I'm willing to go that far for this, how about you)

The FTE project looked good, what is the current state of that box?

I want to deck out my aged 130XE. I don't have an 800XL, which I hear is
the most expandable Atari (I used to have one).

Eric

2021. Re: It's been a LONG while...

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-12 00:00:00 UTC
From: winston@merk.com
Message-ID: <DD6x45.JxL@merk.com>
Source record: 89240

On Monday, August 7, 1995 20:26:39 GMT
Aaron Zitzer <aaron@caere.com> wrote:

AZ> Great to see such support for the Atari 8-bit. An 800 was my first
AZ> computer, but I have since migrated to an ST, and now a 486. I stumbled
AZ> across Xformer for the PC and it brought back so many memories that I want
AZ> to get back into the 8-bit scene as much as possible. I have shoe-boxes
AZ> full of software that I'd love to move over, but I'm having trouble with
AZ> the modem and term software on the 800. The only thing I could find was
AZ> 850 Express. Anyone know anything about it, or what I should be using
AZ> instead?

Yup. Express!-Term makes great use of buffer commands. If you have
the Express! cartridge you are OK, otherwise get BOBTERM 1.22 as it
supports XMODEM checksum, XMODEM CRC, XMODEM-1K, XMODEM-4K, YMODEM BATCH,
and CompuServe B. What do you need to know ?

AZ> The second and more important question is: I don't have an un-arc
AZ> program. Can someone point me to one?

SUPERARC.COM and SUPUNARC.COM, also written by Bob Puff, author of
BOBTERM.

AZ> I know that I have a 520ST with 1 meg, color & mono monitors,
AZ> floppy drive, and a hard drive controller card from ICD that I need to
AZ> clear out of the closet. If anyone is interested I'll sell it along with
AZ> about 200 floppies full of stuff for $375 plus shipping.

Keep your Jack-intosh!!! If you have an Amiga, though, let me know...
(Why do all of these Tramiel Atarians think that Bushnell-Miner-Warner
Atarians would be interested in their machines ? So we can have a nice
nameplate that says "ATARI" on it ? I never see any Amigas advertised in
ATARI 8-bit sections, but for some reason ST owners are under the
misapprehension that 8-bit owners crave the non-MINER 68000 that lacks
dedicated video co-processing hardware. Why is this ?)

P.S. If you wish to gut the electronics in your ST case and drop a 130XE
motherboard in there, let me know.... Do you know about what the unit
production run was on the ST units, i.e. the number of cases made ? I am
curious.... Thank you.

2022. Re: Rainbow at InfoMac

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-12 00:00:00 UTC
From: jack@threeindians.com
Message-ID: <DD6Eqs.788@mv.mv.com>
Source record: 89241

aa852@cleveland.Freenet.Edu (Barry W. Cantin) wrote:

>In a previous article, lamcw@aston.ac.uk (Chris Lam) says:

>>I received an email from someone saying the the ROMs were released into
>>the public domain 3 or 4 years ago. Now, I certainly need a bit more
>>evidence than this so I will try to contact Atari again. If anyone
>>can help with this, I would be grateful. I will write again to Atari UK
>>to clarify the position.

>Chris, I sincerely *doubt* that Atari released those ROMs into the Public
>Domain. Correct me if I'm wrong, but didn't Activision have to re-write
>the 2600 ROM (i.e., NOT emulate it) because Atari didn't give them
>permission for the 2600 pack? If that's the case, I'd find it difficult to
>believe that Atari would release the 8-bit OS into the Public Domain.
>You're very right, check with Atari UK on that. %^)

I don't know about the 800 ROM issue, but you are way off base on the 2600.
The 2600 has no ROM other than the inserted cartridge. The Activision
emulator loads an exact image of the ROMs they used in their 2600
cartridges and does a real time emulation of the 2600 hardware. If you had
the action pack, the inclination and a ROM burner, you could make new
Activision game ROMs which could then be used on a 2600.

Atari in the US gave Darek Mihoka permission to include the 800/etc. ROM
images with his emulator. It seems to me the UK folks are just being jerks.

>>Sorry to all those who are finding the lack of ROMs a problem. I feel
>>that including the ROMs, although nice, doesn't help Atari users much.
>>He/she will still want to get their favourite software from the 8bit
>>system to the Mac. The solution I proposed was the 850 unit. Other solutions
>>may be possible e.g. via modem or adaption of the SIO2PC cable.

>Or just go to atari.archive.umich.edu and download the files they've got
>there. They can be imported into Rainbow and used -- assuming you've got a
>DOS 2.0 or DOS 2.5 image to work with.

I'd recommend Chris contact the US Atari folks and get permission from
them. Besides being able to include the ROM images risk/guilt free, he
could thumb his nose at the UK folks by having done an end-run around them.

>Just a thought...

>Barry

>--
>---
>Barry Cantin

>aa852@cleveland.freenet.edu
>---

Just some vague echoes in a once brilliant mind...

```
/-----------------------------------------------------\
|Jack Follansbee - programmer of virtually everything!|
\-----------------------------------------------------/
```

2023. Help Me! Can anyone UU me a copy of the Atari 8-bit Emulator...?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-12 00:00:00 UTC
From: ppieroni@ppse.win-uk.net
Message-ID: <298@ppse.win-uk.net>
Source record: 89242

The other day my Atari 800 up and died! I won`t be
bying a new one as I`ve sold most of my stuff now anyway,
but it would be good if any kind person out there couls
send me the Atari 8-bit emulator for the P.C...

Any takers? (Or givers?? :-))

THANKX..

Chip Pieroni..

PPPP PPPP
P P P P
PPPP PPPP
P P
P Aul P Ieroni

ppieroni@ppse.win-uk.net
Paul Pieroni (PPSE.)
Chip Pieroni (SS..)
David Pieroni.

~ Get the guide to British Prisons... For the man inside !!!! ~

2024. Re: Stringy ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-12 00:00:00 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <40i5m2$np5@erinews.ericsson.se>
Source record: 89243

Jeff.Thomas@balmybeach.gryn.org (Jeff Thomas) writes:

```
> ...
> until cli="E" or cli="e"
> ...
```

Btw, does the equality operator have higher priority than the
"or" operator in ACTION?

Anders Skelander

2025. Re: IDE Drive int. $10! ARIGHT!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-12 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <40ii7o$q71@charm.magnus.acs.ohio-state.edu>
Source record: 89244

In article <9508112339591.The_Win-D.bjcorr@delphi.com>,
Ben Corr <bjcorr@delphi.com> wrote:
>In article <40dlao$dsk@charm.magnus.acs.ohio-state.edu>,
>rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:
>> So if we can interface an IDE drive to our Ataris, wouldn't it be
>> possible to connect a standard ISA slot (or a bunch of them), and use
>> things like internal modems?

>Isn't this what the 1090 XL expansion box was proported to do using the PBI ?

I thought the 1090 was going to use its own interface for the cards,
not the PC's. At that time, the PCs hadn't quite killed off everybody
else yet, so I'd expect Atari to use Apple's card interface before
IBM's.

--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2026. Re: ATARI 130XE MIDI & ART SYSTEM FOR SALE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-12 00:00:00 UTC
From: followel@ix.netcom.com
Message-ID: <40iqcr$c5n@ixnews5.ix.netcom.com>
Source record: 89245

pmarcano@islandnet.com wrote:

>Terry.Streeter@flight.org (Terry Streeter) wrote:

>>Abit expencive arn't we?
>>I just bought a Computereyes for $10 the other day..
>> ---------- -//- ----------
>> Internet: Terry.Streeter@flight.org
>>| note: the views expressed by this user are strictly his/her own.|
>>| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
>> ---------- -//- ----------
>Hey guys - I don't buy into the idea that just because it's old it's
>worthless... this is a complete working system that has been well
>looked after and is an excellent midi sequencing system for someone
>just starting to record with midi. As far as finding a computereyes
>video digitizer for $10.00... I say that's fantastic, but it's worth a
>lot more when combined with the most recent software that works in
>graphics 9 grey scale. Anyone working with Rambrant will appreciate
>being able to import digitized images and work with the original
>AtariArtist drawing tablet which is well constructed, accurate, and
>infinitely better than those Koala pads that came out at the time.
>All in all I think I am asking a fair price... the Miditrack III
>software and hardware alone I purchased for a little over $600.00.
>Sequencer Software of this sophistication is expensive let alone a
>computer system to run it on!

That may very well be, but, there is absolutely nothing special about
your computer. You're asking waayyyy too much for a used 130xe,
regardless of how well you took care of it. I've got an original 800
that is in perfect condition. The computer, the box, the manuals,
everything looks just like it came off the line. It cost me over $800
when I bought it new! Does that mean someone should pay me $200 for my
special unit just because I took care of it? No. I'm not flaming you
and i'm not putting your system down. I'm just trying to tell you that
you've priced it unrealistically high and that if you expect to sell
it, the price going to have to get a little bit more realistic. Good
luck. I think you're gonna need it.

Sincerely,
- Byron Followell
followel@ix.netcom.com

2027. Re: Prices

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-12 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <40is96$3lg@bug.rahul.net>
Source record: 89246

Doug Schmaltz (dougs@inlink.com) wrote:
: Maybe I paid too much, but I just bought an 800XL with a 1050 disk drive,
: all cables, power supply and all cables in the original box with 6 games
: for $50.00. Watch the rec.games.video.marketplace auctions and they turn
: up fairly often. I also just bought a 400 and a 1200XL and I have never
: touched an Atari computer (except the video games) in my life!

That's not bad, with all packaging materials, power supplies and cables.

I probably got my individual components for a *bit* less than that, but
I had to run around and piece it together. And even after I had the
800XL ($5.99), 1050 ($25) and a few games (on average, $2 to $5 each),
I still needed the power supplies and the cables.

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Beware of geeks bearing .GIFs! * GCS: !H s:+ !g au+ C++$ v++ w+ U+ N++
* softball 95: 24 games, 12-12, .627 * W po+ Y+ j++ B-- e+++ u** r+++ y+++

2028. SuperVideo 2.1/Flickerterm-80 Problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-12 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <RRAj6hr.ransom22@delphi.com>
Source record: 89247

Hi,

As I noted earlier this week, my computer is having a bit of a problem
with FT-80 now that I upgraded it (800XL) to SuperVideo 2.1. The right-hand
side of the screen (what would be the 81st column in FlickerTerm) has lines
running up and down it. These are horizontal lines, about 1 character wide.
They do not appear right away. Only after using the computer for
15 minutes or more do they start. And even then, they only appear when new
text is being put on the screen (whether I type it or it comes from the
remote system). After another half hour or so, they appear all up and down
that 81st column whether new text is appearing or not. That is, it gets
worse the longer the computer is running.
This problem appears in NO other software I run. It did not appear
prior to doing the SV 2.1 ugrade.
Obviously, I did something wrong. I took the machine apart, and
everything looks OK. But, I am not too familiar with electronic hardware.
I must be missing something.
Does anyone have any idea what could be causing this?

Thanks in advance for any help or pointers.

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2029. Re: Easy Scan

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-12 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <143517@cup.portal.com>
Source record: 89248

As I recall, the picture clarity for the scanner cartridge was almost
IMO exactly in between the joystick dongle & the Computer Eyes in quality.
In other words, if someone threw a dozen dumps on your table from the
3 different scanning methods, you would be able to sort them into three
seperate groups based on quality with about 90% accuracy. I went to the
trouble of buying a couple of fiber optic cables & LED emitter/detector
pairs to see if that would do a better job in the dongle config<g>, but
happened to get a hand scanner at the same time so it went on the shelf.
The dongle & the Easy Scan are both based on the stepper motor in the
printer reproducing the time it takes to move the head across the page
on a <RETURN> exactly so there is a little distortion in the scans. The
rez is also limited by what the printer can do, not a real problem for
Atari screens, but I think the recommendation is to use a copier that
will enlarge/reduce your original to optimum size.
I do a lot of idiot stuff, for instance, just saw an article in RE that
shows how to hook a FAX up as a full page scanner. This is going on my
hit list.
Rick

2030. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-12 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <40j5aj$662@nnrp1.primenet.com>
Source record: 89249

The mortal Michael Ellis wrote:
: If I'm not mistaken, the program you are referring to would allow you to
: have multiple applications in memory and toggle between them. This is a
: neat hack, but it is quite different from multitasking those same two
: programs. In the first case you simply copy the programs in and out of
: "active" memory on demand. In the latter, you are actually doing two
: types of work at the same time.

This is the same problem they have in the MS-DOS/Windows world and one can conceive of a similar solution. Task switch old apps, multitask new ones. Old apps would likely want to use areas of memory which the new OS and new apps would claim, so even though they can't coexist, there should be enough memory around (Ala snapshot kernel) to share the memory and swap back and forth.

When running a legacy app, though, you'd have to concede the entire CPU to it. Only when running nothing but new apps would true multitasking happen. This is similar to the situation with Windows95.

This is the bane of backwards compatibility.

However, we should remember that the 65816 has a movable page zero. Wouldn't this mean that you could have multiple 64K areas that LOOK like the main 64K and run apps that way? But you'd still have to contend with the custom chip memory contention.

2031. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-12 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <40j5h3$662@nnrp1.primenet.com>
Source record: 89250

The mortal John D Harris wrote:

: I don't understand this either. Everyone I know who has experienced
: the current Amiga OS as well as the OSes for other computers, considers
: the Amiga OS to be clearly the best. Inspirations from that direction
: would generally be a very good thing.

This is true up to things like the lack of memory protection, something which would be overkill with a new Atari8 OS, and it is well known that the lack of MP is a good part of what keeps the Amiga environment from being RAM-hungry.

OS-9 would be another good one to study for a low-memory model.

2032. Re: IDE Drive int. $10! ARIGHT!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-12 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <40j5la$662@nnrp1.primenet.com>
Source record: 89251

The mortal Rob Funk wrote:
: I thought the 1090 was going to use its own interface for the cards,
: not the PC's. At that time, the PCs hadn't quite killed off everybody
: else yet, so I'd expect Atari to use Apple's card interface before
: IBM's.

At least one 1090 revision supported IBM compatible cards. Not that
there were any drivers for them, but they were hardware compatible.

2033. Re: cart memory

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-12 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <40j5v5$662@nnrp1.primenet.com>
Source record: 89252

The mortal Eric Palm wrote:
: I'm interested ina box that has:
: SCSI (that can handle 512K sectors)
: at least 1 meg, expandable with 30 or 72 pin simms.
: 2 serial as R1: R2: (selectable)
: Floppy emulation in RAM or hard drive.
: Parallel port
: FAST 80 columns
: under $200 (I'm willing to go that far for this, how about you)

The BLack Box does all that except:

no memory expansion
no 80 collumns
only R1:

FTE has mused on the idea of finishing the MIO 80 collumn board but who knows...
The MIO2 is IDE, not SCSI.

And remember, having a shitload of RAM won't do much for you if it's banked. Ramdisks are surprisingly slow compared to HD, you'd think they'd be a lot faster but because the 6502 is pushing the I/O it's not that much faster than a fast hard drive. That means if you want to play with linear RAM you'll want the Sweet 16 board and whatever means FTE develops to add RAM to it. I have heard of a PBI SIMM slot, but that doesn't sound great insofar as killing off other PBI devices.

2034. Rainbow ROMs from XTformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-12 00:00:00 UTC
From: Raul Silva <raul@silva.com>
Message-ID: <40j7h1$93f@quilla.tezcat.com>
Source record: 89253

How come Xtformer has the ROMS if they are not in the public domain?

I tried copying the ROMS using the procedure described in the Raibow docs
from within XT.
The ROMs copied fine but no I can't save them as a PC file so I can
transfer it to the Mac ARRG!
(BTW: I own 3 8-bit Ataris so I am not copying anything I don't already
own)

I tried trimming the file but there is no way to know where the rom code
starts and ends.

Any ideas out there?

2035. Re: Copy Cartridge to Disk - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-12 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <143532@cup.portal.com>
Source record: 89254

OK, my $.02: I believe the original cart copy was by David Young who did Omnimon, but... he used at least one illegal jump to the OS which is <IMO> why people complained the xl/xe series did not run 90% of the software, get it? The 90% of the software I imagine a lot of people had were these illegal copies of cartridges that were floating around. If you notice, Omnimon <& coincidentally Omniview> while having a hell of a lot of other stuff in there also are hard coded so the illegal jumps he made in CARTCOPY would now find the proper code. I've gone through the whole cycle (wonder why I never seem to get stuff done in a timely fashion? It's because I jerk around like this too much): CARTCOPY with a real 800 & original cartridge, test file, test file on xl <crash>, test file on xl with Omniview, rewrite CARTCOPY, test file on 800, test file on stock xl, ...
Anyway, I'm sure I could find the source for it if somebody needs it & I could probably post the proper way to do the load, but as usual I'm not infavor of piracy so nobody, no matter what they think, would be doing me a favor by sending me cracked carts.
Rick

2036. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-12 00:00:00 UTC
From: michael@anest4.anest.ufl.edu
Message-ID: <michael-1208951841280001@dialup-c7.cis.ufl.edu>
Source record: 89255

In article <3vtsju$32s@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu
(William Kendrick) wrote:

> Does everyone understand? I feel I haven't described this enough.. let
> me just say that instead of some huge "ADOS.COM" that you load, it's
> a small startup program.. It then loads in each of the above *.SYS files
> into memory... Get it????
>
> I think this is a pretty awesome idea, actually :)

Your ideas, although not unique, are valid ones.

-Michael Ellis

2037. Software for PC XFormer

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-13 00:00:00 UTC
From: ddahlstrom@mhv.net
Message-ID: <40jjvv$l1i@over.mhv.net>
Source record: 89159

Does anyone know if there is a place that sells
classic Atari 8-bit software in a form that can be
used by the PC XFormer. I know of places like
Toad that sell the original format stuff, but since
I no longer have my 8-bit equipment and software,
I have no way of moving getting anything into XFormer
format.

--Dave

2038. 8bit Atari CDRom

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-13 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <40jukr$kg7@news.xmission.com>
Source record: 89160

The 8bit Atari CDRom is being created right now as I type this.

I'll have a prototype by Monday.

Anybody having questions about this, feel free to email me.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2039. Free Atari 810, 820, 850

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-13 00:00:00 UTC
From: simon@csulb.edu
Message-ID: <40k7tj$k8q@garuda.csulb.edu>
Source record: 89161

I was cleaning out my closet a few days ago and came across an Atari 810 disk drive, an Atari 820 40-column printer, and an Atari 850 something-or-another. They were all in working condition to the best of my knowledge.

If anyone wants any of these items, pay the shipping charges (from L.A.) and it's yours. Let me know soon, cause I'm going to throw them away in a few weeks time.

simon
simon@csulb.edu

2040. WTB: Atari XE Game System

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-13 00:00:00 UTC
From: sibeling@u.washington.edu
Message-ID: <sibeling-1308952032230001@cs127-11.u.washington.edu>
Source record: 89162
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

Looking for an Atari XE Game System that is in MINT (or near MINT)
condition. I am collecting older systems, and need one of these in box
with docs or a place where I can order one (maybe even NEW from some giant
storage facility of old Atari hardware). Let me know what you have and
how much you want... (Atari 130XE's OK too)..

-Matt
sibeling@u.washington.edu

2041. 8-bit computers for offers

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-13 00:00:00 UTC
From: gkomatsu@uhunix3.its.Hawaii.Edu
Message-ID: <DD8uB5.3wJ@news.hawaii.edu>
Source record: 89163
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,rec.games.video.classic

well, let's try this again. Apologizies if you tried to make
an offer for anything earlier but never heard from me after. (Case
of bad timing for me, everything else just "happened" at about the
same time and mail piled up.)

I'll once again take offers on these for a couple of days
(until interest dies down) Updates as necessary through e-mail
(possibly one more public posting.)
Minimum bid listed, does not include postage. No extra
software included. Everything works unless otherwise noted.

...and my offer still stands to ship everything out in
exchance for a working Vectrex. =^)

Commodore plus/4 w/power supply [min $15]

Tandy Color Computer 3 128k [min $15]
most people who made an offer last time made the same offer...

Tandy "Deluxe" Joystick [min $5]
(pair) simple joysticks [min $5]

Atari 400 w/power supply [min $10]
first time I tried it it didn't work, though more recently
it did and without any problems, dunno...

--
.,--,_
,-._,'x <--KYZYL
(_,-.__ ,-.,' gkomatsu@hawaii.edu
------ ~~ --------------------------------

2042. Re: Prices

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-13 00:00:00 UTC
From: "A.P. Hilliard" <pash@en.com>
Message-ID: <40l1e4$qc6@antares.en.com>
Source record: 89164

drensber@nickel.ucs.indiana.edu (david matthew rensberger) wrote:
>Reading this group lately is reminding me how much fun the old ataris were,
>and that if my parents hadn't bought one when i was about 12 i probably
>wouldn't be working on a CS degree as i am today! I recently asked my dad
>if he could try to buy our old 400 back from the person who sold it to him.
>Sad to say, he learned that it had been sold in a garage sale years ago.
>since it looks like i'll never see the machine i learned to program on again,
>i'd like to find something like it. My question is this... what would be
>a fair price to pay for an 800 with 48-64k ram and a disk drive in good
>condition, and how hard are these to find?
>
>____
>David M. Rensberger phone: (812) 333-5084
>Indiana University e-mail: drensber@indiana.edu
>214 N Dunn www: http://bronze.ucs.indiana.edu/~drensber
>Bloomington IN, 47408
>

The best place to look for old 8-bit computers is the same place you lost your original 400: garage sales, flea markets, thrift stores, goodwills, salvation armies, etc.

The trouble with such shopping is the prices are often all over the place. For instance, just this past weekend I came across a Commodore 64 with disk drive for $100 at a thrift store. WAY too much!! Yet, just a few miles away at another thrift store I found a Commodore 64 for $5, and a disk drive (both in original boxes) for $15, so the best thing to do is keep looking.

I have been looking for an Atari 8-bit for awhile now and nearly bought an 800 for $20 two weeks ago (this was at the same store that had the C64 for $100 believe or not) but decided to pass on it. And it's a good thing as I recently came across a mint condition 600XL in the box for $5.
--
	pash@en.com (A.P. Hilliard)	
	http://www.en.com/users/ash/	
	"HELLO WORLD!"	

2043. Re: Rainbow at InfoMac

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-13 00:00:00 UTC
From: "I.Raymond" <I.Raymond@GEnie.geis.com>
Message-ID: <DD9DKF.I7o@oak.southam.ca>
Source record: 89165

```
> I'd recommend Chris contact the US Atari folks and get permission from
> them. Besides being able to include the ROM images risk/guilt free, he
> could thumb his nose at the UK folks by having done an end-run around them.
>

*apologies if this news has already been posted*
If you get on the Umich Atari archive 8-bit section, you'll find version 2.*
of PC XFormer. Within the archive are - you guessed it, the 8-bit
ROM files you need to run Rainbow.
```

2044. Re: IDE Drive int. $10! ARIGHT!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-13 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <BBEjqd0.lmcclure@delphi.com>
Source record: 89166

In a message dated 8-10-95, Rob Funk said:

"If I understand correctly, the IDE interface is little more
than a PC's ISA bus extended across a 50-wire ribbon cable
directly to the drive."

Actually, the interface cable for a 3.5" IDE drive is 40 wires. (2.5"
drives use 44 wires for their connection, but the extra four wires carry
power and the grounds for the power inputs).

By contrast, the 8-bit section of the ISA bus uses a 62-point connector,
and this does not even include the additional connections on the "AT"
extension.

2045. Re: Easy Scan

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-13 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9508131428591.The_Win-D.bjcorr@delphi.com>
Source record: 89167

> I do a lot of idiot stuff, for instance, just saw an article in RE that
> shows how to hook a FAX up as a full page scanner. This is going on my
> hit list.
> Rick
>
I love to do the idiot stuff. Let me know how the FAX thing turns out. On that note, does anyone know of a scanner for the 8-bit besides computer eyes?
bjcorr@delphi.com

2046. Re: ATARI 130XE MIDI & ART SYSTEM FOR SALE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-13 00:00:00 UTC
From: pmarcano@islandnet.com
Message-ID: <40lchv$8b7@sanjuan.amtsgi.bc.ca>
Source record: 89168

pmarcano@islandnet.com wrote:

>I have for your interest a complete ATARI 130 XE computer System for
>sale... A complete ART and MIDI system

>pmarcano@islandnet.com
>

Thankyou all for your input but the system was sold less than 36 hours after I posted it... I hope you can come to terms with that and keep in mind that as long as you devalue your investments in technology in your own eyes, forgetting that it continues to do what you wanted it to do in the first place, you only fall prey to exactly what the industry wants you to think... "we know you haven't figured out what to do with what you've already got, but hell it's outdated why don't you upgrade? and we know that as long as you're busy working your little ass off trying to keep up with us, you'll probably never realise it does more than you can imagine anyway!"

For crying out loud if you're not typing over 100 words a minute I hardly think you need a word processor any more sophisticated than AtariWriter on an 800XL. And as far as Midi information goes it's not going to travel any faster on any kind of upgraded computer system, it has to adhere to the standard, Miditrack III on an Atari130 XE was light years ahead of its time and is still perfectly practical for anybody who is writing songs using less than 130,000 notes. How many 20 minute epics does a composer write?

Upgrading certainly doesn't give you an imagination or inspiration and just because you're provided with a `virtual' airbrush in a paint program certainly doesn't mean you're any better equipped to use it creatively...

I don't think people should let the industry pull their strings so easily... look at the madness that's about to ensue when Windows `85' (that's Amiga Style- 256K) comes out for the PC in August! (needs 14 megs) Poor bastards couldn't do it right the first time, I'd hardly trust them to `upgrade' such a hog of an interface with any real concern for the consumer's pocketbook.

Anyway.. I digress, thanks again, the `old' system is sold.

2047. Re: Copy Cartridge to Disk - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-13 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.61.001B0285@mindspring.com>
Source record: 89169

In article <1995Aug12.203029.24688@wariat.UUCP> Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:
>From: Russ.Gilbert@apk.wariat.org (Russ Gilbert)
>Subject: Re: Copy Cartridge to Disk - how?
>Date: 12 Aug 1995 20:35:33 -0400

>(Talk about backing up carts.)
>Steve has a program called cartcopy.bas. I have this somewhere also. I
>don't remember ever trying it. Steve says later carts would not copy
>using this program.
>Right. I've heard that the xl/xe OS detects if there is a change in
>the cart slot, ie. if the cart is inserted after coldstart. For this
>reason, the 800 would be more likely to work with cartcopy.bas.
>However, there is a way around this as 'Impersonator' works on xl/xe
>machines and the cart IS inserted after startup.
>On another note.
>I've been posting to this group for months and cannot recall any
>followups to any of my posts. I'm really beginning to feel out of sync
>with this group. I didn't have anything to say about a new OS, as I
>think it's a lost cause.
>Now, I know my posts are informative, thought provoking and witty. I
>guess my posts just leave other members of csa8 speechless.

Russ,

Your posts are truly all that and more. I for one applaud your efforts and request more!

Seriously, I had been trying to copy a cart to use with Xformer and using a cartcopy boot disk that has rotating characters that show whether the cartidge, when inserted, has locked up the computer or not. With my 800XL and 130XE, I just could not ever get it to not lock up. I just got an 800 lately and will try that. Although it seems to me I have used it before with the 800XL. I do know I used to use the 400 and while it took several times usually to insert and not lock up, it wasn't as frustrating as it has been with the XL. I'll try the 800 and let you know.

Bruce Willard
bwillard@mindspring.com

2048. Re: Copy Cartridge to Disk - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-13 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Aug13.223734.4945@wariat.UUCP>
Source record: 89170

(Bruce W. says he has a cart copy program that lets you know if the
computer locks up when the cart is inserted.)
The 800 might work with that program because, as you know, the xl/xe OS
has a cart 'change in status' check. I'm going out on a limb and say
it is part of the VBI routine in the OS. It can be gotten around
apparently on the xl/xe machines, but maybe your program pre-dated the
xl/xe machines.
Thanks for the response.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

2049. FS: 800XL/1050

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-13 00:00:00 UTC
From: ai148@ccn.cs.dal.ca
Message-ID: <DD9s8z.Kut@cs.dal.ca>
Source record: 89171

I have an Atari 800XL with a 1050 disk drive for sale. They book work
fine. I also have some books:
-Computes 1st book of Atari
-Mapping the Atari
-Atari 400/800 Basic reference manual
-I speak Basic to my Atari
-Kids and the Atari.

The collection of diskettes includes DOS 3, Time Wise, both with manuals,
F-15 Strike Eagle and Pooyan. There are over 50 other diskettes and a
Frogger cartridge.

Any one interested can contact me at the e-mail address below.

Thanks,

Wayne B. King

e-mail <ai148@ccn.cs.dal.ca>

Postal Site 22 Box A3 RR#2
Mount Uniacke,
Nova Scotia
Canada
B0N 1Z0

2050. FS: 800XL/1050

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-13 00:00:00 UTC
From: ai148@ccn.cs.dal.ca
Message-ID: <DD9vzB.M50@cs.dal.ca>
Source record: 89172

I have an Atari 800XL with a 1050 disk drive for sale. I also have 5 books, one mapping the Atari and another is Computes first book of Atari. The others are very basic manuals.

There are original diskettes for DOS 3 and Time Wise including the manuals. Also have F15 Strike Eagle and Pooyan. There is a Frogger game cartridge.

I have over 50 other diskettes with a variety of software, games, programming languages, drawing etc.

I am asking $75.00 OBO.

Please respong by e-mail at the address below.

Thanks,

Wayne B. King

e-mail <ai148@ccn.cs.dal.ca>

Postal Site 22 Box A3 RR#2
Mount Uniacke,
Nova Scotia
Canada
B0N 1Z0

2051. Where...

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-14 00:00:00 UTC
From: ccrowder@iglou.com
Message-ID: <DDAKrM.Hnw@iglou.com>
Source record: 89173

As a long time 8-bit lover who has had to move on to a 486, I was intrigued to find this newsgroup with
some much interest in the 8-bit Ataris. Where can I find the PC Xformer that has been mentioned in the
messages?

Charles

2052. Re: IDE Drive int. $10! ARIGHT!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-14 00:00:00 UTC
From: jjessop@ix.netcom.com
Message-ID: <40n45d$5hm@ixnews5.ix.netcom.com>
Source record: 89174

In <40j5la$662@nnrp1.primenet.com> krishna@primenet.com (Glenn
Saunders) writes:
>
>The mortal Rob Funk wrote:
>: I thought the 1090 was going to use its own interface for the cards,
>: not the PC's. At that time, the PCs hadn't quite killed off
everybody
>: else yet, so I'd expect Atari to use Apple's card interface before
>: IBM's.
>
>At least one 1090 revision supported IBM compatible cards. Not that
>there were any drivers for them, but they were hardware compatible.
>
>

The 1090 never had a version that was IBM compatible. Sorry but your
info is wrong.

Jerry

2053. Hi everyone. Another Newbie request.. (NO flames please...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-14 00:00:00 UTC
From: ppieroni@ppse.win-uk.net
Message-ID: <331@ppse.win-uk.net>
Source record: 89175

I`m new about this news group (NOT new to the .NET
though!) and I`ve recently aquired an Atari 800 emulator
for the P.C. It`s great, but if I may tax your combined
knowledge I`d like to know about the following...;

What is the:

MEMO PAD that comes up when you hit <SHIFT> F10?
How do you access sound?
How do you access ports on the Atari?

Can anyone mail me some good software .FXD files?

I`m into;

Adventure Games
Arcade Games
Music Programs
Utilities to get the most from the system
Art packadges

I`ll accept anything though!

Thankx a lot to anyone who can help me...

Great news-group!

Chip Pieroni..

P:S; I stock quite a few unusual emulators if anyones
looking for something particular?!?

PPPP PPPP
P P P P
PPPP PPPP
P P
P Aul P Ieroni

ppieroni@ppse.win-uk.net
Paul Pieroni (PPSE.)
Chip Pieroni (SS..)
David Pieroni.

~ Get the guide to British Prisons... For the man inside !!!! ~

2054. Re: Hi everyone. Another Newbie request.. (NO flames please...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-14 00:00:00 UTC
From: gholder@emory.edu
Message-ID: <40mt0i$fs0@moe.cc.emory.edu>
Source record: 89176

ppieroni@ppse.win-uk.net (Paul Pieroni) wrote:

> I`m new about this news group (NOT new to the .NET
>though!) and I`ve recently aquired an Atari 800 emulator
>for the P.C. It`s great, but if I may tax your combined
>knowledge I`d like to know about the following...;
>
>What is the:
>
>MEMO PAD that comes up when you hit <SHIFT> F10?
>How do you access sound?
>How do you access ports on the Atari?
>...
I'll let someone else help you with getting software, but I can give you some
quick answers on these first questions...

1st....GET THE EMULATOR FAQ!! It's posted here periodically, and should
also be available at the archive sites (umich.edu, xmission.com). It gives a
LOT of general background on how Ataris work (including the answers to
these questions).

But, anyway:
1. MEMO PAD is a rather silly thing Atari put in so that the 400/800
(the original model Ataris) computers would do SOMETHING when turned on,
even if no cartridges were installed. The 400/800 models did not have built-in
BASIC, it came on a cart, just like a game cart. What MEMO PAD is is just the
full screen editor turned on, so you can type anything on the screen, using the
arrows, delete, insert, etc. Then the text stays on the screen until the com-
puter is turned off. You could write a memo to yourself or a message to be seen
by your spouse...get it?
2. & 3 are problematical if you have the emulator (especially the
shareware one, ver. 2.5). Ver. 2.5 does not do sound at all. Accessing ports,
other than the simulated joystick reading from the keyboard, would also be
unimplemented or weird. However, speaking as if you had a real Atari, the
easiest way is from BASIC (on the emulator, use XL/XE mode--those models
have built-in BASIC). The BASIC command for sound is "SOUND a,b,c,d",
where a is voice (0-3, four tones possible at once), b is pitch (0-255), c is
distortion (play with it!), and d is volume (0-15). "SOUND a,0,0,0" turns a
sound off. Joystick ports (0 and 1 on XL/XEs, 0-3 on 400/800) are read by
STICK(n), joystick trigger status by STRIG(n). Like:
10 A=STICK(0): B=STRIG(0): PRINT A, B
The ports on a real Atari would also read paddle controllers and could easily
be configured as I/O ports (some printer and modem interfaces used them).
There is also a serial I/O port, which connects all the peripherals--but dealing
with that is a whole other ballgame if you want to go beyond standard commun-

ications with peripherals (i.e., OPEN/CLOSE, READ/WRITE, etc.)

GET THE FAQ!!

Gary Holder

2055. Re: MAC Atari 8bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-14 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DDAq3z.90p@aston.ac.uk>
Source record: 89177

;: In the mean time I'm working on some new software to use with the 850
;: unit. Using this will mean you can copy a whole enhanced disk image over
;: to the Mac in about 5 minutes.

;: Should be ready before too long!

;Will this allow you to connect an 850 to your mac and access it?

If you mean can you use the Mac as a device from the Atari, then the answer
is no.

But you can transfer stuff from the Mac to the Atari with the help of
a small BASIC program. (LOAD and ENTER do not work with the R: handler)

Chris Lam.

2056. Re: Copy Cartridge to Disk - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-14 00:00:00 UTC
From: glenk@DSG.Tandem.COM
Message-ID: <40nte9$f5f@newshost.loc3.tandem.com>
Source record: 89178

Hi,
This is a "real" hack method that I've used.

I sacrificed a 16K cartridge that used sockets for the eproms. A ribbon cable equal to the number of edge connections were soldered onto the game card to bring the entire rom cart bus out to an "expansion" board that had two cartridge sockets on it. This could be compared to essentially an Atari 800. In one socket I used my Assembler/Editor cart which resides in 8K. The other "target" cartridge was placed in the second socket. That socket could be bank switched to read either rom of a 16K cart. A small program would sum the two 8K blocks together and write them to disk.

To run the cartridge file, all small init was added to the base 8K or 16K file. This init loaded the cartridge data into RAM occupying the same address (normally disabled when a cart is loaded). A flip flop and some simple decoding circuitry would disable the R/W line to the ram in the address block and thus make it "read only". The FF was set just before jumping to the cart init address. You could do hard reset my 800XL and still retain this "ram cartridge". I have yet to find a cartridge that wouldn't run with this method.

A second/third method I developed were cartridges using two 8K static ram or e2prom devices. The same decoding circuitry was added from above. The e2prom cartridge was especially useful since I could even turn power off and retain the memory. With prices of these parts today, I'd use this method for sure.

Yes, this sounds real cludgey but it works....

Regards, Glen

A real old time user....that paid $1300 for an 800 with 810 drive way, way, back!

2057. FS: Atari 800 system with Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-14 00:00:00 UTC
From: salimk@bnr.ca
Message-ID: <40o0fb$n2h@bcrkh13.bnr.ca>
Source record: 89179

Atari 800, with Atari 810 Disk Drive, 2 Joy sticks, 2 power supplies, 7 game cartridges, all interface cables, manuals, and some s/w

All for $65 + s & h

Salim Khan
salimk@bnr.ca
Bell Northern Research Inc. Norcross, Georgia

Standard disclaimer applies ..... My employer has nothing to do with my opinoins in this post, or for that matter anywhere.

2058. Re: IDE Drive int. $10! ARIGHT!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-14 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <143618@cup.portal.com>
Source record: 89180

Jerry's info about the 1090 not being able to handle IBM cards has to
be right since he's a former insider. Maybe what you are thinking about
is Dataque? At one time Chuck was fairly vocal about his plans for the
8 bit & one of his more aggressive ideas was to use IBM cards. One of
the problems that came up in the discussion was incompatibility between
the on board ROM on an 8 bit IBM style card & the 6502. It was suggested
that he try to make an interpreter for the 8088 code, but he suggested that
would be futile. His solution was to disassemble the on board ROMs & do
a translation to 6502 code. IMO: A daunting task since you have to be
completely versed in 8088 as well as 6502 with a complete knowledge and
memory map of the IBM buss.
Rick

2059. Re: problems with bartmailer..

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-14 00:00:00 UTC
From: Heimen Droog <Heimen>
Message-ID: <40o5ea$123m@bets.fbk.eur.nl>
Source record: 89181

Ha die Bernard,

Ik zit nu met een vriend van mij op de Erasmus in Rotterdam. Als alles
werkt dan mag ik op zijn account hier inloggen en de newsgroups lezen en
reply-en. Dus laat me weten of je deze message ontvangen hebt!

Groeten

Fred

2060. THE REAL THING AUCTION!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-14 00:00:00 UTC
From: jrm8248@u.cc.utah.edu
Message-ID: <40nlki$4a2@news.cc.utah.edu>
Source record: 89182

```
WELCOME TO THE REAL THING AUCTION!!!
```

Here is my latest assortment of classic videogames that I
am willing to part with.....bid as much as you want on
everything you want and remember.....Ain't nothin' like
the real thing baby!

```
Send all bids to: jrm8248@u.cc.utah.edu

This Auction will run from Sunday, August 13th until Sunday
August 20th at midnight mountain time. The rules are at
the end of this list.

------------------------------------------------------------------------
Atari 2600-LOOSE GAMES, COLORED LABEL NO PICTURE
------------------------------------------------------------------------

-Adventure: cx-2613

-Backgammon: cx-2617

-Basic Math: cx-2661

-Canyon Bomber: cx-2607

-Championship Soccer: cx-2616

-Circus Atari: cx-2630

-Football: Atari

-Golf: cx-2634

-Hunt & Score: cx-2642

-Sky Diver: cx-2629

-Slot Racers: cx-2606

-Space Invaders: cx-2632

-Starship: cx-2603

-Superman*: cx-2631

-Surround: cx-2641

-Video Olympics: cx-2621

------------------------------------------------------------------------
Atari 2600-LOOSE GAMES, DIFFERENT LABEL NO PICTURE
```

-Star Ship: 1977

Atari 2600-LOOSE GAMES, COLORED LABEL W/ PICTURE

-Air-Sea-Battle

-Asteroids

-Basketball

-Berserk

-Bowling

-Demons to Diamonds: Atari

-Dodge &#65533;em: Atari

-Football

-Haunted House

-Indy 500

-Math Gran Prix

-Missle Command

-Outlaw

-Pele&#65533;s Soccer

-Space War

-Star Raiders

-Street Racer

-Super Breakout

-Video Pinball

-Warlords

Atari 2600-LOOSE GAMES, SILVER LABEL W/ PICTURE

-Battlezone

-Centipede

-E.T.

-Ms. Pac-man

-Phoenix

-Pole Position

-Realsports Football

-Vanguard

Atari 2600-LOOSE GAMES, M NETWORK

-Adventures of Tron

-Astroblast

-Football

-Frogs & Flies

-Lock N Chase

-Space Attack

-Star Strike

-Super Challenge Baseball

Atari 2600-LOOSE GAMES, ACTIVISION

-Kaboom
Damaged end label

-River Raid

-Seaquest

-Stampede
-Missing end label

-Starmaster

Atari 2600-LOOSE GAMES, COLECO

-Donky Kong

-Mousetrap

-Venture

Atari 2600-LOOSE GAMES, IMAGIC

-Atlantis

-Cosmic Ark

-Demon Attack

-Riddle of the Sphinx

-Star Voyager $2.00 min

Atari 2600-LOOSE GAMES, PARKER BROTHERS

-Amidar

-Frogger

-GI JOE: Cobra Strike

-Popeye

-Q*Bert

Atari 2600-LOOSE GAMES, SEARS TELEGAMES

-Space Invaders

Atari 2600-LOOSE GAMES, TELESYS

-Cosmic Creeps

Atari 2600-LOOSE GAMES, US GAMES

-Space Jockey

ATARI 5200-LOOSE GAMES

-Centipede, w/ overlay

-Defender, w/box

-Galaxian, w/ overlay

-Ms. Pac Man

-Pac-Man, w/ overlay, w/ directions

-Pole Position, w/ directions

-Qix, w/ overlay, w/ directions

-Q*Bert
label is torn

-Real Sports Soccer, w/ directions

-Soccer

-Space Invaders

-Super Breakout, w/ overlay

ATARI 7800-LOOSE GAMES

-Pole Position II

ATARI-MISCELLANEOUS
*all are in near mint condition

-ATARI FORCE Comic Book #2 $3.00 min

-ATARI FORCE Comic Book #3 $3.00 min

-ATARI Video Game Log Book $2.00 min

-ATARI Video Game Catalog $2.00 min

COLECOVISION-LOOSE GAMES

-Cosmic Avenger

-Donkey Kong

-Donkey Kong Jr.

-Pepper II

-Venture

ATARI 400/800-LOOSE GAMES

-Basic Computing Language: CXL4002

-Donkey Kong: RX8031 $2.00 min

-Pac-Man: CXL 4022 $2.00 min

INTELLIVISION-LOOSE GAMES

-Advanced Dungeons &Dragons

-Armor Battle

-Auto Racing

-Baseball

-Bump N Jump

-Burger Time

-Buzz Bombers

-Carnival: Coleco

-Donkey Kong: Coleco

-Electric Company: Word Fun

-Electric Company: Math Fun

-Horse Racing

-Las Vegas Poker & Blackjack

-Lock N Chase

-Loco-Motion

-Major League Baseball

-Mission X

-NFL Football

-Night Stalker

-Royal Dealers

-Skiing

-Space Armada

-Space Spartans

-Stampede: Activision

-Starstrike

-Triple Action

-TRON Deadly Discs

-TRON Maze-A-Tron

ODYSSEY2-loose games

-Alpine Skiing

-Baseball

-Blockout/Breakdown

-Bowling/Basketball, w/ box, w/ directions

-Computer Golf

-Computer Intro

-Football

-Hockey/Soccer

-Invaders From Hyperspace

-Ive Got Your Number

-K.C. Munchkin

-Math-A-Magic/Echo

-Out of This World/Helicopter Rescue

-Sub Chase/Armored Encounter

-UFO

TEXAS INSTRUMENTS 99/4A-Loose Cartridges

-Adventure

-A-Maze-Ing

-Alligator Mix

-Beginning Grammar

-Blackjack and Poker

-Blasto

-Car Wars, w/ directions

-Centipede: Atari $2.00 min

-Donkey Kong: Atari $2.00 min

-Dragon Mix $2.00 min

-Facemaker

-Football w/ directions

-Hangman

-Home Financial Decisions

-Household Budget Management

-Hunt The Wumpus

-Meteor Belt: Milton Bradley $2.00 min

-Mini Memory

-Ms. Pac-Man: Atari $2.00 min

-Multiplication

-Multiplication 1

-Munchman

-Number Magic

-Numeration 1:

-Othello

-Scholastic Spelling Level 4

-Story Machine $1.50 min

-Terminal Emulator II

-The Attack

-Tombstone City

-Touch Typing Tutor

-Yahtzee

MISC. SYSTEMS-
*some systems say no cables but if you bid I will look for them, but
I will
not guarantee that I find them. Shipping will vary depending on the system.
MINIMUM BID INCREMENTS FOR ALL OF THE SYSTEMS WILL BE $1

-Atari 2600 $5.00 min

-Atari 2600 jr, no cables not working

-Atari 7800, no cables $5.00 min

-Atari 1200XL no cables $7.00 min

-Atari 810 Disk Drive $5.00 min

-Intellivoice for Intellivision $4.00 min

-Atari Keyboard Controller

-Atari Paddle Controllers

Send all bids to: jrm8248@u.cc.utah.edu

TRADES:

The only things that I will be willing to trade for are Sega Saturn Items.

HERE ARE THE RULES:

1. This auction is from Sunday, August 13th until Sunday, 20th
at midnight mountain time.

2. Current high bids will be posted every other day on this
newsgroup and bidders will most likely be notified when
they are outbid for an item.

3. High bidders will be posted by their email name unless
otherwise specified.

4. When sending a bid, your subject must be INSOMNIAC BID .

5. Minimum bids will be $1 and bidding increments will
be $.50 unless otherwise posted all in US Dollars.

6. If two people bid identical bids, then the person
responding first will get credit for the bid.

7. Shipping will be $2.00 for the first cartridge + $.50
for each additional cartridge. Shipping and handling
for systems will range between $6 and $10.00 depending
on weight. Larger systems may be more. All cartridges
and systems will be shipped through the US Postal
System anywhere in the Continental US. Other areas
will need to make special arrangements for shipping.

8. Following the auction, each bidder will be contacted
individually for payment and shipping. Money Orders
(sorry no personal checks) are the preferred form of
payment, but cash is always accepted. Payment
MUST be received within 7 days.

9. The will be no guarantee or warranty on anything purchased
from this auction. Cartridges have been tested and do work,
unless otherwise specified. Most systems have been tested and
do work. The systems which may not work are the ones without
cables or a power supply.

10. FINALLY, IF YOU ARE THE HIGH BIDDER YOU MUST
PAY FOR YOUR ITEMS, OTHERWISE YOUR POSTMASTER
WILL BE INFORMED AND YOU WILL BE BARRED FROM
FUTURE AUCTIONS!!!

Your participation in this auction signifies your consent
to follow these rules as stated.

2061. Anyone have a masterlist of 8-Bit CARTS??

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-14 00:00:00 UTC
From: tatkins@unix1.sncc.lsu.edu
Message-ID: <40p1h0$3p9k@unix1.sncc.lsu.edu>
Source record: 89183

```
Does anyone has a masterlist of 8-bit Atari Cartridges?
Any idea how many of them there are total?
--Atkins
```

2062. Re: Copy Cartridge to Disk - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-14 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.62.000C7CFF@mindspring.com>
Source record: 89184

Okay, the name of the program is CARTDISK+. I gave it a try on my 800 and it works just about every time I push the cart in. The only trouble is I don't have the directions anymore, so although I can copy the cart to disk, then test load it (I was copying ASM/ED), I don't remember how to save it from the cache on the disk to an actual load file. This program does require debugging of copy protection, ie. store to ROM, but has some decent tools to do it.

Bruce Willard
bwillard@mindspring.com

2063. Atari 8-bit SERIAL I/O CABLES ONLY $1.50 EA ? ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-14 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <40oh7k$j61@ixnews5.ix.netcom.com>
Source record: 89185

American Techna-Vision has a huge inventory of new replacement parts, commercial software and reference books for your Atari 8-bit system. For example: The hard to find 13 PIN SERIAL I/O CABLE is only $1.50 each or (10) pieces for $10.00 plus shipping/handling. If you would like a free catalog EMAIL me with your Name and STREET ADDRESS. Or phone 510-352-3787 - Ralph

2064. Rambling musings

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-14 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Aug14.212421.8106@wariat.UUCP>
Source record: 89186

(Pardon me, I said I would shut up about 'piracy'.)
A friend of mine paid $7000 for an Intel SuperBrain many, many years ago. He had/has very little software for this machine (a CP/M machine.) He asked me to find out what it was worth and help him sell it (last I knew he was using a 486/SVGA, etc.) I checked the CPM group and relate the following thread. Q: What can I do with an old CP/M machine? A: If it's a Morrow, you can use it to hold up your car with. Don't try this, however, with a Kaypro.

My friend's CP/M machine would be useful today to an extent. A word processor and a bubble jet printer and someone could do word processing with real nice output.

I'm convinced that A8 is not going the way of CP/M, because of the availability of 'cracked' software. Not so much the availability of the 'cracked' software, because I don't think CP/M commercial programs were copy protected much, but because people pass around 'cracked' commercial software with A8. Or I just don't know the right places to go to get 'replacement' software for the CP/M.

What's the point? I have no point. I was guessing I was out of sync with csa8 because people thought I had stuff I wasn't 'sharing'. It looks like, to an extent, I'm out of sync for just the opposite point of view I have been espousing. Good ol' Artem Koutchin presented essentially the same view I am, I just do it with a bit more manners, I think.

I'm never ceasing to be amazed at the level of people that show up here on csa8. Rick Cortese mentioned someone that was an 'insider' at Atari. There's the owner of ATV, Mike Hohman, Darek Mihocka and people who post who's names I don't recognize but may have been movers and shakers in A8. And possibly even lurkers who's names I would recognize. Rick Cortese and Rick (or Rich) Reaser and others (like Mike Jewison, Ben Poehland, Jeff Potter) know a wealth about the history and background of A8, as well as being a rich source of information about both hardware and software. These people make up the 'resources' that newbies and intermediates get a lot of answers from. It's what makes csa8 interesting.

And I don't want to fail to mention the glue that fairly well holds the threads together and answers most of the

questions, the unofficial moderator, Bill Kendrick (and
sometimes Glenn Saunders.)
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

2065. Re: Copy Cartridge to Disk - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-14 00:00:00 UTC
From: tatkins@unix1.sncc.lsu.edu
Message-ID: <40p891$39pg@unix1.sncc.lsu.edu>
Source record: 89187

Rick_Michael_Cortese@cup.portal.com wrote:

: Anyway, I'm sure I could find the source for it if somebody needs it &
: I could probably post the proper way to do the load, but as usual I'm
: not infavor of piracy so nobody, no matter what they think, would be
: doing me a favor by sending me cracked carts.

Um, aren't the copyrights up on those old carts? Atari Inc. is no more
so there would be no one to sue you right?
--Atkins

2066. Re: Prices

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-14 00:00:00 UTC
From: tatkins@unix1.sncc.lsu.edu
Message-ID: <40p12d$3mod@unix1.sncc.lsu.edu>
Source record: 89188

Doug Schmaltz (dougs@inlink.com) wrote:
: Maybe I paid too much, but I just bought an 800XL with a 1050 disk drive,
: all cables, power supply and all cables in the original box with 6 games
: for $50.00. Watch the rec.games.video.marketplace auctions and they turn
: up fairly often. I also just bought a 400 and a 1200XL and I have never
: touched an Atari computer (except the video games) in my life!

This will blow your mind: I just got an 800xl + 1050 disk drive and all
cables, everything in awesome shape for $2.00 at a garage sale last
weekend. W00p!
--Atkins

2067. WANTED: "DE RE ATARI" Reference Manual

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-14 00:00:00 UTC
From: tatkins@unix1.sncc.lsu.edu
Message-ID: <40p1dr$1mf2@unix1.sncc.lsu.edu>
Source record: 89189

Looking for the "De Re Atari" reference manual put out by Atari around
1982-83. E-mail me at: tatkins@unix1.sncc.lsu.edu
Thanks.
--Atkins

2068. Changing to PAL: how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-14 00:00:00 UTC
From: toastman@armory.com
Message-ID: <40mpaf$jor@degas.ICSI.Net>
Source record: 89190

Kendrick says he has a PAL machine now, yet I received mail from him recently implying that "nir-PAL" is not yet out. What separates quote-unquote "nir-PAL" from simplyu swapping ANTIC chips, if that was how easy it was? Is it the same thing?

And most importatly, HoW MuCh WiLl It C O S T ????

Thank ye.

--
Burnt <toastman@deepthought.armory.com>

2069. Re: Stringy ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-14 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <755_9508170327@tor250.org>
Source record: 89191

```
> How does InputS know when the string has ended? Doesn't it wait for a
> return or maybe end-of-file?
>
> Try changing to a character:
>
> proc main()
> char cli
>
> do
> InputC(cli)
>
> until cli='E or cli='e
> od
> return
```

I've tried the one character code with lots of success, but my plans are to eventually go past the single character into multiple characters on a command line, so I need full string input.

The InputS() function definately waits for the carraige return. When I do a simple Input and then print type program, there is no trouble with echoing what I've just typed. The big problem seems to be in the comparison that takes place in the DO...UNTIL loop.

Actually an idea just hit! There is a string comparison function, maybe if I use that to compare then test for a TRUE/FALSE result? Yes I think this might work.

Thanks for your thought provoking message. :)

Later...

```
... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org
```

2070. Re: Stringy ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-14 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <756_9508170327@tor250.org>
Source record: 89192

```
> Jeff;
> Just a tip, no matter what the manual says, never leave an array
> undimensioned. At least don't want your program to crash or want to
> switch back & forth from the monitor to the editor anyway.

Yes I've been noting some interesting results from undimensioned arrays.
Namely all sorts of garbage in the editor when I return from running the
program. I have to shut the computer off to get rid of it.

> What's happening with your code:
> Proc Main()
> CHAR Array CLI($100); Best way is to dim
> ;Action! creates a variable that contains
> ;the address of a free block of $100 bytes
> DO
> InputS(CLI);Action! will pass the value of the
> ;variable to the the input string routine. Let's
> ;say the compiler when sorting through your code
> ;found the 1st free block at address 4423 decimal, that's
> ;what get's passed to the routine.
> ;The InputS() procedure stays there until it gets
> ;the RETURN key pressed
> ;When done, the first character of CLI will be the
> ;number of characters in the string followed by
> ;the string itself, i.e.
> ; 5HELLO
> Until CLI="E" or CLI="e"
> ;OK, we've already established that CLI is equal to
> ;4423 ergo it will never equal 'E or 'e
> OD
>
> Besides, the "E" and the "e" in your example
> are string arrays also! So let's say Action! found
> the next few free bytes at 4802 & 4804 for the strings/
> it becomes:
> Until 4423=4802 or 4423=4804
> which is a good way to set up a loop. What you probably
> meant was
> Until CLI(0)=1 and CLI(1)='E or CLI(1)='e
> Keep at it though, as soon as you figure out the syntax it really

> becomes
> natural.
>
```

Thanks for the response, I've also been learning C, and it handles strings a tad differently.

I totaly forgot about the length indicator in positon 0. I guess that's why the comparison kept failing.

I figured out an alternate way to test for the string result by using the string comparison function, and then testing for a TRUE/FALSE result. I haven't tried it yet, but I figure I will just to see if it works.

Thanks again for your help.

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org

2071. hi. i am back.

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: James Bradford <masstorage@closer2.brisnet.org.au>
Message-ID: <40pvsf$uul@bne2.design.net.au>
Source record: 89106

hi all. My server dropped things there for a while but now i am back. I don't know if any e-mail will get through yet. I am accessing this news group from the web.

Just one question. Where is FTE?? Last i heard was that mike closed down for a mounth or 2 to do some work in texas or is that arazona (I am NOT from the us so don't blame me if i cannot spell your states properly). Does any body know????

2072. HP Deskjet 540

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <40q086$9ni@news.xmission.com>
Source record: 89107

Is there anyway that an HP DeskJet 540(c) can be used with the 8bit Atari. I tried directly cabling it into my 8bit, but got NOTHING - not even garbage.

In addition, I tried to use the HP via the PRINT THROUGH option on SIO2PC and got garbage, but couldnt get it to print anything readable.

Any help GREATLY appreciated!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2073. Re: 8bit Atari CDRom

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: tatkins@unix1.sncc.lsu.edu
Message-ID: <40q7ei$1c1f@unix1.sncc.lsu.edu>
Source record: 89108

James King (jeking@xmission.xmission.com) wrote:

: The 8bit Atari CDRom is being created right now as I type this.
: I'll have a prototype by Monday.
: Anybody having questions about this, feel free to email me.

How much will they cost?

2074. Re: Copy Cartridge to Disk - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <143728@cup.portal.com>
Source record: 89109

I believe copyrights run for 50 years & they can be renewed so we have about another 35 years <whew!> to go. I'd guess the chance of the copyrights being renewed is nil/null. No corporation could justify the expense for a former product that isn't generating income. Certainly if we manage to keep some of our software working our grandchildren will be able to play PAC MAN.
I'm a little funny about intellectual rights. For instance, I recall once sending out a memo detailing how to calculate the length of substrate on a roll by the thickness of the roll. Over the next 5 years I had two friends ask me for a copy of the original memo & sure enough, it came out with their names on it in two different departments, I didn't mind this at all. But we also had a guy who made it to the top by a combination of plagiarism & character assassination. I used to get so upset with this guy I would break out in a cold sweat. The spoken, never written, policy of the company was, "It is in our best interest if other companies believe we have a genius employed here. To that end the more patents he gets the better. What is good for the company is good for you so you shouldn't complain."
It put me in a moral bind that I resolved by leaving the company. It also made me make a choice as far as things like copyrights are concerned. I've got a lot of respect for anybody that produces a creative work, with that respect goes at least the right to prevent people from using it for free if they so choose. You may not like them for preventing you from using the software for free, but they still have the right.
Whew! Too verbose!
Rick

2075. Re: Changing to PAL: how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <40qtjp$hvo@nic-nac.CSU.net>
Source record: 89110

The design Nir Dary made was not only an ANTIC swap, but an OS hack.
I've found I can live without the OS hack. If you're in such a hurry,
simply get ahold of a PAL ANTIC and stick it in in place of your NTSC
one!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2076. Re: Rambling musings

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: mjewison@irus.rri.uwo.ca
Message-ID: <40quut$sb8@falcon.ccs.uwo.ca>
Source record: 89111

In article <1995Aug14.212421.8106@wariat.UUCP>, Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:

|> I'm never ceasing to be amazed at the level of people that
|> show up here on csa8. Rick Cortese mentioned someone that
|> was an 'insider' at Atari. There's the owner of ATV, Mike
|> Hohman, Darek Mihocka and people who post who's names I
|> don't recognize but may have been movers and shakers in A8.
|> And possibly even lurkers who's names I would recognize.
|> Rick Cortese and Rick (or Rich) Reaser and others (like Mike
|> Jewison, Ben Poehland, Jeff Potter) know a wealth about the
|> history and background of A8, as well as being a rich source
|> of information about both hardware and software. These
|> people make up the 'resources' that newbies and
|> intermediates get a lot of answers from. It's what makes
|> csa8 interesting.

Truly the greatest resource of this (or really of any) newsgroup is the personalities which inhabit therein. I don't read a lot of newsgroups (I have a life, thank you very much :-) but of the unmoderated groups I do read I think that c.s.a.8 has one of the best signal-to-noise ratios, even taking seasonal variations into account.

Oh sure, we get caught up in many of the same old discussions when new people discover the group. Just look at the hornet's nest Artem stirred up earlier this year. Shucks, I've even been known to lob the odd virtual incendiary device myself. But by and large the core members of the group are an extremely knowledgeable bunch of individuals who will share what they know at the drop of a hat.

I find it kind of amusing to have my name included in the above list because I hardly consider myself a resource. Sure, I hack around with the machine (or at least I used to until I changed jobs last year) but my technical knowledge of the inner workings of the machine is next to zilch (from my perspective, anyway). Actually, that's another strength of the group - person A considers person B to be a resource, while B has the same attitude towards A.

[tears welling] Oh damn, there I go getting sentimental again. Time for a group hug.

- Mike Jewison
mjewison@irus.rri.uwo.ca

2077. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: cudabert@aol.com
Message-ID: <40r3e8$t91@newsbf02.news.aol.com>
Source record: 89112

In article <40plsp$c2j@nnrp2.primenet.com>, krishna@primenet.com (Glenn Saunders) writes:

> I happen to firmly believe that a stock
>6502 is woefully adequate as a staging ground for a preemptively
>multitasking environment.

"Woefully adequate" eh? Sort of like the IRS? ;-)

I agree that the bulk of 8-bit owners are not going to run out and get 65816s to support a new OS. I WOULD have a few years ago, but now I keep my 8-bitter around simply for the stuff that works on it presently, and I'm not interested in beefing it up beyond what is currently available.

I've used/owned/hacked Atari 8-bits since they were first available, but I'm not likely to want to try to implement a new OS for the same reason I don't want a new OS for my Altair 8800 - it works, I enjoy using it, but it's no longer my primary system and I can't see myself staying up nights just waiting for the latest software to run on the new OS.

I'll probably keep my Atari forever, it has been one of my favorite systems, and I can say I'm happy with it just the way it is.

Bert Whetstone
(formerly Zeke th Freak for those who remember)

2078. Re: Rana 1000 Dip Switches

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: fbnx@aol.com
Message-ID: <40r8ae$1lt@newsbf02.news.aol.com>
Source record: 89113

John:

You're right about the first two switches setting the drive number, and
the second two control density OR put the drive into diagnostic mode.

The settings are:

switch1 switch2 switch3 switch4
Drive1 off off * *
Drive2 on off * *
Drive3 off on * *
Drive4 on on * *
Lo density * * off off
H1 density * * on off
H2 density * * off on
Diagnostics * * on on

off = down

Good luck - I love my Rana 1000, running great since '83.

Stop this plane, I'm getting out.

Mark Frattarola
A-21695
Vector / HAPPS Titan / and a CYPRES just in case

2079. Re: 8bit Atari CDRom

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: "Mark E. Huss" <meh@bis.adp.com>
Message-ID: <40qk42$2cn@igthost.bis.adp.com>
Source record: 89114

hi,

I read your posting on comp.sys.atari.8bit about the CD-ROM.
a) Are more available, or did you buy 'n' for 'n' inquirys?
(i.e. I'm interested)
b) Does it have the stuff from your (unfortunately!)
deceased ftp site?

thanks,

--mark

--
// Mark E. Huss == meh@bis.adp.com NJ, USA
// "But the sun is going down!" "No, no, you're confused:
// the horizon is moving up" (Firesign Theatre)

2080. Re: 8bit Atari CDRom

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: trek@ihgp6z.ih.att.com
Message-ID: <DDD5Gr.6w6@ssbunews.ih.att.com>
Source record: 89115

In article <40pvvo$9ka@news.xmission.com>,
James King <jeking@xmission.xmission.com> wrote:
>Got my first prototype 8bit Atari CD last night - and it works perfectly.
>
>Has a few flaws, but I figured that much -- I'm not a pro and am not even
>attempting to try to do a serious professional job.
>
>Should be mailing out all CD's by end of the week. Just need to type up
>a quick document to include with each one.
>
>Had a cool label made for each CD that displays a complete Atari 800 system!
>
>Note: This is not a commercial endeavor. I wanted to do this for
>myself, then after I got a few messages from people asking for a copy,
>decided to make duplicates. I am in NO way making a profit off this
>thing, as the CD's cost $50.00 each to create, and I'm only asking $50.00
>- thereby leaving the shipping costs up to me.

Not to put a damper on things but Crawly Crypt 2 contained what I believe
are the complete 8 bit archives from U mich on it. Cost $34. The above
CD must have a lot more on it than that since Crawly Crypt 2 also had
tons of Falcon and ST software - some TT also. Without actually
checking, I would guess it had maybe 10-20% 8 bit info on it. Wayne

2081. Re: Anyone have a masterlist of 8-Bit CARTS??

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: cudabert@aol.com
Message-ID: <40rbgn$308@newsbf02.news.aol.com>
Source record: 89116

Star Raiders II? I never saw that one!
If anyone has this cart, please let me know...I may be in a buyin' mood...

CudaBert@aol.com

2082. Re: Rambling musings

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.64.005C19D5@mindspring.com>
Source record: 89117

I'd say the feeling here is very much like the feeling I got at our monthly user's group meeting. A lot of stuff gets thrown around, separates into groups, then recombines for a different discussion. I belonged to my group, (The 4 Aces), for about 5 years (president for one, and ran the BBS) and never got tired of it. I truly miss those meetings now and this is a great replacement. I travelled a lot during that time and found Atari users pretty much the same everywhere I met. I struck up quite a few friendships because of a common interest in Atari's. Especially with the competition with the Apple IIe and C-64. I always did and still do believe the Atari ran rings around them and could not understand why the public couldn't see it. Atari feelings run deep!

Bruce Willard
bwillard@mindspring.com

2083. Re: HP Deskjet 540

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <40rghf$ggp@hopi.gate.net>
Source record: 89118

In article <40q086$9ni@news.xmission.com>,
James King <jeking@xmission.xmission.com> wrote:
>Is there anyway that an HP DeskJet 540(c) can be used with the 8bit
>Atari. I tried directly cabling it into my 8bit, but got NOTHING - not
>even garbage.

I don't understand why you would get garbage with the PRINT THROUGH mode
via SIO2PC. But have you tried using an 850 Interface and an 850 Printer
cable? I have never actualy tried hooking up my DeskJet 660C to my Atari,
never had much of a need for it, since I do most of my word processing and
desktop publishing on the PC under Windoze. (Yeah it blows, but I don't
see any nifty programs that can do this stuff under DOS).

--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

2084. Re: Anyone have a masterlist of 8-Bit CARTS??

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.65.006406B4@mindspring.com>
Source record: 89119

In article <40rbgn$308@newsbf02.news.aol.com> cudabert@aol.com (CudaBert) writes:
>From: cudabert@aol.com (CudaBert)
>Subject: Re: Anyone have a masterlist of 8-Bit CARTS??
>Date: 15 Aug 1995 19:44:23 -0400

>Star Raiders II? I never saw that one!
>If anyone has this cart, please let me know...I may be in a buyin' mood...

>CudaBert@aol.com
Star Raiders II was originally written as The Last Starfighter, but was then
released as Star Raiders II. It was better as TLS than SRII. I don't have a
copy of either antmore though.

Bruce Willard
bwillard@mindspring.com

2085. DE RE ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: tatkins@unix1.sncc.lsu.edu
Message-ID: <40rhsa$3160@unix1.sncc.lsu.edu>
Source record: 89120

I really, *really* want the book "De Re Atari" published by Atari Corp.
circa 1982. Anyone have a copy or know where I may look?
Thanks.
--Atkins

2086. Re: Rambling musings

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hjADz8E.ransom22@delphi.com>
Source record: 89121

<Rick_Michael_Cortese@cup.portal.com> writes:

>My two sons & two of their friends spent the night over day before yesterday.
>Of course my kids grew up with Atari computers, but their friends had never
>seen seen them. First night over one of the kids stays up to 2am playing
>River Raid, next night it's about 3am before they get tired of playing
>head on Joust. Now after not touching an Atari computer in the last
>4 years or so my oldest son is showing interest again. I think the kid
>who got hooked on River Raid made it to something like bridge 42, better
>then I'd ever done in my life. Strange how I feel somewhat vindicated about
>my views on what a classic system/game is.

What a great story! Thank you for sharing it.
Although I have no children (and most likely never will for a variety
of reasons), it has been a sometime-dream of mine to "pass the torch" on to
another generation some day. Maybe the kids of the neighborhood will visit
"old man Walsh" 50 years from now, and check out the Atari he keeps working
with scotch tape and spit.[G]
Anyway, I'm glad your children are still interested in the old
machines.

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2087. Re: Changing to PAL: how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <40rh27$aen@news2.delphi.com>
Source record: 89122

toastman@armory.com (Burnt Toast Man) writes:

>Kendrick says he has a PAL machine now, yet I received mail from him recently
>implying that "nir-PAL" is not yet out. What separates quote-unquote
>"nir-PAL" from simplyu swapping ANTIC chips, if that was how easy it was? Is
>it the same thing?

>And most importatly, HoW MuCh WiLl It C O S T ????

I converted a PAL machine to use an NTSC monitor by swapping the GTIA
with an NTSC one and changing the crystal for an NTSC one, and it runs
everything I've tried.

-Bry

2088. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <40plg3$c2j@nnrp2.primenet.com>
Source record: 89193

The mortal Michael Ellis wrote:
: Too much of "part of the OS" needs low RAM. You can't have your cake and
: eat it too -- it's just not possible to implement multitasking and
: demand-paging in 14K of OS RAM. Sorry.

What is your logic? What is so special about low memory? The only
crutial stuff regarding low memory is custom chip and legacy OS stuff.

2089. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <40plsp$c2j@nnrp2.primenet.com>
Source record: 89194

The mortal Michael Ellis wrote:
: Yup. The 65816 would help matters there. BUT, as you may recall, the
: Atari 8-bits don't have 65816s in them. For a new OS to matter to such a
: TINY market, it would need to be able to run on most of the STOCK Ataris
: out there.

Therein my conception differs. I happen to firmly believe that a stock 6502 is woefully adequate as a staging ground for a preemptively multitasking environment. We had a thread before which essentially answered why it is that the 6809 can and the 6502 can not.

It would be such a major kludge that it would not be worth it.

Dudes, we've got 1 major developer left. CSS is essentially a dead issue, we should try to drum up support for the damn Sweet 16 otherwise it will flop just as much as Chuck Steinman's T-816.

We'll never go ANYWHERE if we consistenly fall back to the lowest common denominator

It is IMPOSSIBLE to write a preemptively multitasking system on a 64K 6502 system. It is not worth the effort but probably possible on a heavily upgraded banked-ram machine, but if the guy has enough initiative to throw 512K into his machine, why not a friggen Sweet-16?

If someone is too cheap to put more RAM into his system he shouldn't whine by not having this OS. Most likely all he does is play games on it anyway.

2090. Re: Rambling musings

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <143723@cup.portal.com>
Source record: 89195

Russ; funny you should be pricing a CP/M machine for a friend. Small world
but someone in ba.market.computers just posted that he had the largest
collection of PC jrs & was selling Amiga 1000 @ 3/$120. At least one
person suggested burning the wharehouse down! Well, at least I laughed!
My two sons & two of their friends spent the night over day before yesterday.
Of course my kids grew up with Atari computers, but their friends had never
seen seen them. First night over one of the kids stays up to 2am playing
River Raid, next night it's about 3am before they get tired of playing
head on Joust. Now after not touching an Atari computer in the last
4 years or so my oldest son is showing interest again. I think the kid
who got hooked on River Raid made it to something like bridge 42, better
then I'd ever done in my life. Strange how I feel somewhat vindicated about
my views on what a classic system/game is.
Rick

2091. Re: Copy Cartridge to Disk - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <143724@cup.portal.com>
Source record: 89196

OK, by request some of the code from CARTCOPY, the whole file is
something like 8k so I won't post it in the sig.

```
LDA $6A ; Checks ramtop
CMP #$90 ;makes sure OS thinks ram
BCC $630 ;stops at $9000
LDA #$90 ;
STA $6A ;
JSR $F3F6 ; Offending code!
LDA $6000 ;it is a direct jump to
INC $60E ;the OS screen open routine
BNE $618
INC $60F
STA $A000
INC $619
BNE $60D
INC $61A
LDA #$C0
EOR $61A
BNE $631
JMP (BFFA) ;cart RUN address
RTS
JMP ($BFFE) ;cart INIT address
;I don't think this is
;the way to initialize a
;cart either!
```

More code on page six followed that snippet.

This code frag is in line 1470

```
1470 DATA 133,106,32,246,243,173,0,96
```

i.e. $F6 $F3
All right, the proper way to do this is to just open the screen via
the OS vector at $E410, $E411 plus 1. The way you're supposed to do
it is indirect return through the stack, something like:

```
LDA $E411
PHA
LDA $E410
PHA
RTS
```

As a matter of style I usually use something like

```
LDA $E410
STA HERE+1
INC HERE+1
```

```
LDA $E411
STA HERE+2
HERE
JSR $FFFF
```

But I'm beginning to wonder why?

But for the sake of argument, let's say you really only want to patch these files to be XL compatible vs compatible with everything. It means you need one version of the file for each OS type, but someone will/may jump in with a universal patch.
If you're running the file on an 800 to make files for an xl or trying cartcopy with an xl, just change the two bytes in line 1470 to:
142,239
which is the xl OS screen open routine. If you have a bunch of these files that won't run on an xl & want to patch them, it's a little tough. David did something very unusual, instead of running the ramtop lowering portion first, he loads the entire cart file into ram at $6000 to $7FFF, lowers ramtop, moves the entire $2000 bytes to the $A000-$BFFF region, then does the cart initialization! It could have been so much easier! Anyway:

```
10 OPEN #3,4,0,"D:inputfile"
20 OPEN #4,8,0,"D:outfile"
30 FOR N=0 TO 8212
40 GET #3,A
50 PUT #4,A
60 NEXT N
70 GET #3,A:GET #3,A
80 PUT #4,142:PUT #4,239
90 FOR N=8215 TO 8259
100 GET #3,A:PUT #4,A
110 NEXT N
120 CLOSE #3:CLOSE #4
```

I've run this with a file created under cartcopy <BASIC> & it patched fine for use on an XL OS.
Rick

2092. Re: Rambling musings

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <40pj6s$j4m@nic-nac.CSU.net>
Source record: 89197

Thank you Russ! :)

I feel honored to be even close to names like Ben Poehland, Jeff Potter,
etc.! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2093. New demos!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <40osmn$33r@nic-nac.CSU.net>
Source record: 89198

If you haven't yet, go to UMich or Xmission and get the brand new
demos released recently! :)

I even added to it by releasing a long-lost 3D ("Star Raiders"-like)
star routine I made last year, as well as a realtime 16-shade fire
display I made after seeing Joyride's.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2094. Re: Rainbow ROMs from XTformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <40p2k1$ct7@news1.halcyon.com>
Source record: 89199

In article <40j7h1$93f@quilla.tezcat.com>, Raul Silva <raul@silva.com> wrote:
>How come Xtformer has the ROMS if they are not in the public domain?

I obtained permission from Atari to use the Basic and OS ROMs in my emulators back in 1987. That's why all versions of ST Xformer and PC Xformer (and any new versions since it's all just different versions of the same emulator) all have a copyright message from Atari as well as a used with permission message on the title page.

As for people who include ROM images without permission (as that rather lame German Atari 800XL emulator did) or people who write emulators that require you to steal the ROM images (such as Rainbow or STonX) without obtaining permission from Atari, well, they've got their fingers crossed hoping that Atari doesn't care. :-)

- Darek

--
==========
Darek Mihocka, email:brasoft@halcyon.com http://www.halcyon.com/brasoft/
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 Compuserve:73657,2714 AOL:brasoft

2095. Re: Software for PC XFormer

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <40p2rs$d53@news1.halcyon.com>
Source record: 89200

In article <40jjvv$l1i@over.mhv.net>,
David Dahlstrom <ddahlstrom@mhv.net> wrote:
>Does anyone know if there is a place that sells
>classic Atari 8-bit software in a form that can be
>used by the PC XFormer. I know of places like
>Toad that sell the original format stuff, but since
>I no longer have my 8-bit equipment and software,
>I have no way of moving getting anything into XFormer
>format.

Well, assuming you don't fell like building your own SIO2PC cable,
there are people with SIO2PC cables that are willing to transfer
your Atari disks over to 3.5" PC disks.

If you look at our recent product announcement for PC Xformer 3.2,
which is on the net at http://www.halcyon.com/brasoft/pcxf32.html,
we list the names of several third party developers that make
the SIO2PC cable, offer disk copy services, etc. Creative Software
Systems are who you want to contact about getting your disks copied
over.

- Darek

--
==
Darek Mihocka, email:brasoft@halcyon.com http://www.halcyon.com/brasoft/
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 Compuserve:73657,2714 AOL:brasoft

2096. Rana 1000 Dip Switches

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: bosco@yab.com
Message-ID: <40pbh9$c9j@news.yab.com>
Source record: 89201

Help! I have a Rana Systems 1000 disk drive, but not the docs/amnual. On the back of it is a set of dip switches numbered 1 thru 4. I figured out that the first two are to set the drive number, but the last two a mystery to me. I believe they have something to do with setting the density.

Any help would be greatly appreciated.

John Collins
NWPAC

2097. Re: Rainbow at InfoMac

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: lovegrov@joyce.oit.umass.edu
Message-ID: <40pkjq$b0h@nic.umass.edu>
Source record: 89202

I.Raymond (I.Raymond@GEnie.geis.com) wrote:

: > I'd recommend Chris contact the US Atari folks and get permission from
: > them. Besides being able to include the ROM images risk/guilt free, he
: > could thumb his nose at the UK folks by having done an end-run around them.

: *apologies if this news has already been posted*
: If you get on the Umich Atari archive 8-bit section, you'll find version 2.*
: of PC XFormer. Within the archive are - you guessed it, the 8-bit
: ROM files you need to run Rainbow.

More specifically, the following works:
1. Download atari/8bit/Xf2/xf25.zip from the umich archives
2. Unstuff. (Make sure the name of the file you try to unstuff ends in .zip)
3. Copy ATARIBAS.ROM and ATARIOSB.ROM to the folder containing Rainbow.
4. Rename ATARIOSB.ROM to OP_SYSTEM

Voila! I was totally suprised when I saw the old Atari right there
in a window. I expected it would take hours of hacking the ROM
file, but it was effortless! What an impressive program.

BTW, does anyone have the author's email address?

Mike White

2098. hi. i am back.

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: masstorage@closer2.brisnet.org.au
Message-ID: <199508151117.VAA01125@gateway1.brisnet.org.au>
Source record: 89203

hi all. My server dropped things there for a while but now i am back. I don't know if any e-mail will get through yet. I am accessing this news group from the web.

Just one question. Where is FTE?? Last i heard was that mike closed down for a mounth or 2 to do some work in texas or is that arazona (I am NOT from the us so don't blame me if i cannot spell your states properly). Does any body know????

2099. 8bit Atari CDRom

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <40pvvo$9ka@news.xmission.com>
Source record: 89204

Got my first prototype 8bit Atari CD last night - and it works perfectly.

Has a few flaws, but I figured that much -- I'm not a pro and am not even attempting to try to do a serious professional job.

Should be mailing out all CD's by end of the week. Just need to type up a quick document to include with each one.

Had a cool label made for each CD that displays a complete Atari 800 system!

Note: This is not a commercial endeavor. I wanted to do this for myself, then after I got a few messages from people asking for a copy, decided to make duplicates. I am in NO way making a profit off this thing, as the CD's cost $50.00 each to create, and I'm only asking $50.00 - thereby leaving the shipping costs up to me.

Any questions? Feel free to firee of a mail!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2100. hi. i am back.

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-15 00:00:00 UTC
From: James Bradford <masstorage@closer2.brisnet.org.au>
Message-ID: <40pvqd$uul@bne2.design.net.au>
Source record: 89205

hi all. My server dropped things there for a while but now i am back. I don't know if any e-mail will get through yet. I am accessing this news group from the web.

Just one question. Where is FTE?? Last i heard was that mike closed down for a mounth or 2 to do some work in texas or is that arazona (I am NOT from the us so don't blame me if i cannot spell your states properly). Does any body know????

2101. 8-bit computer equipment -- FOR SALE/TRADE [08/16/95]

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-16 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <40rvtu$d4k@ixnews2.ix.netcom.com>
Source record: 89123
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

updated 08/16/95

I have the following 8-bit computer equipment for sale or trade. The list
includes systems from Atari, Commodore, Radio Shack, and Texas Instruments.

Everything is sold as is. Unless specified, all items have been tested and
are in perfect working order.

Buyer has ten (10) days to send payment, and pays all shipping costs, which
will be sent via U.S. Snail. The shipping cost depends on both the weight
of the package and the distance that it is traveling. The buyer has the
choice of either first class or parcel post (slower, but cheaper).

Payment must be made in U.S. funds, by either check or money order, drawn
from a U.S. bank branch. Canadian buyers must send a Canadian Postal Money
Order, payable in U.S. funds. This is the only way I have found to deal with
my friends to the north (my bank is very picky, but the U.S. Post Office will
cash a Canadian Postal M.O.)

* = (after price) Tentatively sold/traded. Inquiries welcome.

*****

LOT #1

ATARI 600XL COMPUTER with original power supply, and RCA cable.

I will also throw in a second ATARI 600XL (haven't checked it out yet,
so I don't know if it works or not), FREE.

This is a complete system, except for RF switchbox.

$29.00

*****

LOT #2

ATARI 800XL COMPUTER with original power supply, and RCA cable.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox.

$49.00

*****

LOT #3

ATARI 65XE COMPUTER with original power supply, and RCA cable

This is a complete system, except for RF switchbox.

$39.00

*****

LOT #4

ATARI 130XE COMPUTER with original power supply, and RCA cable.

This is a complete system, except for RF switchbox.

$64.00

*****

LOT #5

ATARI 1050 (127K) DISK DRIVE, with original power supply, and one (1)
Molex
connector cable.

$39.00

*****

LOT #6

ATARI 1050 (127K) DISK DRIVE, with one (1) Molex connector cable.

This disk drive doesn't include the power supply.

$34.00

*****

LOT #7

COMMODORE 64 COMPUTER with box, User's Guide (175 pgs.), power supply,
and
RCA cable.

I will also throw in a second non-working COMMODORE 64 for parts, FREE.

This is a complete system, except for RF switchbox.

$29.00

*****

LOT #8

COMMODORE 1541 DISK DRIVE with power cord, and serial cable.

$25.00

*****

LOT #9

COMMODORE 1541 DISK DRIVE.

Power cord and serial cable are available from Radio Shack for around
$11.

$20.00

*****

LOT #10

RADIO SHACK COLOR COMPUTER with RCA cable, built-in power cord, and
built-in BASIC.

This is a complete system, except for RF switchbox.

$14.00

*****

LOT #11

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER with TI power supply and RF
switchbox,
Beginner's BASIC (150 pgs.), one function key strip (for keyboard), and
four (4) cartridges [no boxes or manuals for cartridges]:

BEGINNING GRAMMAR
CAR WARS
MUNCH MAN
PARSEC

I will also throw in a second working TI 99/4A console, FREE.

This is a complete system. Nothing else is needed to play.

$34.00

*****

I am interested in accepting 8-bit computer and/or pre-Nintendo video
game
systems and/or cartridges in trade towards any of these items. Systems
I

am interested in include, but are not limited to, the following list:

ATARI 2600 (still need Starpath Supercharger [Arcadia])
ATARI 5200
ATARI 7800
ATARI 8-BIT COMPUTERS (still need color monitor)
BALLY ASTROCADE
COLECOVISION
COLECO ADAM COMPUTER
COMMODORE 64 COMPUTER
COMMODORE VIC-20 COMPUTER
FAIRCHILD CHANNEL F
INTELLIVISION
MICROVISION (still need system)
ODYSSEY2
RCA STUDIO II (still need custom RF switchbox and power supply)
SEGA MASTER SYSTEM
TEXAS INSTRUMENTS T.I. 99/4A COMPUTER (still need color monitor)
TOMY TUTOR
TRS-80 COLOR COMPUTER
VECTREX

*NOTE: I already have most of these systems. What I am mainly looking
for now is software (primarily cartridge based).

Please send a list of what you have, and I'll let you know what I can
offer.
Please be specific, and indicate whether or not items (cartridges
and/or
systems) include the box and/or instruction manual. Please also
mention how
many, and what kind, of controllers are included.

Request system reservations at: VGA2000@ix.netcom.com
or dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Interested in BUYING/SELLING/TRADING personally owned video games for:

GENESIS, SEGA CD, 32X, GAME GEAR, SATURN, SMS,
SUPER NINTENDO, GAME BOY, NES, 3DO, and ATARI JAGUAR?

For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at:

VGA2000@ix.netcom.com or dw901@cleveland.freenet.edu

2102. REAL THING AUCTION DAY 2

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-16 00:00:00 UTC
From: jrm8248@u.cc.utah.edu
Message-ID: <40rj3k$5mo@news.cc.utah.edu>
Source record: 89124

WELCOME TO THE REAL THING AUCTION!!!

Here is my latest assortment of classic videogames that I
am willing to part with......bid as much as you want on
everything you want and remember......Aint nothin like
the real thing baby!

Send all bids to: jrm8248@u.cc.utah.edu

This Auction will run from Sunday, August 13th until Sunday
August 20th at midnight mountain time. The rules are at
the end of this list.

Atari 2600-LOOSE GAMES, COLORED LABEL NO PICTURE

-Adventure: cx-2613

-Backgammon: cx-2617

-Basic Math: cx-2661

-Canyon Bomber: cx-2607

-Championship Soccer: cx-2616

-Circus Atari: cx-2630

-Football: Atari

-Golf: cx-2634

-Hunt & Score: cx-2642

-Sky Diver: cx-2629

-Slot Racers: cx-2606

-Space Invaders: cx-2632

-Starship: cx-2603

-Superman*: cx-2631 $1.00 Craig

-Surround: cx-2641

-Video Olympics: cx-2621

Atari 2600-LOOSE GAMES, DIFFERENT LABEL NO PICTURE

-Star Ship: 1977 $1.00 Craig

Atari 2600-LOOSE GAMES, COLORED LABEL W/ PICTURE

-Air-Sea-Battle

-Asteroids

-Basketball

-Berserk

-Bowling

-Demons to Diamonds: Atari

-Dodge Tem: Atari

-Football

-Haunted House

-Indy 500

-Math Gran Prix

-Missle Command

-Outlaw

-PeleUs Soccer

-Space War

-Star Raiders

-Street Racer

-Super Breakout

-Video Pinball

-Warlords $1.00 craig

Atari 2600-LOOSE GAMES, SILVER LABEL W/ PICTURE

-Battlezone

-Centipede

-E.T.

-Ms. Pac-man

-Phoenix

-Pole Position

-Realsports Football

-Vanguard

Atari 2600-LOOSE GAMES, M NETWORK

-Adventures of Tron $1.00 craig

-Astroblast $1.00 craig

-Football

-Frogs & Flies

-Lock N Chase

-Space Attack $1.00 craig

-Star Strike $1.00 craig

-Super Challenge Baseball

Atari 2600-LOOSE GAMES, ACTIVISION

-Kaboom
Damaged end label

-River Raid

-Seaquest

-Stampede
-Missing end label

-Starmaster

Atari 2600-LOOSE GAMES, COLECO

-Donky Kong

-Mousetrap

-Venture

Atari 2600-LOOSE GAMES, IMAGIC

-Atlantis

-Cosmic Ark

-Demon Attack

-Riddle of the Sphinx

-Star Voyager $2.00 min

Atari 2600-LOOSE GAMES, PARKER BROTHERS

-Amidar

-Frogger

-GI JOE: Cobra Strike $1.00 craig

-Popeye $1.00 craig

-Q*Bert

Atari 2600-LOOSE GAMES, SEARS TELEGAMES

-Space Invaders

Atari 2600-LOOSE GAMES, TELESYS

-Cosmic Creeps $1.00 craig

Atari 2600-LOOSE GAMES, US GAMES

-Space Jockey

ATARI 5200-LOOSE GAMES

-Centipede, w/ overlay

-Defender, w/box

-Galaxian, w/ overlay

-Ms. Pac Man

-Pac-Man, w/ overlay, w/ directions

-Pole Position, w/ directions

-Qix, w/ overlay, w/ directions

-Q*Bert
label is torn

-Real Sports Soccer, w/ directions

-Soccer

-Space Invaders

-Super Breakout, w/ overlay

ATARI 7800-LOOSE GAMES

-Pole Position II $1.00 craig

ATARI-MISCELLANEOUS
*all are in near mint condition

-ATARI FORCE Comic Book #2 $3.00 min

-ATARI FORCE Comic Book #3 $3.00 min

-ATARI Video Game Log Book $2.00 min

-ATARI Video Game Catalog $2.00 min

COLECOVISION-LOOSE GAMES

-Cosmic Avenger

-Donkey Kong

-Donkey Kong Jr.

-Pepper II

-Venture

ATARI 400/800-LOOSE GAMES

-Basic Computing Language: CXL4002

-Donkey Kong: RX8031 $2.00 doug

-Pac-Man: CXL 4022 $2.00 doug

INTELLIVISION-LOOSE GAMES

-Advanced Dungeons &Dragons

-Armor Battle

-Auto Racing

-Baseball

-Bump N Jump

-Burger Time

-Buzz Bombers

-Carnival: Coleco

-Donkey Kong: Coleco

-Electric Company: Word Fun

-Electric Company: Math Fun

-Horse Racing

-Las Vegas Poker & Blackjack

-Lock N Chase

-Loco-Motion

-Major League Baseball

-Mission X

-NFL Football

-Night Stalker

-Royal Dealers

-Skiing

-Space Armada

-Space Spartans

-Stampede: Activision

-Starstrike

-Triple Action

-TRON Deadly Discs

-TRON Maze-A-Tron

ODYSSEY2-loose games

-Alpine Skiing

-Baseball

-Blockout/Breakdown

-Bowling/Basketball, w/ box, w/ directions

-Computer Golf

-Computer Intro

-Football

-Hockey/Soccer

-Invaders From Hyperspace

-Ive Got Your Number

-K.C. Munchkin

-Math-A-Magic/Echo

-Out of This World/Helicopter Rescue

-Sub Chase/Armored Encounter

-UFO

TEXAS INSTRUMENTS 99/4A-Loose Cartridges

-Adventure

-A-Maze-Ing

-Alligator Mix

-Beginning Grammar

-Blackjack and Poker

-Blasto

-Car Wars, w/ directions

-Centipede: Atari $2.00 doug

-Donkey Kong: Atari $2.00 doug

-Dragon Mix $2.00 min

-Facemaker

-Football w/ directions

-Hangman

-Home Financial Decisions

-Household Budget Management

-Hunt The Wumpus

-Meteor Belt: Milton Bradley $2.00 min

-Mini Memory $2.00 marlin

-Ms. Pac-Man: Atari $2.00 min

-Multiplication

-Multiplication 1

-Munchman

-Number Magic

-Numeration 1:

-Othello

-Scholastic Spelling Level 4 $2.00 marlin

-Story Machine $1.50 min

-Terminal Emulator II $10.00 mattG

-The Attack

-Tombstone City

-Touch Typing Tutor

-Yahtzee $2.00 marlin

MISC. SYSTEMS-
*some systems say no cables but if you bid I will look for them, but
I will
not guarantee that I find them. Shipping will vary depending on the system.
MINIMUM BID INCREMENTS FOR ALL OF THE SYSTEMS WILL BE $1

-Atari 2600 $5.00 min

-Atari 2600 jr, no cables not working

-Atari 7800, no cables $13.00 kurt

-Atari 1200XL no cables $8.00 kurt

-Atari 810 Disk Drive $5.00 doug

-Intellivoice for Intellivision $4.00 min

-Atari Keyboard Controller $2.00 kurt
-Atari Paddle Controllers

Send all bids to: jrm8248@u.cc.utah.edu

TRADES:

The only things that I will be willing to trade for are Sega Saturn Items.

HERE ARE THE RULES:

1. This auction is from Sunday, August 13th until Sunday, 20th
at midnight mountain time.

2. Current high bids will be posted every other day on this
newsgroup and bidders will most likely be notified when
they are outbid for an item.

3. High bidders will be posted by their email name unless
otherwise specified.

4. When sending a bid, your subject must be REAL BID .

5. Minimum bids will be $1 and bidding increments will
be $.50 unless otherwise posted all in US Dollars.

6. If two people bid identical bids, then the person
responding first will get credit for the bid.

7. Shipping will be $2.00 for the first cartridge + $.50
for each additional cartridge. Shipping and handling
for systems will range between $6 and $10.00 depending
on weight. Larger systems may be more. All cartridges
and systems will be shipped through the US Postal
System anywhere in the Continental US. Other areas
will need to make special arrangements for shipping.

8. Following the auction, each bidder will be contacted
individually for payment and shipping. Money Orders
(sorry no personal checks) are the preferred form of
payment, but cash is always accepted. Payment
MUST be received within 7 days.

9. The will be no guarantee or warranty on anything purchased
from this auction. Cartridges have been tested and do work,
unless otherwise specified. Most systems have been tested and
do work. The systems which may not work are the ones without
cables or a power supply.

10. FINALLY, IF YOU ARE THE HIGH BIDDER YOU MUST
PAY FOR YOUR ITEMS, OTHERWISE YOUR POSTMASTER
WILL BE INFORMED AND YOU WILL BE BARRED FROM
FUTURE AUCTIONS!!!

Your participation in this auction signifies your consent
to follow these rules as stated.

2103. TRADE: my 2600 HERO for your Atari 8-bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-16 00:00:00 UTC
From: "A.P. Hilliard" <pash@en.com>
Message-ID: <40rmj9$g5s@antares.en.com>
Source record: 89125
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic,alt.atari.2600

I recently picked up an extra copy of the rare and fun Activision game H.E.R.O. for the atari 2600. I also picked up my first Atari 8-bit computer, a 600XL.

Since I only have 4 carts for it (Pac-Man, Qix, Megamania, and Frogger) I would like to trade my HERO cart for 2 or 3 Atari 8-bit carts. I'm interested in just about any good games: Dig Dug, Missile Command, etc.

Best offer gets the cart.
--
	pash@en.com (A.P. Hilliard)	
	http://www.en.com/users/ash/	
	"HELLO WORLD!"	

2104. FS/FT Atari 800xl System

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-16 00:00:00 UTC
From: numsix@news.gate.net
Message-ID: <40rvc3$1a2c@navajo.gate.net>
Source record: 89126

** Atari 800 Computer Equipment for Sale **

1) Atari 800xl Home Computer, w/1050 Disk Drive. Includes Disk Drive Cables, And Both Power Supplies. Also includes RF cable for TV hookup. I picked this up at a School auction so it has some serial numbers, and some small tape scarring. I did test both the computer and the disk drive, and they both seem to work fine.

Price $60 (Includes Shipping)

2) Atari 1050 Disk Drive w/Power Supply. (Same info as above)

Price $25 (Includes Shipping)

3) Atari 800xl Power Supply (Tested)

Price $5 (Plus Shipping)

** TRADES **

Willing to accept almost anything in trade that relates to classic computer and/or video game systems, or for 800 carts/disks, etc! Thanks!

send offers/requests to numsix@gate.net

numsix@gate.net
-= The Village BBs - (813) 986-1945 & (813) 986-5778 =-
"we are all prisoners"

2105. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-16 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <40tecoINN58c@duncan.cs.utk.edu>
Source record: 89127
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $100 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

2106. Atari8 Packet Radio.

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-16 00:00:00 UTC
From: Terry.Streeter@flight.org
Message-ID: <2e2_9508170112@flight.org>
Source record: 89128

```
Hello.
.
I'm looking for a Atari8 packet
radio disk.
I contacted Electrosoft Inc.
in Loveland, CO.
They have informed me that they have abandend the atari8.
Is there a packet radio disk for
the Atari8?
Please reply.
Thanks!
---------------------------- -//- ----------------------------
Internet: Terry.Streeter@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------
```

2107. ATARI to VGA ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-16 00:00:00 UTC
From: apatpgpauman@apa.apa.co.at
Message-ID: <40snhg$cfr@news.Austria.EU.net>
Source record: 89129

Hi everybody,

Does anybody know if it is possible to
connect an ATARI (130XE) to an VGA-Screen ?

I have an CTX1785 with two Video-Inputs :
VGA plug and R/G/B/H/V (5 coax plugs).
My VGA plug is connected to my PC but the
available plugs could be used for my
ATARI, couldn't they ? Does anybody know
how to connect to a VGA-plug or even to the
R/G/B/H/V plugs ?

Thanx, mario

2108. Re: Activision, Hacker game

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-16 00:00:00 UTC
From: bert=wendland@rz.hu-berlin.de
Message-ID: <40s6ql$au4@dec2.rz.hu-berlin.de>
Source record: 89130

In article <DD4Evv.Fpz@freenet.carleton.ca>, ai542@FreeNet.Carleton.CA (Vince Grienti) says:
>
>There was an Activision game called "Hacker", where you went from large
>capital cities trading/bartering items to assemble a piece of paper with
>information about an outlaw company called "Magama, Ltd". A satellite
>scans for "unauthorized activity" and queries you (when found), on various
>parts of the subterranean robot unit (SRU). I keep on getting killed on
>the "security level 4" question; "Where is the test site". Does anyone
>remember??!!
>

Yeah, I do remember: the test site is Australia!
(Can be read in the introduction screen about the Magma Project.)

Herzliche Gruesse
Bert
****
* Rechenzentrum der Humboldt-Universitaet Berlin *
* bert=wendland@rz.hu-berlin.de *
****

2109. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-16 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <DDEM6x.7uK.0.-s@cs.vu.nl>
Source record: 89131

krishna@primenet.com (Glenn Saunders) writes:

>The mortal Michael Ellis wrote:
>: Yup. The 65816 would help matters there. BUT, as you may recall, the
>: Atari 8-bits don't have 65816s in them. For a new OS to matter to such a
>: TINY market, it would need to be able to run on most of the STOCK Ataris
>: out there.

>Therein my conception differs. I happen to firmly believe that a stock
>6502 is woefully adequate as a staging ground for a preemptively
>multitasking environment. We had a thread before which essentially
>answered why it is that the 6809 can and the 6502 can not.

If I recall correctly I have pointed out how one can multitask two or more
programs on a 6502 with each having their own stack etc. a few months ago...

>We'll never go ANYWHERE if we consistenly fall back to the lowest common
>denominator

>It is IMPOSSIBLE to write a preemptively multitasking system on a 64K 6502
>system.

I have to disagree with that! About one year ago I was thinking about
writing a new, preemptive multitasking OS for a stock atari 8-bit also, and
I have complete plans written down on paper for the Memory Manager, the
File system, the device drivers and the kernel. It's probably in my drawer,
on top of the notes I made about new MODPlayer and underneath the JPEG decoder
notes :-) But seriously, I believe it is possible to make a multitasking
OS for the atari 8-bit, but people have to stop thinking that it will also
run their old software. I should be a _completely_ new and different
environment, like running linux on a PC which used to run MS-DOS.

> It is not worth the effort but probably possible on a heavily
>upgraded banked-ram machine, but if the guy has enough initiative to throw
>512K into his machine, why not a friggen Sweet-16?

>If someone is too cheap to put more RAM into his system he shouldn't
>whine by not having this OS. Most likely all he does is play games on it
>anyway.

Hmmm... I still own a stock 800XL, and although I wish I had more memory,
I just can't afford it. Does this make me a gamer???

Ivo

2110. Re: Anyone have a masterlist of 8-Bit CARTS??

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-16 00:00:00 UTC
From: cudabert@aol.com
Message-ID: <40sua1$h4i@newsbf02.news.aol.com>
Source record: 89132

In article <bwillard.65.006406B4@mindspring.com>, bwillard@mindspring.com (Bruce Willard) writes:

>Star Raiders II was originally written as The Last Starfighter, but
>was then
>released as Star Raiders II. It was better as TLS than SRII. I don't
>have a
>copy of either antmore though.
>

Oh...I remember it now. Sorry, I've lost my buying mood as I already have Last Starfighter. Never did think it was as much fun as the original Star Raiders.

Thanks!

2111. Re: ATARI to VGA ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-16 00:00:00 UTC
From: followel@ix.netcom.com
Message-ID: <40t03o$36s@ixnews6.ix.netcom.com>
Source record: 89133

apatpgpauman@apa.apa.co.at (Mario Paumann) wrote:

>Hi everybody,

> Does anybody know if it is possible to
>connect an ATARI (130XE) to an VGA-Screen ?

>I have an CTX1785 with two Video-Inputs :
>VGA plug and R/G/B/H/V (5 coax plugs).
>My VGA plug is connected to my PC but the
>available plugs could be used for my
>ATARI, couldn't they ? Does anybody know
>how to connect to a VGA-plug or even to the
>R/G/B/H/V plugs ?

>Thanx, mario

In a word, NO! Sorry.

Sincerely,
- Byron Followell
followel@ix.netcom.com

Sincerely,
- Byron Followell
followel@ix.netcom.com

2112. Re: Where...

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-16 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <40tbh9$ot3@news1.halcyon.com>
Source record: 89134

In article <DDAKrM.Hnw@iglou.com>,
Charles E. Crowder Jr. <ccrowder@iglou.com> wrote:
> As a long time 8-bit lover who has had to move on to a 486, I was intrigued to find this newsgroup with
>some much interest in the 8-bit Ataris. Where can I find the PC Xformer that has been mentioned in the messages?

Charles, look on the Branch Always Software emulation web page at http://www.halcyon.com/brasoft/ for information on PC Xformer 3.2 (the latest commercial version of the 130XE emulator for your 486). You can also download PC Xformer 2.52, which is free Atari 800 emulator, much slower and a little crippled, but it will give you an idea of what the emulator can do. You can then order PC Xformer 3.2 from us for only $29.95.

- Darek

--
==========
Darek Mihocka, email:brasoft@halcyon.com http://www.halcyon.com/brasoft/
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 Compuserve:73657,2714 AOL:brasoft

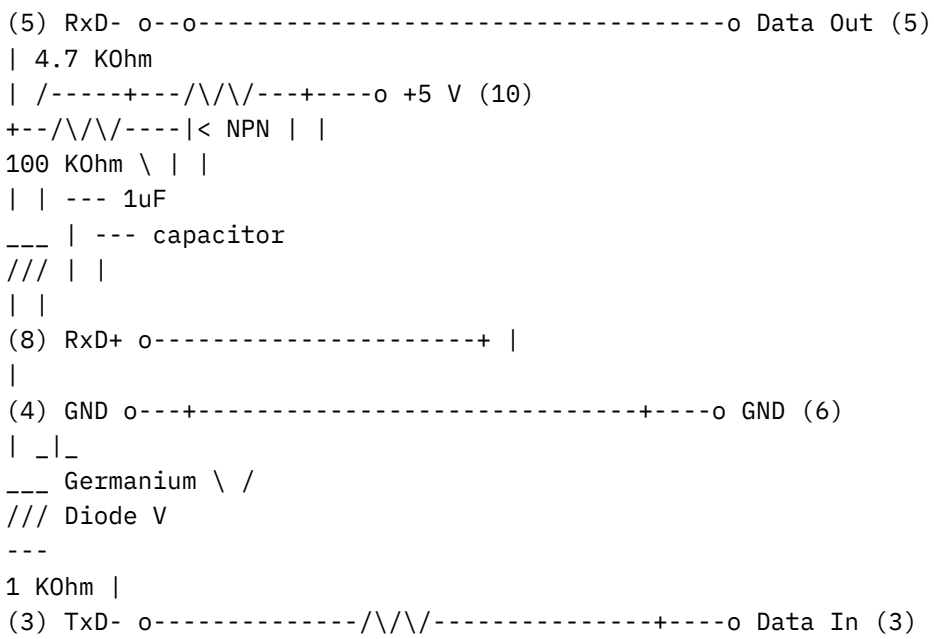
2113. SIO to Mac info

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-16 00:00:00 UTC
From: lucius@astro.ocis.temple.edu
Message-ID: <40td47$ht9@cronkite.ocis.temple.edu>
Source record: 89135

I have, if anybody is interested, about half of the SIO2MAC program -- the half that lets the Atari read virtual disk files from the Mac. I have been working on other projects lately, so the SIO2MAC program has been on the back burner.

Also, there's an idea I have about the hardware involved in building this thing. I have a Macintosh PICT file which shows how it goes together, which I've converted to ASCII. The numbers in parenthesis are pin numbers.

Mac DIN8 Atari 13pin
Serial Port SIO



Resistor

The bottom half of the diagram has a diode which takes the Mac's transmitted data and keeps it above -.3 volts. Since the Mac has already inverted the logic on the TxD- line, no further conversion is needed.

The top half of the diagram takes the Atari's TTL levels and sends two copies to the Mac: one inverted and one uninverted. Because the Mac's RS-422 serial port senses when one line (RxD+) is more negative than the other (RxD-), it's a simple matter of having one line at +5 volts while the other is at 0 volts.

The NPN stands for a NPN Transistor, which can be a general purpose type. Its job is to invert the logic level signal: when there's +5 volts on the left side, the upper right side has 0 volts, and when there's 0 volts on the left side, the upper right has +5 volts.

On the Mac end, you'll need a Mini-DIN-8 plug with the correct pins wired. Some modem cables have the TxD- and RxD- pins connected to ground -- you
can't use them. You can use something like a serial printer cable, or you can also buy the plug from Digi-Key and solder it together yourself.

For reference here's a diagram of the end of a DIN-8 plug:

6 7 8

3 4 5

1 2

On the Atari side, you can use a regular 13-pin cable, and here's a diagram of the end of the plug:

```
____________________
/ 12 10 8 6 4 2 \
/ \
/ 13 11 9 7 5 3 1 \
~~~~~~~~~~~~~~~~~~~~~~~~~~
```

--
--- Lucius Kwok (lucius@astro.ocis.temple.edu) ---

2114. Re: DE RE ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-16 00:00:00 UTC
From: "Mark E. Huss" <meh@bis.adp.com>
Message-ID: <40tak3$ada@igthost.bis.adp.com>
Source record: 89136

I have a copy of De Re Atari, but I'm not sure I want to
part with it ;-)

--
// Mark E. Huss == meh@bis.adp.com NJ, USA
// "But the sun is going down!" "No, no, you're confused:
// the horizon is moving up" (Firesign Theatre)

2115. Atari 5200

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-16 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.67.000EFABE@mindspring.com>
Source record: 89137

I just picked up a 5200 for basically nothing, but it is BARE. By bare, I mean no joysticks, no power supply, no connector to plug a supply into. Matter of fact, although there are a couple of open holes that look like they used to have wires for power, I can't tell whether that's really where they go or not. I thought the 5200 was basically a modified XL, but the internal supplies are very different, as is the layout. I'd like to try it out, but need to know what kind of power and which points they go to. My guess is I can probably use another Atari supply, but which one? 800 or XL/XE?

Bruce Willard
bwillard@mindspring.com

2116. Re: Atari 5200

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-16 00:00:00 UTC
From: James Finnegan <finneganj@delphi.com>
Message-ID: <40tphh$m0h@svna0001.clipper.ssb.com>
Source record: 89138

bwillard@mindspring.com (Bruce Willard) wrote:
>I just picked up a 5200 for basically nothing, but it is BARE. By bare, I
>mean no joysticks, no power supply, no connector to plug a supply into.
>Matter of fact, although there are a couple of open holes that look like they
>used to have wires for power, I can't tell whether that's really where they go
>or not. I thought the 5200 was basically a modified XL, but the internal
>supplies are very different, as is the layout. I'd like to try it out, but
>need to know what kind of power and which points they go to. My guess is I can
>probably use another Atari supply, but which one? 800 or XL/XE?

Bruce,
Is it a 4 joystick port model??? I have one of those. The PS, which
I believe is the same as the 400/800/810/1050 PS's, plugs into the RF
box. The rather hefty looking RCA cable running from the bottom supplies
the video signal and gets the power for the machine (Atari wanted to
eliminate all those unsightly cables running to your console by
consolidating them to the back of your TV). I believe Greg Chance's
homepage has instructions on building the hybrid RF box is you don't have
one (which it sounds like you don't)...

--
Regards,
James Finnegan
Contributing Editor
Microsoft Systems Journal

2117. Cart copying? An update

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-16 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Aug16.194011.29697@wariat.UUCP>
Source record: 89139

(This is posted without reading the group's last 16 messages. I'm in a hurry I guess. I download the new msgs., log off, compose replies which I post next log-on.)
My simple cart copy (crack) said 'follow the code'. There is that, yes. But in 'Math Encounters', and probably most fairly simple cart cracking, there's a byte stored to $A000-$BFFF, right? So, I remembered what I did. I dumped $A000-$BFFF with the cart in. Then I ran the dump and let it lock up. Broke back into it and dumped $A000-$BFFF again. Then I ran a comparing program that compared the cart areas from the two dumps. That's how I found the address where the 'bad' byte had been stored. I guess I really didn't need to find the indirect store that did it.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

2118. Re: Atari 5200

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-16 00:00:00 UTC
From: Doug Schmaltz <dougs@inlink.com>
Message-ID: <40tth0$893@news1.inlink.com>
Source record: 89140

Also, be care about using the supply from another system. The 5200 uses an 11.5 VDC power supply which I believe is unique to it. I don't know what kind of over voltage protection it has, but I would be very careful. It would be fairly easy to build one with parts easily attained at your local Radio Shack. As mentioned, check out Greg Chances home page for more info.

--
Doug (dougs@inlink.com)

2119. Re: Atari 5200

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-16 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.68.000C8301@mindspring.com>
Source record: 89141

In article <40tphh$m0h@svna0001.clipper.ssb.com> James Finnegan <finneganj@delphi.com> writes:
>From: James Finnegan <finneganj@delphi.com>
>Subject: Re: Atari 5200
>Date: 16 Aug 1995 21:56:01 GMT

> Is it a 4 joystick port model??? I have one of those. The PS, which
>I believe is the same as the 400/800/810/1050 PS's, plugs into the RF
>box. The rather hefty looking RCA cable running from the bottom supplies
>the video signal and gets the power for the machine (Atari wanted to
>eliminate all those unsightly cables running to your console by
>consolidating them to the back of your TV). I believe Greg Chance's
>homepage has instructions on building the hybrid RF box is you don't have
>one (which it sounds like you don't)...

You know, my youngest son, who knows nothing about electronics (whereas I am an electronics service tech) said that it probably gets it's power from that cable. I said, "No, that would be ridiculous!" Oh well, live and learn. By the way, it is a four port machine. Thanks for the info.

Bruce Willard
bwillard@mindspring.com

2120. Re: DE RE ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-16 00:00:00 UTC
From: kp5@casbah.gatech.edu
Message-ID: <kp5-1608952359280001@kp5.mindspring.com>
Source record: 89142

I'm not sure if this is exactly the same as De Re Atari, but there is a very large (20 chapter) Atari Reference Manual at

http://nimitz.mcs.kent.edu/~clisowsk/8bit/atrtblc.html

I haven't looked at my copy of De Re in a long time (I think I tossed it), but the info in this manual looks real similar. It's available all in one piece named "ref.man" at some site, but I don't recall which.

--kirk

2121. Bugs in DISKRX and CLEANUP?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-16 00:00:00 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199508170440.XAA28880@mail.cs.utexas.edu>
Source record: 89143

Hello.

1. DISKRX.COM (from FTe's SpartaDOS Toolkit) does NOT work with my hard drive. The program probably stores some data at PDVMSK ($0247) - if I disable the drive by setting the PDVMSK to zero, DISKRX comes to work properly (but the drive is off). Does anyone have any ideas?

2. CLEANUP.COM (from FTe's SpartaDOS Toolkit, too) seems to work properly with STANDARD DISKS ONLY. I have written a ramdisk for SpartaDOS X. The boot loader is quite useless in ramdisks, so my driver stores the bitmap to logical sector $0002 instead of $0004 and the disk capacity is bigger. All variables in the boot sector and bitmap are correct, but the CLEANUP reports, that it is wrong and wants to write the boot loader to the disk. My question is: does anyone have the source code of the CLEANUP to correct this mistake?

Konrad

2122. Re: SIO to Mac info

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-16 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <143789@cup.portal.com>
Source record: 89144

Lucious, just a suggestion or two. The 100k resistor going into the NPN transistor is a little bit on the conservitive side. Figure the NPN transistors will have anything from 20 to 200 for the amplification so worst case part it will only transfer something like (5V/100k)(20) amps or about 1 mamp. AFAIK, the lines in a lot of Atari stuff are pulled up so it may not be enough horse power to get the job done. Figure RS232 specs imply it's supposed to be able to drive a 3k load & maybe use a 3k-4k resistor to the base of the transistor. Also, a safer way to do what you have listed as a germanium diode would be to use either a zener or a zener in parallel with a germanium diode. With the current design, if the Mac put out a 12V signal, the data in port of the Atari would see +12V through the resistor. If you had a 5.1V zener, it would perform the same forward switching as the germanium diode <albiet not quite as well> and would limit the voltage on the Atari to the +5.1V, well within the specs for TTL. Of course if you want to change the NPN to a Darlington transistor, that changes everything<grin>.
Rick

2123. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-16 00:00:00 UTC
From: bmcbrine@hakatac.port.island.net
Message-ID: <40u72s$6fr@hakatac.port.island.net>
Source record: 89145

In article <40r3e8$t91@newsbf02.news.aol.com>,
CudaBert <cudabert@aol.com> wrote:
>I agree that the bulk of 8-bit owners are not going to run out and get
>65816s to support a new OS. I WOULD have a few years ago, but now I keep
>my 8-bitter around simply for the stuff that works on it presently, and
>I'm not interested in beefing it up beyond what is currently available.
>
>I've used/owned/hacked Atari 8-bits since they were first available, but
>I'm not likely to want to try to implement a new OS for the same reason I
>don't want a new OS for my Altair 8800 - it works, I enjoy using it, but
>it's no longer my primary system and I can't see myself staying up nights
>just waiting for the latest software to run on the new OS.
>
>I'll probably keep my Atari forever, it has been one of my favorite
>systems, and I can say I'm happy with it just the way it is.

These are accurate words. I like all this talk about a new improved OS
and it's real exciting for people who still use Atari-8's a lot. However,
the simple fact is most Atari owners use (program, games, whathaveyou) it
is exactly BECAUSE of its simple OS and familiarity to them. I've known
more than one person in the past to own and do pretty interesting things
on Atari-8's because it was a break from the computer work they did all
day long on Unix computers, for instance.

I don't want to rain on parades, I think the ideas expressed here are very
interesting, and I've spent many hours myself on these very same topics of
upgrading the Atari. Heck I still do. But before anyone goes and puts
their heart, sweat, tears, and hours of coding/debugging into this project;
I think it's prudent to convince yourself that very few people will want
to use this new OS. What I'm saying is don't do all the work expecting it
to be a hit and everyone to switch to it. If it experiences a popularity
BooM, then Bravo! and HURRAY! However, don't be expecting said BooM...

Having said that, I'll plink my 2 cents in for the OS if no one minds..

It should work fairly well on a stock 130XE, or a 256K computer.

It must be simple to switch back and forth between New and Old OS's.
(this is really the trick I guess. I would rather have a Boot switch
or menu loader than try and have the New OS keep watching its toes for
the Old OS!)

Keep it fairly simple to code/port programs to the new OS. (of course)

Generally "KISS", keep it simple stupid!

l8r...
--
--BILL McBRINE---in west canada--# EMAIL ME: ragtag@hakatac.almanac.bc.ca !!
!>> ragtag@hakatac.almanac.bc.ca | "My views are not necessarily that of any
-bmcbrine@{this-does-not-work!}__|_organization or any person living or dead."
-"What is genius? It is the power to be a boy again at will." J.M.Barrie-1897

2124. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-17 00:00:00 UTC
From: junkster@chinook.halcyon.com
Message-ID: <40vm5p$hev@news1.halcyon.com>
Source record: 89006

I don't have too much interest in an entirely new and different OS, but I've always thought that the current OS could be cleaned and tightened up a bit:

1. Remove cassette support.
2. Remove those silly self-test programs, except for, possibly, a minimalist memory test.
3. Speed up the E: handler (already done by several people).
4. Remove the "fill" operation of the S: handler.
5. Generally reduce code size (there are some short subroutines that are only called once, etc).
6. Speed up the floating point routines (a la Newell FastChip).

Use the extra space to implement some/all of these:

7. Simple DOS 2.5 D: handler (would drop boot times way down). Possibly, some features could be omitted for space reasons, like lock and unlock.
8. Mini machine language monitor.
9. A simple routine to mark expanded memory banks as "in-use" so specially written programs can deal with extra memory in a nicer way. Include an easy way to test if this routine exists.

Nothing radical, I admit.

James Hague
junkster@halcyon.com

2125. Re: SIO2PC-like device for Amiga2PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-17 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <143803@cup.portal.com>
Source record: 89007

Vince, a few things you can forget, 115k baud & Windows. I can't recall all the incarnations, but a '286 would probably have an 8250 in it to handle serial chores. The chip can be set to 115k baud, but it wasn't designed to do anything like that. I think they're supposed to flake out around 38k baud. I should pull out my spec sheets, but I think they only have a 2 byte internal buffer: This is completely inadequate for that speed & specifically for running under Windows. I have gotten SIO2PC to run as a background task using a 8MHz 8086 & Deskview, but my son trying to show me/convince me that Windows 3.1 & OS 2 Warp were advanced to the point where I would want to use them tried for weeks to get SIO2PC to run in the background on a 486/33MHz. The best he could do was run it in the forground DOS window with something like 90% system priority and even then it would routinely give NAKs to the Atari. I haven't heard of anybody substituting the new 16650 serial chips to see if they would work, but the thing is they cost about $10 each. Last motherboard I bought at a local shop had 640k, built in [disk, printer, serial] support & only cost $7.99! If the thing would of had video also I would have really been a happy camper.
Rick

2126. Re: DE RE ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-17 00:00:00 UTC
From: Mariano Dominguez Molina <mdm>
Message-ID: <410jtn$6do@academ00.mty.itesm.mx>
Source record: 89008

Hello ...
I have a copy of DE RE ATARI, And I'll send you photocioies if you
send me yor snail mail address, but, the book is in spanish, anyway serve you?

2127. Re: Stringy ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-17 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <7cd_9508172309@tor250.org>
Source record: 89009

```
> Btw, does the equality operator have higher priority than the
> "or" operator in ACTION?
>
The "=" has a higher priority over the "OR" in terms of relational operators.

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org
```

2128. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-17 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <7ce_9508172309@tor250.org>
Source record: 89010

E > I think I can offer some insight. Having used the Atari ST series,
E > they
E > offer indexed memory offsets based on where they load. You'd have to
E > run
E > all your old .COM files through a program that will turn absolute
E > addresses into an offset counter. Then when the new OS loads these
E > programs they will automatically be relocated in one option, or if you
E >
E > have all that memory, on every 20 msec page out the lower 64K to a
E > high
E > memory area, bank in another runnable program, execute 20msecs worth,
E > then page in the next multi tasked program.
E >
E > I just know seeing all the emulators out here on the Internet, "Never
E > say
E > Never"

Why not just do task switching on every Verticle Blank? A user installed routine could keep track of where in memory background and foreground tasks are, and run each one within the time in between Vblanks.

I suspect that there would be problems in keeping old programs from colliding with each other. The system needs some kind of protocol so that a program could poll the memory manager for safe regions to stick programs and data. This however would require new programs that adheared to a standard protocol.

The only way I could see to keep programs from colliding is to have the memory manager keep a table which contained the address being requested, and the address that the program or data was actually stored at. There would also need to be an number assigned to each entry in the table indicating which program/task the entery refered too.

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org

2129. New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-17 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <7cf_9508172309@tor250.org>
Source record: 89011

Okay here's an interesting question. What happens to the screen displays if you're running a task switching OS. Each 8-bit program has a screen display, what's stopping one from over-writing the others when it's time slice comes by? Or even another possibility, will a background task which is switched into the foreground to be worked on by the user, be able to redraw it's screen properly? Also won't the machine quickly run out of memory even if it can find someway of storing all these displays?

Finally one more, would one be able to continue to use fancy tricks like display list manipulation, etc... ?

Just some thoughts I've been wrestling with.

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org

2130. Re: TRADE: my 2600 HERO for your Atari 8-bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-17 00:00:00 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <40v6fa$666@erinews.ericsson.se>
Source record: 89146
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic,alt.atari.2600

bosco@yab.com () writes:

>> ...
>heh! ONE 2600 cart of a so-so game for THREE carts of so-so XL/XE games?
>C'mon, get real. Or better yet, get a disk drive. The best games come
>on disk as opposed to carts.

But maybe the 2600 version of "H.E.R.O." is rare, as he writes. Btw, I have a strange Atari computer "H.E.R.O." cartridge, which according to the label on it is a prototype from Activision. It looks the same as the released version, though.

/Anders Skelander

2131. Re: Atari 5200

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-17 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <40u5sc$1bb@blackice.winternet.com>
Source record: 89147

> bwillard@mindspring.com (Bruce Willard) writes:
> I just picked up a 5200 for basically nothing, but it is BARE. By bare, I
> mean no joysticks, no power supply, no connector to plug a supply into.
> Matter of fact, although there are a couple of open holes that look like they
> used to have wires for power, I can't tell whether that's really where they go
> or not. I thought the 5200 was basically a modified XL, but the internal
> supplies are very different, as is the layout. I'd like to try it out, but
> need to know what kind of power and which points they go to. My guess is I can
> probably use another Atari supply, but which one? 800 or XL/XE?
>
>
> Bruce Willard
> bwillard@mindspring.com
>
>>>>
Nope. The 5200 uses a 11.5 VDC power supply, same as
used on the INDUS GT Disk Drive.

Rich Mier

2132. Re: Cart copying? An update

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-17 00:00:00 UTC
From: landon@netcom.com
Message-ID: <landonDDFquM.44y@netcom.com>
Source record: 89148

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: $A000-$BFFF again. Then I ran a comparing program that compared the
: cart areas from the two dumps. That's how I found the address where
: the 'bad' byte had been stored. I guess I really didn't need to find
: the indirect store that did it.

Bwwaaaahahahaha.... :-)

A brief story:

Aric W. and I (and maybe one or two other sickos) spent some time during the Twilight Days of Atari thinking of copy protection schemes for cartridges. Strictly idle in-between-layoff amusement, you understand. There were mandatory beer busts back then ("You *will* have a good time, drink beer, and come up with creative, profitable game ideas!").

Oh, gad, upper management wants us to invent winning games -- and we're stuffing eight to ten million E.T. Phone Home cartridges into L.A. landfills. So we plotted how to drop-test an '800 off the roof of the coin-op building, except that all the roof access was locked and alarmed. I think someone hacked the PBX to dial people at random and connect them to the building-wide public address system ("Hello? Hello?" in the hallways). And we thought about copy protection.

Despite the most twisted, obfuscated schemes we came up with ("Put the PC in the stack, it's looping there, and then an interrupt comes along, the high byte of the return address is an STA, and we decrypt another byte of the smasher into screen memory...") I could imagine some talking to some pirate at a user's group meeting:

"Yeah, that was a hard one. Took three days to crack."

... and sure enough, that's what happened. I was highly amused.

-landon dyer
--

landon@netcom.com it's built for the future
it doesn't mean much now.
-- the fixx

2133. Re: TRADE: my 2600 HERO for your Atari 8-bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-17 00:00:00 UTC
From: bosco@yab.com
Message-ID: <40udd8$v9p@news.yab.com>
Source record: 89149
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic,alt.atari.2600

A.P. Hilliard (pash@en.com) wrote:

: I recently picked up an extra copy of the rare and fun Activision game H.E.R.O. for
: the atari 2600. I also picked up my first Atari 8-bit computer, a 600XL.

: Since I only have 4 carts for it (Pac-Man, Qix, Megamania, and Frogger) I would like
: to trade my HERO cart for 2 or 3 Atari 8-bit carts. I'm interested in just about
: any good games: Dig Dug, Missile Command, etc.

: Best offer gets the cart.

heh! ONE 2600 cart of a so-so game for THREE carts of so-so XL/XE games?
C'mon, get real. Or better yet, get a disk drive. The best games come
on disk as opposed to carts.

****
* bosco@host.yab.com * The Northwest Phoenix Atari Connection *
* John Collins * P.O. Box 67511 Phx, AZ 85082 *
* Editor & Librarian * Atari 8-bit (ONLY!) User Group *
****
* *
* "Wherever you go, there you are..." - Buckaroo Banzai *
* *
****

2134. SIO2PC-like device for Amiga2PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-17 00:00:00 UTC
From: chair@pgh.nauticom.net
Message-ID: <DDFnBG.E3I@pgh.nauticom.net>
Source record: 89150

Hi all! I know this group is for Atari 8bits, but its participants seem to like Amiga's, and this is based on an Atari device.
Is there a device, like SIO2PC, to connect an Amiga to a PC? I am currently in the process of collecting parts to build an SIO2PC cable, and have previewed the software, and like it. I also have MS-Interlink to connect 2 PC's (it lets the client PC use the drives of the server PC via a null-modem serial cable, the software comes w/ MSDOS 6.x)

I'd like to connect have my Amiga 1000 use my 286 pc as a file server. Eventually, i may collect enough scrap boards & parts to either build or fix up a bare bones 386 w/ a couple of serial ports. I'd then run the server programs of SIO2PC, Interlink, and Amiga2PC(?) simultaneously on different ports under windows 3.1. I'd also make it autobooting so i wouldnt have to have a dedicated monitor/graphics card. Such a poor-man's file-server would be great for sharing data between platforms and generally making otherwise floppy-based systems easier to use (my 286 does have a 40m hd, my A1000 and 800xl don't).

The proposed Amiga2PC device would preferably be transparent to the Amiga, like SIO2PC. However would probably require a driver of some sort on the Amiga side, like Interlink. I've had several thoughts on how to make such an interface:

1. A 115k rs232 connection via the serial ports w/ a driver for the amiga & server software for the pc.

2. An interface to the Amiga's external disk drive port might be more transparent to the Amiga, but the Amiga may have trouble handling the disk size. This way would probably require more hardware, and maybe even a driver on the Amiga, which would make the previous idea more plausible.

3. Another way would be to make a device to plug into the Amiga's expansion slot. This would require more hardware, as well as (probably) a driver for the amiga. The disadvantage of this is that it would be specific only to the unit(s) it was designed for: either 1000, 500, or 2000... .

Any thoughts on what may or may not work? Do such devices exist? If someone out there could send me or point me to the relevent information and or a good c or pascal compiler for the Amiga (public domain, shareware or cheap commercial, also needs to run on an Amiga 1000) i'll start working on such a setup.

Thanks!

Vince

chair@pgh.nauticom.net
http://www.nauticom.net/users/chair/
Be kind to your furniture! ;)

--
chair@pgh.nauticom.net
http://www.nauticom.net/users/chair/
Be kind to your furniture! ;)

2135. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-17 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_808669973@rtfm.mit.edu>
Source record: 89151
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

Revised 4-Aug-95

NEW ---- All Repair Shops are now listed here. ---- NEW

---- All Print and Disk Magazines are now listed here. ----

Additions/suggestions/comments/corrections are needed! Please send to:

Michael D. Current
<URL:mailto:mcurrent@carleton.edu>

Where to get the latest copy of this list:

The home of many FTP archives, automatically updated monthly:
<URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev>

The World Wide Web hypertext version, automatically generated monthly:
<URL:http://www.smartpages.com/faqs/atari-8-bit/vendev/faq.html>

WWW "flat hypertext" versions, automatically generated monthly:
<URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html>
<URL:http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.vendev.html>

Usenet newsgroups where this list is automatically posted monthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also send for this list by mail.
URL:mailto:mail-server@rtfm.mit.edu message says:
send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

Conventions
-----------
All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" shareware/freeware/PD developers should also be listed.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, public domain
```

software/freeware/shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No product can be developed by more than one developer. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information is given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of the more prominent sources I use. Current Notes magazine, and their 8-Bit Editor Rick Reaser. Atari Classics magazine, published by Jim Hood and Bob Woolley. And The Atari 8-Bit Omnibus, published by David A. Paterson.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

8-Bit Magazin (disk magazine)
See: Powersoft

8-Bits Forever (book)
See: GFH Marketing

A.B.B.U.C. e.V.
c/o Wolfgang Burger
Wieschenbeck 45

45699 Herten
Germany
Developer: various hardware and software (also schematics, mailbox,
disk magazine, repair-service, helpline addresses, meetings)
Publisher: Diskmagazin (disk magazine)
Repair Shop.

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY 10471-1222
United States
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

AMC-Verlag
Bluecherstr. 17
W-65195 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension),
STEREO Blaster (several versions), STEREO Blaster PRO, Herbert I, Herbert II,
other games

American Techna-Vision (Ralph Maddox)
Mail Order:
15338 Inverness St.
San Leandro, CA 94579-2016
United States
Sales Office:
1903 Fairway Dr.
San Leandro, CA 94577
United States
tel: (510) 352-3787
FAX: (510) 352-9227
URL:mailto:rmax99@ix.netcom.com
Vendor: new hardware, commercial software
Repair Shop. 1050 Disk Drives only

Amethyst Software
211 South Kansas
Danville, IL 61832
United States
Vendor: commercial/PD/freeware/shareware

ANG Software
See also: MegaZine
Ridderkerksestraat 60

3114 RK Schiedam
The Netherlands
tel/FAX: +31-10-4271732
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip),
t-shirts with Atari 8-bit game motives on them
Publisher: MegaZine (disk magazine)
fl10.00/disk

David Aronson
2911 Bree Hill Rd.
Oakton, VA 22124
United States
tel: (703) 620-6183
Vendor: used hardware

Artacyis Publications (James Catalano)
639 West Grace, Suite #336
Chicago, IL 60613
United States
tel: (312) 248-6065
Developer: over 60 original game titles

AS
See: Mirage

Assisting Children to Excel
P.O. Box 1213
Camarillo, CA 93011
United States
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape
sets each in: Reading, Spelling, Math, Economics, Physics, Psychology,
U.S. History, World History, Digital Electronics)

Atari 8-Bit Alive
c/o Damon Walker
RD#1 Box 62
Salem, NJ 08079
United States
tel: (609) 299-4667
URL:mailto:b.walker26@genie.geis.com
Fidonet: Node 1:266/52
Publisher: Atari 8-Bit Alive (print magazine)
bimonthly, $2.79/issue, or $8/three issues

Atari 8-Bit Omnibus (publication)
See: David A. Paterson

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni

Anglesey
Gwynedd
Wales LL77 7UR
United Kingdom
URL:mailto:mbitdc9306@newi.ac.uk (David Wyn Davies)
Developer: Swift Spreadsheet (Standard or New), Loopz, Helter Skelter

Atari Classics
5507 Langford Court
Concord, CA 94521-1614
United States
URL:mailto:75126.3446@compuserve.com
URL:mailto:RWoolley@ix.netcom.com (Bob Woolley)
URL:mailto:j.hood9@genie.geis.com (Jim Hood)
Publisher: Atari Classics (print magazine)
bimonthly, 6/yr 1 Year 2 Years 3 Years
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Drive
Pearl, MS 39208
United States
Vendor: shareware/freeware/PD

Atari Video Club
c/o Dan Iacovelli
1411 North 36th
Melrose Park, IL 60160-2726
United States
tel: (708) 345-4127
Vendor: games

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
P.O. Box 294
Newbury Park, CA 91319
United States
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.

145 Surf Place
Seal Beach, CA 90740-5909
United States
tel: (310) 430-5433
tel: (310) 596-6123
URL:mailto:d.mcalliste2@genie.geis.com
Developer: hardware and software for model railroading applications

Avatar (Ulf Petersen)
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/418260 (ISDN)
tel: +49/4381/418261 (ISDN)
tel: +49/4381/418262 (ISDN)
FAX: +49/4381/418243
URL:mailto:ulf%antic@cle.de
FIDO: Ulf Petersen@2:240/4060.22
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II
Publisher: User-Mag (disk magazine)
bi-monthly

Subject: B

B&C ComputerVisions
1725 De La Cruz Blvd. #7
Santa Clara, CA 95050-3011
United States
tel: (408) 986-9960
FAX: (408) 986-9968
Phone Hours: Tue-Fri 10am-6pm
Retail Store Hours: Thu & Fri 10am-6pm, Sat 10am-5pm
Vendor: new/used hardware, commercial/PD/freeware/shareware

Bensley Consulting
P.O. Box 301
Westfield, IL 62474-0301
United States
tel: (217) 967-5465
URL:mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA 95126-1127
United States
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274

Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd.
Panama City, FL 32405-5902
United States
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
P.O. Box 152
Wind Gap, PA 18091
United States
URL:mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St.
Simi Valley, CA 93065-5646
United States
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Branch Always Software
14150 N.E. 20th St., Suite 302
Bellevue, WA 98007
United States
tel: (206) 236-0540
FAX: (206) 236-0257
URL:mailto:brasoft@halcyon.com
URL:mailto:brasoft@aol.com
URL:mailto:73657.2714@compuserve.com
URL:mailto:brasoft@genie.geis.com
MSN: BRASOFT
URL:http://www.halcyon.com/brasoft/
Developer: ST Xformer 3.0 (for Atari ST), PC Xformer 3.2 (for MS-DOS
486/Pentium). October '95: PC Xformer 4.0 (for MS-Windows)

Bravo Sierra Computers
c/o Ben Smith
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
URL:mailto:bensmith@teleport.com
Vendor: used hardware/software

BRE Software
352 West Bedford, Suite 104
Fresno, CA 93711
United States
tel: 1-800-347-6760
tel: (209) 432-3072

Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St.
Mansfield, MA 02048-2925
United States
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
2012 South 314th St., #314
Federal Way, WA 98003-5622
United States
Vendor: PD/freeware/shareware

Subject: C

C&T ComputerActive
P.O. Box 893
Clinton, OK 73601
United States
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, IA 52245
United States
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Place
Crystal, MN 55427-2259
United States
Developer: various software

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
P.O. Box 5160
San Luis Obispo, CA 93403-5160
United States
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Games Plus
1839 East Chapman Ave.
Orange, CA 92667

United States
tel: (714) 639-8189 Noon-6pm Tue-Fri, Noon-3pm Sat
FAX: (714) 538-1707
URL:mailto:aturco@netcom.com (Art Turco)
Vendor: commercial software

Computer Software Services
See also: Bob Puff
P.O. Box 17660
Rochester, NY 14624
United States
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Creative Software Systems (Rob Satonica)
7775 Scottdale Rd.
Berrien Springs, MI 49103
United States
tel: (616) 473-3904
Service: converts disks from Atari 8-bit 5.25" to IBM PC 3.5" for fee
Developer: Atari Emulator Manager (MS-DOS/PC Xformer utility)

Current Notes
122 North Johnson Rd.
Sterling, VA 20164
United States
tel: (703) 450-4761
FAX: (703) 430-2618
URL:mailto:joe.waters@genie.geis.com
URL:mailto:74005.1270@compuserve.com
URL:mailto:jwaters@databank.com
Publisher: Current Notes (ISSN 8750-1937)--published bi-monthly
$24 per year
foreign surface: $30/year
disk subscriptions: $48/year
foreign disk subscriptions: $57/yr
air mail: Canada/Mexico $35; Cen.Am., Caribbean, $42;
S.Amer. Europe, N.Africa, $49; Mid East, Africa, Asia,
Australia, $58

Subject: D

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO 80222
United States
Developer: Daisy-Dot III

Nir Dary
19185 Castlebay Ln.
Northridge, CA 91326-1046
United States
tel: (818) 831-2353 evenings only
Developer: PAL/NTSC Upgrade

Data 8
P.O. Box 210
Mouth Card, KY 41548
United States
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue
See also: The AGDA Group
1623 West Fourth St.
Mansfield, OH 44906-1701
United States
tel: (419) 529-9797 1pm-5:30pm EST M-F
URL:mailto:dataque.1@genie.geis.com
URL:mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM
Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM,
Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list
options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit,
Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

D.G.S.
See also: Lance Tatman
62 Thomson Ave.
Balby
Doncaster
England DN4 0NU
United Kingdom
tel: +44-302-855-026 (10am - 7pm GMT/BST only)
URL:mailto:dx107@cleveland.freenet.edu
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio
Publisher: News-Paper (print magazine)
UK: #6.00 / 4 issues
Europe: #8.00 / 4 issues
USA: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues

Discount Video Too
3223 F. South U.S. Hwy. 1

Fort Pierce, FL 34982
United States
tel: (407) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software

Diskmagazin (disk magazine)
See: A.B.B.U.C. e.V.

DynaComp Software
178 Phillips Rd.
Webster, NY 14580
United States
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983
Vendor: used hardware, commercial/used software
Repair Shop.

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Evangelo's Software
Angelo V.
27 Stiles St.
Elizabeth, NJ 07208
United States
tel: (908) 558-9518
Vendor: comercial software

Subject: F

Far North Computers
59 College Rd., #217
Fairbanks, AK 99701
United States
tel: (908) 456-3700
Vendor: hardware, software

Fine Tooned Engineering
P.O. Box 31270
Mesa, AZ 85275
United States
tel: (408) Get-REAL {438-7325} [Orders] (OLD??)
BBS: (408) 438-6775 (OLD??)
URL:mailto:ftooned@delphi.com
URL:mailto:f.tooned@genie.geis.com
Developer: BASIC XL, BASIC XL ToolKit, BASIC XE, MAC/65, MAC/65 ToolKit,
Action!, Action! ToolKit, Action! RunTime Package, P:R: Connection,
R-Time 8, US Doubler, Multi I/O 130XE Extender, FlashBack!, SpartaDOS X 4.22,
SpartaDOS 3.2g, SpartaDOS ToolKit, 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL,
RAMROD XL2, OSNXL, OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon,
Small Business Management, Small Business Management for the 130,
Express! Professional, MARS 8, Mini I/O II, Sweet 16

John Foskett
26 Auckland Rd.
Kingston-Upon-Thames
Surrey
England KT1 3BG
United Kingdom
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures), Jurrasic

Futura (disk magazine)
See: North of Scotland Atari User Group (NOSAUG)

Subject: G

Games+
610 North Alma School Rd.
Chandler, AZ 85224
United States
tel: (602) 890-0556
Vendor: new/used hardware, new/used software

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada

Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Richard Gore
79 Sprotbrough Rd.
Sprotbrough
Doncaster
England DN5 8BW
United Kingdom
tel: (0302) 784642 after 7pm(GMT) weekdays, any reasonable time weekends
URL:mailto:chmrig@leeds.ac.uk
Vendor: commercial software
Developer: Arena, Bubble Zone, Jawbreaker, Mousekattack, GTracker,
Super Print Lab XE, Yorky 256K Memory Upgrade, Golf Tour 95

Subject: H

Historically Brewed (print magazine)
See: Historical Computer Society

Historical Computer Society (David A. Greelish)
2962 Park St., #1
Jacksonville, FL 32205
United States
URL:mailto:historical@aol.com
Publisher: Historically Brewed (print magazine)
6 bimonthly issues: $18 ; or $2 for a sample issue

Horizon Computers
601 South Broadway, Suite B
Denver, CO 80209
United States
tel: (303) 777-8080
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

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Subject: I

IB Computers
10980 S.W. Mulewood Dr.
Portland, OR 97225

United States
tel: (503) 297-8425
Vendor: closeout hardware

IceSoft
c/o Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
URL:mailto:bruck@brachot.jct.ac.il
Developer: Ice-T 2.0 XE, 1.1

Subject: J

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC
Vanickova 5
16900
Praha 6-Strahov
Czech Republic
Developer: Turbo Tape, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
URL:mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

K-Products
P.O. Box 22122 A.M.F.
Salt Lake City, UT 84122
United States
tel/FAX: (801) 967-7400
BBS: (801) 967-8738
Vendor: used hardware

Developer: BBS Express! Professional, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,
Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, BBS Express! Professional Update Disks V4.0b,
KPI Hard Disk Drive Interface
Repair Shop.

Nick Kennedy
300 South Vancouver Ave.
Russellville, AR 72801
United States
tel: (501) 967-3843
Developer: SIO2PC

KE-Soft
c/o Kemal Ezcan
Frankenstrasse 24
63477 Maintal
Germany
tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, The Brundles
Publisher: Zong (print magazine)
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

LACE (London Atari Computer Enthusiasts)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield

London
England SW16
United Kingdom
URL:mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
URL:mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

Chris Liam
<URL:mailto:lamcw@aston.ac.uk>
<URL:http://www.aston.ac.uk/~lamcw/emulators.html>
Developer: Rainbow (for Macintosh)

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando,
Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge
with 64KB or 128KB RAM with battery), Centronics interface: Microprint,
all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044,
Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa,
Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus,
Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika,
Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change,
Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck,
Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb,
Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums),
Chaos Music Composer, Geometria (education), Kurs Fizyki (education),
Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor)

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
URL:mailto:e.halliwell@genie.geis.com
URL:mailto:ehalliwe@emh.kunsan.af.mil

Developer: FlickerTerm 80 (beta), ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, Maze-War 3D

Subject: M

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL 60148-2059
United States
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

MegaZine (disk magazine) (c/o Freddy Offenga, a.k.a. Frankenstein)
See also: ANG Software
P.O. Box 164
8800 AD Franeker
The Netherlands
URL:mailto:offen300@hio.tem.nhl.nl

Micro-Discount
265 Chester Rd.
Streetly
West Midlands
England B74 3EA
United Kingdom
tel: 0121-353-5730 4pm-8pm Mon-Fri
FAX: 0121-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger, Menu Print

Mirage / AS
ul. Gen. Abrahama 4
03-982 Warsaw
Poland
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),

Sampler (with some software), Video interface (digitizer+genlock)

Moonsoft
See: Black Moon Systems

More Than Games (Rick Detlefsen)
8207 Briarwood Lane
Austin, TX 78757-7642
United States
URL:mailto:74766.1561@compuserve.com
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (not a retail outlet)
Santa Rosa, CA 95407
United States
FAX: (707) 527-0674
URL:mailto:mytek@genie.geis.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software
c/o Bill Kendrick
59 Palm Lane
Novato, CA 94945-2574
United States

URL:mailto:kendrick@zippy.sonoma.edu
URL:http://zippy.sonoma.edu/~kendrick/nbs/
Developer: demos: Bob Test, Color Bars, Cells, DAN15, DAN9A, Didi 7, DollMan, Happy Mondays, James Brown, Knives and Forks, Stimpy, T-1000. games: Balloonier, Boom!, Chicken, Cooltris, Elevator, Hopper, Platform, Puzzle, Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: Colorizer 1.1, DigiPlay Menu, Equation

News-Paper (print magazine)
See: D.G.S.

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

North of Scotland Atari User Group (NOSAUG)
P.O. Box 10001
Peterhead
Scotland AB42 6ZN
United Kingdom
Publisher: Futura (disk magazine)
$3 cash or #2 IMO for sample issue

Northwest Phoenix Atari Connection (N.W.P.A.C.)
P.O. Box 67511
Phoenix, AZ 85082
BBS: (602) 278-8505 (Phoenix Atari User Group System)
Publisher: Nybbles & Bytes (print magazine)
bimonthly, $10 / yr (6 issues)

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Nybbles & Bytes (print magazine)
See: Northwest Phoenix Atari Connection (N.W.P.A.C.)

Subject: P

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
United Kingdom

tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!
Publisher: New Atari User (print magazine)
(bi-monthly) Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
USA/Canada - Surface #17.00 #32.00
USA/Canada - Air Mail #23.00 #42.00
Other countries as USA/Canada

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
URL:mailto:itsmarver@aol.com
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300
Repair Shop.

David A. Paterson
P.O. Box 342
Cote-St-Luc, QU H4V 2Y5
Canada
URL:mailto:d.paterson2@genie.geis.com
Developer: CardStax
Publisher: Atari 8-Bit Omnibus
US$5 for 1994 edition

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Pokey Magazine (print magazine)
See: Stichting Pokey

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St.
Winter Springs, FL 32708
United States
URL:mailto:potter@escmail.orl.mmc.com
URL:mailto:74030.2020@compuserve.com
URL:mailto:jdpotter@genie.geis.com
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Quick, Quick Support Disk 1, Screen Aided Management (SAM),
SAM Budget, SAM Utility Extensions Disk, SAM Designer, Quick Ed, Minesweeper,
Glaggs It!, Rubber Ball, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Powersoft
c/o Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840
Vendor: hardware, commercial/PD/freeware/shareware
especially recent software and hardware from Poland (Avalon etc.)
Publisher: 8-Bit Magazin (disk magazine)

Bob Puff
See also: Computer Software Services
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624

United States
URL:mailto:76702.1076@compuserve.com
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, Taskmaster, Parallel Printer Port, TurboLoader kit

READY +TECHNOLOGIES+ (address mail to Thomas Smailus, *not* READY +TECH.)
P.O. Box 17578
Baton Rouge, LA 70893
United States
URL:mailto:tom@ready.rsip.lsu.edu
http://sarah.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software systems design, developement, and coding; Media conversion from magnetic to optical and imaging; Consulting on system purchases and requirements; Film production from short to feature length

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Ronnie Riche
See also: Dale Wooster
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

San Jose Computer
moving?
tel: (408) 995-5080

Software Infinity
642 East Waring Ave.
State College, PA 16801
United States
tel: (814) 238-7967 24hrs
Vendor: commercial/PD/freeware/shareware

STAK Atari (print magazine)
See: Revista STAK Atari

Stichting Pokey (Fred Meijer)
Postbus 425
2920 AK Krimpen ad IJssel
The Netherlands
Publisher: Pokey Magazine (print magazine)
37,50 guilders / year (6 issues, bimonthly)

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Paul Sungenis
URL:mailto:pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford

Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: (074) 969 169
URL:mailto:masstorage@closer2.brisnet.org.au
URL:ftp://closer.brisnet.org.au/pub/archive1/8_bit/super/
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

Lance Tatman
See also: D.G.S.
844 Kern St.
Richmond, CA 94805
United States
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Developer?: education related

Toad Computers
570 Gov. Ritchie Highway
Severna Park, MD 21146-2925
United States
tel: (800) 448-8623 Orders
tel: (410) 544-6943 Information
FAX: (410) 544-1329
FAX: (410) 544-0098 FAXBack
BBS: (410) 544-6999
URL:mailto:toad@genie.geis.com (slow response)
URL:mailto:toad@charm.net (fast response)
URL:ftp://ftp.charm.net/pub/home/toad/
URL:http://www.charm.net/~toad/
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany

tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
England NE28 6DQ
United Kingdom
Tel: (0191) 2710086 (David Ewens)
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #16.00 plus the following postage:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00
6 copies #11.00
Europe 1 copy #2.20
Europe 6 copies #12.50
Elsewhere 1 copy #2.50
Elsewhere 6 copies #14.00

Subject: U

UltraBasic
10 East 10th St.
Bloomsburg, PA 17815
United States
Vendor: commercial software

User-Mag (disk magazine)
See: Avatar

Subject: V

Video 61
22735 Congo St. N.E.
Stacy, MN 55079
United States
tel: (612) 462-2500 24hrs
Vendor: new/used hardware, new/used software (mostly game-related)

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA 15223
United States
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Subject: W

Dale F. Wooster
See also: Ronnie Riche
7113 W. Pasadena
Glendale, AZ 85303
tel: (602) 846-1575
United States
Developer: TextPRO v5.20x Docs.
printed manual: $12
2-disk set containing program, modules, macros, docs: add $4
2-disk set of more support files: add another $4
Other Docs. available for: early TextPRO v4.5/v5.0, MyDos 4.5,
Rambrandt, Bobterm 1.2 and several others

Subject: Z

Zong (print magazine)
See: KE-Soft

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731
United States
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

2136. Re: Rana 1000 Dip Switches

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-17 00:00:00 UTC
From: Terry.Streeter@flight.org
Message-ID: <eac_9508180106@flight.org>
Source record: 89152

I have a RANA drive myself, and can find no information about it.
If I sent you some money, would you
make a zerox copy of the manual?
---------- -//- ----------
Internet: Terry.Streeter@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

2137. Re: Software for PC XFormer

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-17 00:00:00 UTC
From: "Ernest.R.Schreurs" <ernest@pi.net>
Message-ID: <410ep8$671@neptunus.pi.net>
Source record: 89153

ddahlstrom@mhv.net (David Dahlstrom) wrote:
>Does anyone know if there is a place that sells
>classic Atari 8-bit software in a form that can be
>used by the PC XFormer.

Try and find a BBS that has 8-bit stuff, or download it from one of the FTP sites. The PC-Xformer allows you to store 8-bit files as a normal PC file, and when you tell it to open the file, it creates a disk image that contains that file. You can then simply save this as a XFD file. Another option would be to have a notebook computer with a SIO2PC cable and bring that to a shop or usergroup that has an 8-bit system setup.

2138. WANTED: "Atari Connection" circa 1983

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-17 00:00:00 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <40vfrr$9ka@erinews.ericsson.se>
Source record: 89154

I am interested in buying old issues (circa 1983) of the
"Atari Connection" magazine. I live in Sweden, but I will pay
in advance if the seller is in the US.

/Anders Skelander

2139. New Network? (Re: SIO2PC-like device for Amiga2PC)

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-17 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <xT0MwksjYdCJ083yn@IBM.NET>
Source record: 89155

In article <DDFnBG.E3I@pgh.nauticom.net>,
chair@pgh.nauticom.net (nosync) wrote:
>I'd like to connect have my Amiga 1000 use my 286 pc as a file server.
>Eventually, i may collect enough scrap boards & parts to either build or
>fix up a bare bones 386 w/ a couple of serial ports. I'd then run the
>server programs of SIO2PC, Interlink, and Amiga2PC(?) simultaneously on
>different ports under windows 3.1. I'd also make it autobooting so i

This won't work due to the fact that Interlink will not run under
Windows, and I've heard that SIO2PC has problems running under
windows. You would probably have to go to a heavier duty OS like
OS/2.

This brings up a suggestion, has anyone had ideas for a true computer
network for older computers? I've been think, since I have several
8-bits and a ST, it would be nice to network them and use my 486 as a
file server. Here are a couple of my thoughts:

1. If I understand correctly, the original appletalk interface was
nothing more than a fast serial port on the hardware side, so couldn't
we use the RS232 ports as a network port? We would be limiting
ourselves to probably around 19.2, but that should be plenty fast
enough for Atari 8-bits, Atari STs, apple //s, C-64's, Acorns, and
whatever else can get some network drivers written for it.

2. For the Atari 8-bits, I would think you would still have to have a
real disk drive to boot off of, and then it would load the network
drivers and set up a new device (N:?). You would then be able to
connect, for example, N1: to your 486, N2: to the old 386 down the
hall, etc. For booting the 8-bit, I guess you could have a cartridge
made that would boot the machine and set up the network.

3. A protocol would have to be devised that is simple and generic
enough that it could be used on almost any computer made, as long as
that computer had a RS232 port.

4. We would hopefully be able to use ordinary phone wire for the
network cable itself.

What are everyone's thoughts? This idea, I think, would be a lot more
popular than the new OS. I would love to have one 8-bit in the living
room, one in the kitchen, and one in the bedroom, and have them all be
able to be connected!!! This is what the idea of home computing has
been for years, but computers have been so expensive that you couldn't
use it for keeping a shopping list in the kitchen, keeping your video
tape collection on it in the living room, and still be able to word

process in the bedroom.

P.S. And the network could have a cool name, like GozNET!!!
(Pronounced with a long O as in goes)

Ryan 'Gozar' Collins RLCOLLI@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

http://www.ganet.net/~rc2

2140. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-18 00:00:00 UTC
From: Michael Ellis <michael@cis.ufl.edu>
Message-ID: <4116ie$pfp@no-names.nerdc.ufl.edu>
Source record: 89012

krishna@primenet.com (Glenn Saunders) wrote:

>: Yup. The 65816 would help matters there. BUT, as you may recall, the
>: Atari 8-bits don't have 65816s in them. For a new OS to matter to such a
>: TINY market, it would need to be able to run on most of the STOCK Ataris
>: out there.
>
>Therein my conception differs. I happen to firmly believe that a stock
>6502 is woefully adequate as a staging ground for a preemptively
>multitasking environment. We had a thread before which essentially
>answered why it is that the 6809 can and the 6502 can not.
>
>It would be such a major kludge that it would not be worth it.

My opinion differs... I think that a useful 6502-based multitaking system
is possible. Remember, I work with microcontrollers that are no more
powerful than a 6502, and I've seen (and written) such OS an for some of
them.

>Dudes, we've got 1 major developer left. CSS is essentially a dead
>issue, we should try to drum up support for the damn Sweet 16 otherwise
>it will flop just as much as Chuck Steinman's T-816.
>
>We'll never go ANYWHERE if we consistenly fall back to the lowest common
>denominator

I know what you're trying to accomplish here, but you're skipping too many steps. In
order for people to WANT to upgrade (to SWEET-16 or anything else) they need a REASON
to upgrade. This is why its so important that a new OS works with the stock
hardware. If people use and LIKE a new system, they'll get excited about it and
feverishly snap up everything they can for it. At this stage programs will work, but
users are likely to wish that things happened FASTER, or that they could use MORE
MEMORY, or that they had MORE MODERN CAPABILITES.

Now, if a subsequent version of this hypothetical popular OS were released, and if
it supported the 65816 in ADDITION to the 6502, then people might have a good
reason to upgrade their computer: they'll want to use all of the neat 65816
capabilites that otherwise lie dormant in their new version of the OS.

So you see? Everyone can get what they want, you just can't jump right in and
hammer "buy SWEET-16s!!" into people's heads -- it won't work.

>It is IMPOSSIBLE to write a preemptively multitasking system on a 64K 6502
>system. It is not worth the effort but probably possible on a heavily
>upgraded banked-ram machine, but if the guy has enough initiative to throw
>512K into his machine, why not a friggen Sweet-16?

See above where I talk about disagreeing...

>If someone is too cheap to put more RAM into his system he shouldn't
>whine by not having this OS. Most likely all he does is play games on it
>anyway.

See what I said about needing a REASON to upgrade. The RAM thing is easy, ANYONE can use more RAM.

-Michael Ellis

2141. Saftware to run 8 bit programs on a PC using Xformer 3.0a

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-18 00:00:00 UTC
From: johne2@ix.netcom.com
Message-ID: <410tj0$cl5@ixnews7.ix.netcom.com>
Source record: 89013

Does anyone know where I can find the software that will let my PC read
and execute Atari Dos disks? It implies this is possible in the
Xformer manual, that there is a program called MULE that will do this,
however I have not been able to find it anywhere. Any suggestions?

Thanks in advance/John

2142. Re: WANTED: "Atari Connection" circa 1983

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-18 00:00:00 UTC
From: ddahlstrom@mhv.net
Message-ID: <410uv7$d26@over.mhv.net>
Source record: 89014

I don't have the Atari Connection, however, I do have all issues
of Atari Age magazine from Volume 1, Number 1 (May/June 1982)
to Volume 2, Number 5 (March/April 1984). There are 11 issues
total. If anyone is interested, e-mail me an offer.

--Dave

etxansk@garbo.ericsson.se wrote:

>I am interested in buying old issues (circa 1983) of the
>"Atari Connection" magazine. I live in Sweden, but I will pay
>in advance if the seller is in the US.

>/Anders Skelander

2143. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-18 00:00:00 UTC
From: Michael Ellis <michael@cis.ufl.edu>
Message-ID: <410vht$kij@no-names.nerdc.ufl.edu>
Source record: 89015

In article <143470@cup.portal.com>, jharris@cup.portal.com (John D Harris)
wrote:

> I don't understand what you meant about the 6502 not having indirect
> addressing.

I believe I wrote that the 6502 has no way of accomplishing indirect
addressing except via page zero. As we all know, page zero is a cramped
place with a finite number of addresses. This type of resource limitation
makes traditional use of page zero impossible in the context of the
flexible system I have designed. To compensate, I have devised a system
that can "fake" a pointer using only TWO page zero bytes. Furthermore,
because my system does not use page zero in the traditional way, it is not
limited and will work with any Atari 8-bit configuration.

> Especially in the context of wanting to load programs
> anywhere in RAM. I would think relative addressing would be more
> useful for this purpose. (Though, the 6502 doesn't have it.)

INIRECT addressing is a CRITICAL tool for pointing to data structures in
memory, and it is the only way that pointers can be implemented on the
6502. Some techniques would enjoy relative addressing, but since 6502
doesn't have it, I don't see the point in discussing relative addressing
theory any further.

> I do think that the problem of loading programs into any area of RAM
> could be solved by creating a standard for a relocatable object file
> format, much like SDX supports. (Or even compatible with it). It
> does require updated development tools, but then both absolute and
> zero page addresses could simply be allocated to free areas.
> Operating systems for other computers work this way, and it removes
> the burden from the programmer of having to write special code to be
> relocatable.

First, let me say that the 6502 is capable of PC-relative branches of at
most 128 bytes. This, combined with its lack of PC-relative LOADs and
STOREs make implementing TRUE POSITION INDEPENDENT code impossible.
True-position-independent code can be executed from anywhere in memory and
will function properly.

You mention that a possible solution is to create "a standard for a
relocatable object file format." This is EXACTLY what I am doing. I
accomplish this by "fooling" the 6502 and the OS into functioning in a
position-indepenedent way. NOTE HOWEVER, that in the message you are
referring to, I was responding to the question of why CURRENT SOFTWARE
would not be multitasked under the present OS design. My answer, which is

what you are referring to, applied to the NON-POSITION-INDEPENDENT nature
of EXISTING 8-bit software. By suggesting that a new standard be
established, you are agreeing with my argument that "fake" position
independent code is possible, but NOT in terms of the current 8-bit
software available.

> >This goes without saying for anyone designing an OS. However, don't look
> >for many Amiga-like inspirations in my software...
>
> I don't understand this either. Everyone I know who has experienced
> the current Amiga OS as well as the OSes for other computers, considers
> the Amiga OS to be clearly the best. Inspirations from that direction
> would generally be a very good thing.

Let me say in advance that I don't like the Amiga at all. I understand that it has its
fans, and I think that's great -- best wishes=
to all Amiga enthusiasts. I, however, am not one of them. In all my years in the computer
science field I have NEVER seen a compu=
ter crash as much. This in itself is reason to discount the Amiga. However, Commodore
complimented its crash-prone OS with the fol=
lowing:
1) possibly the ugliest, least intuitive GUI in the world
2) screen flicker, screen flicker, screen flicker....
3) a CLI AND DOS? I guess they couldn't decide. Ever notice how you
HAVE to go to AmigaDOS to do anything useful?

These are the main reasons I dislike the machine. If you disagree with me, that's fine, but
I will not discuss my dislike of that m=
achine any further. I am happy to co-exist with 8-bit users that like Amigas as a fellow
Atari enthusiast.

-Michael Ellis

2144. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-18 00:00:00 UTC
From: Michael Ellis <michael@cis.ufl.edu>
Message-ID: <4115hc$pfp@no-names.nerdc.ufl.edu>
Source record: 89016

In article <40plg3$c2j@nnrp2.primenet.com>, krishna@primenet.com (Glenn Saunders) wrote:

> The mortal Michael Ellis wrote:
> : Too much of "part of the OS" needs low RAM. You can't have your cake and
> : eat it too -- it's just not possible to implement multitasking and
> : demand-paging in 14K of OS RAM. Sorry.
>
> What is your logic? What is so special about low memory? The only
> crutial stuff regarding low memory is custom chip and legacy OS stuff.

As a matter of fact, Low RAM is VERY, VERY important to Atari 8bit computers. I was hoping to avoid a discussion of HOW the machine uses its extra memory, but it would appear that I am left with little choice but to give a brief overview.

On non-Atari 800 computers with more than 64K (i.e. RAMBO XL upgraded, 130XE, NEWELL upgraded, etc.) the computer accesses the extra RAM via PORTB. This was originally used for joysticks 3 and 4 on the Atari 400/800.

On the high-RAM machines, PORTB allows you to CHANGE the memory that appears in the $4000 - $7FFF address window. Of course, this $4000 byte window is only 16K, and this means that you will need to access the RAM above 64K in 16K chunks.

SO, let's say that you have a 256K RAMBO XL, and you want to acess the high 192K. You accomplish this by BANKING IN 12 DIFFERENT 16K chunks of memory.

You asked, "What is so special about low memory?" In case the answer isn't obvious, I'll elaborate further. Since only SIXTEEN KILOBYTES of high RAM is active at any given time, you MUST have certain CORE operating system services in LOW MEMORY at all times. Things like the memory manager, screen handlers/drivers, task switchers, etc. HAVE to be in LOW RAM because they HAVE to be available at all times.

So say went ahead and threw threw the memory manager in high memory. How's the memory manager going to bank itself in and out if it isn't in the ACTIVE 16K bank to start out with? It can't, and therefore that method will not work.

Hope this clears things up a bit...

-Michael Ellis

2145. RS232 handler

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-18 00:00:00 UTC
From: mvan4490@novell.karlin.mff.cuni.cz
Message-ID: <71776.mvan4490@novell.karlin.mff.cuni.cz>
Source record: 89017

Hello,

I read doc. of OMNICOM and I want to install this programm. (I wanted to create my one, but I saw this and... ...and copying is easier...|=>) I have one problem more - do you know about some rs232 handler on I-net and what hardware it needs?

Thank you for your help

Milan Vancura, one of last users of 8bit ATARI in Czech lands

2146. ***REAL THING AUCTION: DAY 4***

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-18 00:00:00 UTC
From: jrm8248@u.cc.utah.edu
Message-ID: <412u0a$q1i@news.cc.utah.edu>
Source record: 89018

WELCOME TO THE REAL THING AUCTION!!!

Here is my latest assortment of classic videogames that I
am willing to part with......bid as much as you want on
everything you want and remember......Aint nothin like
the real thing baby!

Send all bids to: jrm8248@u.cc.utah.edu

This Auction will run from Sunday, August 13th until Sunday
August 20th at midnight mountain time. The rules are at
the end of this list.

Atari 2600-LOOSE GAMES, COLORED LABEL NO PICTURE

-Adventure: cx-2613

-Backgammon: cx-2617

-Basic Math: cx-2661

-Canyon Bomber: cx-2607

-Championship Soccer: cx-2616

-Circus Atari: cx-2630

-Football: Atari

-Golf: cx-2634

-Hunt & Score: cx-2642

-Sky Diver: cx-2629

-Slot Racers: cx-2606

-Space Invaders: cx-2632

-Starship: cx-2603

-Superman*: cx-2631 $1.00 Craig

-Surround: cx-2641

-Video Olympics: cx-2621

Atari 2600-LOOSE GAMES, DIFFERENT LABEL NO PICTURE

-Star Ship: 1977 $1.00 Craig

Atari 2600-LOOSE GAMES, COLORED LABEL W/ PICTURE

-Air-Sea-Battle

-Asteroids

-Basketball

-Berserk

-Bowling

-Demons to Diamonds: Atari

-Dodge ?em: Atari

-Football

-Haunted House

-Indy 500

-Math Gran Prix

-Missle Command

-Outlaw

-Pele?s Soccer

-Space War

-Star Raiders

-Street Racer

-Super Breakout

-Video Pinball

-Warlords $1.00 craig

Atari 2600-LOOSE GAMES, SILVER LABEL W/ PICTURE

-Battlezone

-Centipede

-E.T.

-Ms. Pac-man

-Phoenix

-Pole Position

-Realsports Football

-Vanguard

Atari 2600-LOOSE GAMES, M NETWORK

-Adventures of Tron $1.00 craig

-Astroblast $1.00 craig

-Football

-Frogs & Flies

-Lock N Chase

-Space Attack $1.00 craig

-Star Strike $2.00 dougM

-Super Challenge Baseball

Atari 2600-LOOSE GAMES, ACTIVISION

-Kaboom
Damaged end label

-River Raid

-Seaquest

-Stampede
-Missing end label

-Starmaster

Atari 2600-LOOSE GAMES, COLECO

-Donky Kong

-Mousetrap

-Venture

Atari 2600-LOOSE GAMES, IMAGIC

-Atlantis

-Cosmic Ark

-Demon Attack

-Riddle of the Sphinx

-Star Voyager $2.00 min

Atari 2600-LOOSE GAMES, PARKER BROTHERS

-Amidar

-Frogger

-GI JOE: Cobra Strike $1.00 craig

-Popeye $1.00 craig

-Q*Bert

Atari 2600-LOOSE GAMES, SEARS TELEGAMES

-Space Invaders

Atari 2600-LOOSE GAMES, TELESYS

-Cosmic Creeps $1.00 craig

Atari 2600-LOOSE GAMES, US GAMES

-Space Jockey

ATARI 5200-LOOSE GAMES

-Centipede, w/ overlay

-Defender, w/box

-Galaxian, w/ overlay

-Ms. Pac Man

-Pac-Man, w/ overlay, w/ directions

-Pole Position, w/ directions

-Qix, w/ overlay, w/ directions

-Q*Bert
label is torn

-Real Sports Soccer, w/ directions

-Soccer

-Space Invaders

-Super Breakout, w/ overlay

ATARI 7800-LOOSE GAMES

-Pole Position II $1.00 craig

ATARI-MISCELLANEOUS
*all are in near mint condition

-ATARI FORCE Comic Book #2 $3.00 min

-ATARI FORCE Comic Book #3 $3.00 min

-ATARI Video Game Log Book $2.00 min

-ATARI Video Game Catalog $2.00 min

COLECOVISION-LOOSE GAMES

-Cosmic Avenger

-Donkey Kong

-Donkey Kong Jr.

-Pepper II

-Venture

ATARI 400/800-LOOSE GAMES

-Basic Computing Language: CXL4002

-Donkey Kong: RX8031 $2.00 dougS

-Pac-Man: CXL 4022 $2.00 dougS

INTELLIVISION-LOOSE GAMES

-Advanced Dungeons &Dragons

-Armor Battle

-Auto Racing

-Baseball

-Bump N Jump

-Burger Time

-Buzz Bombers $1.00 vince

-Carnival: Coleco

-Donkey Kong: Coleco

-Electric Company: Word Fun

-Electric Company: Math Fun

-Horse Racing

-Las Vegas Poker & Blackjack

-Lock N Chase

-Loco-Motion

-Major League Baseball

-Mission X

-NFL Football

-Night Stalker

-Royal Dealers

-Skiing

-Space Armada

-Space Spartans

-Stampede: Activision

-Starstrike

-Triple Action

-TRON Deadly Discs

-TRON Maze-A-Tron

ODYSSEY2-loose games

-Alpine Skiing

-Baseball

-Blockout/Breakdown

-Bowling/Basketball, w/ box, w/ directions

-Computer Golf

-Computer Intro

-Football

-Hockey/Soccer

-Invaders From Hyperspace

-Ive Got Your Number

-K.C. Munchkin

-Math-A-Magic/Echo

-Out of This World/Helicopter Rescue

-Sub Chase/Armored Encounter

-UFO

TEXAS INSTRUMENTS 99/4A-Loose Cartridges

-Adventure

-A-Maze-Ing

-Alligator Mix

-Beginning Grammar

-Blackjack and Poker

-Blasto

-Car Wars, w/ directions

-Centipede: Atari $2.00 dougS

-Donkey Kong: Atari $2.00 dougS

-Dragon Mix $2.00 min

-Facemaker $1.00 CTGD39A

-Football w/ directions

-Hangman

-Home Financial Decisions

-Household Budget Management

-Hunt The Wumpus $2.00 dougS

-Meteor Belt: Milton Bradley $2.00 min

-Mini Memory $2.00 marlin

-Ms. Pac-Man: Atari $3.00 dougS

-Multiplication

-Multiplication 1

-Munchman

-Number Magic

-Numeration 1:

-Othello $1.00 CTGD39A

-Scholastic Spelling Level 4 $2.00 marlin

-Story Machine $1.50 min

-Terminal Emulator II $10.00 mattG

-The Attack

-Tombstone City

-Touch Typing Tutor

-Yahtzee $2.00 marlin

MISC. SYSTEMS-
*some systems say no cables but if you bid I will look for them, but
I will
not guarantee that I find them. Shipping will vary depending on the system.
MINIMUM BID INCREMENTS FOR ALL OF THE SYSTEMS WILL BE $1

-Atari 2600 $5.00 min

-Atari 2600 jr, no cables not working

-Atari 7800, no cables $13.00 kurt

-Atari 1200XL no cables $17.00 kurt

-Atari 810 Disk Drive $8.00 dougS

-Intellivoice for Intellivision $4.00 min

-Atari Keyboard Controller $2.00 kurt

-Atari Paddle Controllers

Send all bids to: jrm8248@u.cc.utah.edu

TRADES:

The only things that I will be willing to trade for are Sega Saturn Items.

HERE ARE THE RULES:

1. This auction is from Sunday, August 13th until Sunday, 20th
at midnight mountain time.

2. Current high bids will be posted every other day on this
newsgroup and bidders will most likely be notified when
they are outbid for an item.

3. High bidders will be posted by their email name unless
otherwise specified.

4. When sending a bid, your subject must be REAL BID .

5. Minimum bids will be $1 and bidding increments will
be $.50 unless otherwise posted all in US Dollars.

6. If two people bid identical bids, then the person
responding first will get credit for the bid.

7. Shipping will be $2.00 for the first cartridge + $.50
for each additional cartridge. Shipping and handling
for systems will range between $6 and $10.00 depending
on weight. Larger systems may be more. All cartridges
and systems will be shipped through the US Postal
System anywhere in the Continental US. Other areas
will need to make special arrangements for shipping.

8. Following the auction, each bidder will be contacted
individually for payment and shipping. Money Orders
(sorry no personal checks) are the preferred form of
payment, but cash is always accepted. Payment
MUST be received within 7 days.

9. The will be no guarantee or warranty on anything purchased
from this auction. Cartridges have been tested and do work,
unless otherwise specified. Most systems have been tested and
do work. The systems which may not work are the ones without
cables or a power supply.

10. FINALLY, IF YOU ARE THE HIGH BIDDER YOU MUST
PAY FOR YOUR ITEMS, OTHERWISE YOUR POSTMASTER
WILL BE INFORMED AND YOU WILL BE BARRED FROM
FUTURE AUCTIONS!!!

Your participation in this auction signifies your consent
to follow these rules as stated.

\

2147. ATARI 8-BIT PARTS, SOFTWARE & BOOKS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-18 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <4138b2$cv2@ixnews7.ix.netcom.com>
Source record: 89019

American Techna-Vision has a huge inventory of new replacement parts, commercial software and reference books for your Atari 8-bit system. For example: Connect a standard Parallel Printer to your Atari with the Supra MicroPrint Interface - only $14.95 plus shipping/handling. If you would like a free catalog EMAIL me with your Name and STREET ADDRESS. Or phone 510-352-3787 - Ralph

2148. ATARI 8-BIT PARTS, SOFTWARE & BOOKS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-18 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <4138f6$cv2@ixnews7.ix.netcom.com>
Source record: 89020

American Techna-Vision has a huge inventory of new replacement parts,
commercial software and reference books for your Atari 8-bit system.
For example: Connect a standard Parallel Printer to your Atari with
the Supra MicroPrint Interface - only $14.95 plus shipping/handling.
If you would like a free catalog EMAIL me with your Name and STREET
ADDRESS. Or phone 510-352-3787 - Ralph

2149. ATARI 8-BIT PARTS, SOFTWARE & BOOKS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-18 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <4138jv$cv2@ixnews7.ix.netcom.com>
Source record: 89021

American Techna-Vision has a huge inventory of new replacement parts, commercial software and reference books for your Atari 8-bit system. For example: Connect a standard Parallel Printer to your Atari with the Supra MicroPrint Interface - only $14.95 plus shipping/handling. If you would like a free catalog EMAIL me with your Name and STREET ADDRESS. Or phone 510-352-3787 - Ralph

2150. Re: WANTED: "Atari Connection" circa 1983

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-18 00:00:00 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <412bqf$9l2@erinews.ericsson.se>
Source record: 89022

ddahlstrom@mhv.net (David Dahlstrom) writes:

>I don't have the Atari Connection, however, I do have all issues
>of Atari Age magazine from Volume 1, Number 1 (May/June 1982)
>to Volume 2, Number 5 (March/April 1984). There are 11 issues
>total. If anyone is interested, e-mail me an offer.

>--Dave

Does anybody know if any of the Atari Connection, Atari Age etc
magazines are seen as collector's items today, which would make
the price higher?

/Anders Skelander

2151. Re: WANTED: "Atari Connection" circa 1983

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-18 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <412dqc$1hd@bug.rahul.net>
Source record: 89023

etxansk@garbo.ericsson.se wrote:

: Does anybody know if any of the Atari Connection, Atari Age etc
: magazines are seen as collector's items today, which would make
: the price higher?

In general, no. These old mags seem to be selling for around
$1 each in most cases. There may be exceptions, but for most of
the magazines, it seems to be roughly the going rate.

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Beware of geeks bearing .GIFs! * GCS: !H s:+ !g au+ C++$ v++ w+ U+ N++
* softball 95: 28 games, 16-12, .584 * W po+ Y+ j++ B-- e+++ u** r+++ y+++

2152. 8-bit Disk Conversion to PC Xformer/SIO2PC format

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-18 00:00:00 UTC
From: wadeted@aol.com
Message-ID: <412dqr$7f7@newsbf02.news.aol.com>
Source record: 89024

From: Creative Software Systems
E-mail: DDJT62C@PRODIGY.COM

For those of you who need to have your old 8-bit disks converted to the PC in the SIO2PC and PC Xformer compatible formats, we can do this for you for a nominal fee. Prices are $10 for up to 50 disks and $20 for over 50. We can do double sided ("flippies") and single and enchanced density. Double density is possible, but it is difficult and more expensive to do. We will send you IBM 1.44MB 3.5" disks with your virtual disks PKZipped. Turnaround time is around 1-2 weeks.

We also have a program called the AVD shell that is an easy to use menu driven program to help you manage your SIO2PC/PC Xformer virtual disks. This is an MS-DOS program that lets you select vitrual disks to run with the PC Xformer (instead of using the command line.) and all versions of PC Xformer are supported, including the 3.0/3.2 series with their command line switches. You can also copy, rename, move, delete and store your own info for each virtual disk. One of the more powerful features allows you to view and extract 8-bit files individually from a virtual disk. All densities are supported. Price is $15.95 and you will also recieve several DOS's and utilities in the SIO2PC/PC Xformer format.

We also have a catalog of 8-bit software that has already been converted and checked out to work with the PC Xformer.

For more information call or write to:

Creative Software Systems
7775 Scottdale Rd.
Berrien Springs, MI 49103
(616) 473-3904

This message is being sent via America Online. Creative Software Systems can be reached via e-mail at Prodigy at DDJT62C@PRODIGY.COM. Creative Software cannot be reached via the America Online account this message originated from.

2153. WTB: Atari Light Gun.

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-18 00:00:00 UTC
From: honeycut@mindspring.com
Message-ID: <412dn7$j6i@firehose.mindspring.com>
Source record: 89025

If you have an Atari light gun that you are willing to sell please email details to me.

Thanks.
Andy Honeycutt
honeycut@mindspring.com

2154. fs: Atari with Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-18 00:00:00 UTC
From: salimk@bnr.ca
Message-ID: <412j7n$ngm@bcrkh13.bnr.ca>
Source record: 89026

Atari 800 system, with Atari 810 disk rive, 2 joy sticks, 2 Power supplies,
7 game cartridges, manuals, some software and all the interface ables:

All for $65 + s & h

Salim Khan
salimk@bnr.ca
Bell Northern Research Inc. Norcross, Georgia

Standard disclaimer applies ..... My employer has nothing to do
with my opinoins in this post, or for that matter anywhere.

2155. OS Listing Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-18 00:00:00 UTC
From: "Kurt Mosiejczuk"
Message-ID: <4126lu$agp@news.tpp.com>
Source record: 89027

I was reading Mapping the Atari last night (a great reference book) and it referred to the OS Listing that was the commented source listing of the 8bit OS. It seemed like it was available for sale.... In any case, I would like to know if anyone knows how I could get it or if they have a copy they would be willing to part with.... I would prefer an XL/XE version if it is available but either would be great....

Thanks in Advance,
Kurt Mosiejczuk
kmosiejc@lcp.com

2156. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-18 00:00:00 UTC
From: buescher@shed.inel.gov
Message-ID: <BUESCHER.95Aug18134335@shed.inel.gov>
Source record: 89028

>>>>> "Michael" == Michael Ellis <michael@cis.ufl.edu> writes:
In article <410vht$kij@no-names.nerdc.ufl.edu> Michael Ellis <michael@cis.ufl.edu> writes:

Michael> In article <143470@cup.portal.com>, jharris@cup.portal.com
Michael> (John D Harris) wrote:

>> could be solved by creating a standard for a relocatable object file
>> format, much like SDX supports. (Or even compatible with it). It
>> does require updated development tools, but then both absolute and
>> zero page addresses could simply be allocated to free areas.
>> Operating systems for other computers work this way, and it removes
>> the burden from the programmer of having to write special code to be
>> relocatable.

Michael> First, let me say that the 6502 is capable of PC-relative
Michael> branches of at most 128 bytes. This, combined with its lack
Michael> of PC-relative LOADs and STOREs make implementing TRUE
Michael> POSITION INDEPENDENT code impossible.
Michael> True-position-independent code can be executed from anywhere
Michael> in memory and will function properly.

A relocatable object file format does not require position independent
code. You usually have a header that includes all of the absolute jumps
and data accesses within the program, so the OS can fix the program to
execute anywhere in RAM. From your other comments though, I think you
realize this.

Also, I recall reading an article years ago on how to write self-relocating
code on the 6502. I think the trick involved was jumping to a subroutine
that extracted the program counter from the stack and returned it to the
body of the program. Such a subroutine needs a fixed location, though. I
think. And it's kludgy. But possible.

Brent

2157. Re: OS Listing Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-18 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.70.00134F31@mindspring.com>
Source record: 89029

In article <4126lu$agp@news.tpp.com> Kurt Mosiejczuk writes:
>From: Kurt Mosiejczuk
>Subject: OS Listing Wanted
>Date: 18 Aug 1995 14:04:45 GMT

>I was reading Mapping the Atari last night (a great reference book) and it
>referred to the OS Listing that was the commented source listing of the
>8bit OS. It seemed like it was available for sale.... In any case, I would
>like
>to know if anyone knows how I could get it or if they have a copy they
>would be willing to part with.... I would prefer an XL/XE version if it is
>available but either would be great....

Seems to me the OS commented listing is in the Technical Reference Manual,
which is available at http://nimitz.mcs.Kent.edu/~clisowsk/8bit.html.

Bruce Willard
bwillard@mindspring.com

2158. Re: Copy Cartridge to Disk - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-19 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <p7Mhbur.lmcclure@delphi.com>
Source record: 89030

In a message dated 8-15-95, Rick Cortese said:

"I believe copyrights run for 50 years & they can be
renewed so we have about another 35 years <whew!> to go."

Since January 1, 1978, bascially Copyrights have had a life of :

(a) The life of the author(s) + 50 years for works by individual(s).

(b) 75 years for "works-for-hire" (i.e., copyrighted by a company).

No renewals are involved. The pre-'78 copyright law had an initial period
of 28 years with an option for one renewal of an additional 28 years.

2159. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-19 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <413o2i$k3b@lastactionhero.rs.itd.umich.edu>
Source record: 89031
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw------- lenn 201161 Aug 13 05:49 ./8bit/Demos/ussr.tar.gz
-rw------- lenn 157021 Aug 13 05:43 ./8bit/Demos/other.tar.gz
-rw------- lenn 44679 Aug 13 05:38 ./8bit/Demos/wfmh.tar.gz
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2160. ATARI 8-BIT PARTS, SOFTWARE & BOOKS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-19 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <413rbd$cv8@ixnews5.ix.netcom.com>
Source record: 89032

American Techna-Vision has a huge inventory of new replacement parts, commercial software and reference books for your Atari 8-bit system. For example: Connect a standard Parallel Printer to your Atari with the Supra MicroPrint Interface - only $14.95 plus shipping/handling. If you would like a free catalog EMAIL me with your Name and STREET ADDRESS. Or phone 510-352-3787 - Ralph

2161. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-19 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <4148mr$fob@nnrp3.primenet.com>
Source record: 89033

The mortal CudaBert wrote:
: I agree that the bulk of 8-bit owners are not going to run out and get
: 65816s to support a new OS. I WOULD have a few years ago, but now I keep
: my 8-bitter around simply for the stuff that works on it presently, and
: I'm not interested in beefing it up beyond what is currently available.

Then why are you even contributing to this thread? I am frustrated when
people come off as almost DISCOURAGING progress as if it is anathema to
their cozy little nostalgia-fest.

If you are happy with things as they are, so be it, but why stumble into
these discussions when they are of no consequence to you?

2162. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-19 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <41499v$fob@nnrp3.primenet.com>
Source record: 89034

du> <40j5aj$662@nnrp1.primenet.com> <michael-1208951850310001@dialup-c7.cis.ufl.edu>
<40plsp$c2j@nnrp2.primenet.com> <DDEM6x.7uK.0.-s@cs.vu.nl>
Organization: Primenet (602)395-1010
Distribution:

The mortal Ivo van Poorten wrote:

: If I recall correctly I have pointed out how one can multitask two or more
: programs on a 6502 with each having their own stack etc. a few months ago...

Yes, but even on a banked system, you have to heavily modularize your
code. Just look at how OS-9 does it with data chunks moving all over the
place. Imagine programming for that kind of environment. Without banked
ram you will probably only be able to run 2 small programs, more like
glorified subroutines :) Or you could page to disk like an ancient
minicomputer (like Express PRO! does). It's just so anachronistic and
unnecessary.

My point is, why put such a herculean effort into jumping through hoops
with the 6502 when an affordable 65816 system is around?

: Hmmm... I still own a stock 800XL, and although I wish I had more memory,
: I just can't afford it. Does this make me a gamer???

Do you know how inexpensive dog-slow 256K DRAM chips are these days? I see
already upgraded machines (256K or more) go for not too much money.

Heck, I see Amiga 500s for $75 and they come with 512 or 1 meg memory and
a multitasking operating system. Ram and peripherals continue to come
down in price over time and even for the budget 8-bitter it's worth
taking advantage of this and not just living in a cave.

2163. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-19 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <4149vs$fob@nnrp3.primenet.com>
Source record: 89035

The mortal Jeff Thomas wrote:
: Okay here's an interesting question. What happens to the screen displays
: if you're running a task switching OS. Each 8-bit program has a screen
: display, what's stopping one from over-writing the others when it's time
: slice comes by? Or even another possibility, will a background task which is
: switched into the foreground to be worked on by the user, be able to redraw
: it's screen properly? Also won't the machine quickly run out of memory
: even if it can find someway of storing all these displays?

My take on this is to reserve all low RAM (and even ANTIC bankable RAM)
as Amigaesque "Chipram". As part of the GUI, each program gets its own
custom screen and memory allocation in low memory where Antic can access
it. Run mainline code in the 24-bit address area of the 65816. When you
run out of low memory, you can't launch any more programs. At 1.79mhz I
don't think you'd run out of gfx memory too often when each screen
(unless scrollable) is no more than 8K a piece.

The Atari resolutions are so low as it is that layer upon layer of window
data on one actual screen is not practical. It would be so crowded and
you'd be clicking windows on top of eachother constantly. Custom screens
that pageflip with a hotkey are better.

: Finally one more, would one be able to continue to use fancy tricks like
: display list manipulation, etc... ?

Most Amiga games and demos disable multitasking to do their tricks. This
is a necessary evil. Screen customization and virtual screens (screens
larger than the viewable area but autoscrolling) could be put into the OS
and standardized so that well-behaved apps could create special screens
and coexist with other programs.

Each program updates its own screen memory area through the OS graphical
layer/manager, no overwriting problems to worry about.

2164. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-19 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <414aj5$fob@nnrp3.primenet.com>
Source record: 89036

The mortal Michael Ellis wrote:
: On the high-RAM machines, PORTB allows you to CHANGE the memory that appears in the
: $4000 - $7FFF address window. Of course, this $4000 byte window is only 16K, and
: this means that you will need to access the RAM above 64K in 16K chunks.

: SO, let's say that you have a 256K RAMBO XL, and you want to acess the high 192K.
: You accomplish this by BANKING IN 12 DIFFERENT 16K chunks of memory.

If you haven't noticed, I'm not advocating this OS for a banked RAM
system, but rather a linear-RAM 816 memory model.

That being said, there is still plenty of RAM for the necessary low-level
memory management to reserve low memory for screenmemory and then jump to
programs running in linear extended memory. (BTW, I'm just assuming that
Antic will not be able to look at 816 extended memory, I don't know this
for a fact.)

It is these very banking gymnastics that is the basis for me NOT
suggesting that the OS work on banked ram 6502 systems.

Not to mention the myriad of banked memory bit schemes being used that
you'd have to take into account...

I really think this OS is self-screening. Those who want an 816 want
something that takes advantage of the new CPU's features. Those who
don't want the 816 probably don't need the new OS and are just curious
and are getting in the way by suggesting it work on L.C.D. configurations.

I don't see the logic in releasing a 65816 upgrade if the OS isn't
updated at all. That's like MS-DOS 5 on a 386 never touching protected
memory and continuing to use the segmented schemes (essentially turning
it into a task switching 8088 with a faster clock). Hardware and
software go hand in hand.

2165. Unofficial Atari 8-bit New User, Emulator Help FAQ v.0.8

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199508190949.CAA28932@zippy.sonoma.edu>
Source record: 89037
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

```
Welcome to:
+--------------------------+
| The Unofficial Atari 8bit |
| New User, Emulator Help |
| FAQ |
Rev.0.7 | | Rev.0.7
| By Bill Kendrick |
| Revision 0.7 |
| January 17, 1995 |
+--------------------------+

[ Differences from Rev.0.5: Corrected descriptions of Atari computers;
Corrected PC Xformer 3.0 dealer list; listed where Mule and Util
can be found]
[ Differences from Rev.0.6: Updated Branch Always Software information ]

PLEASE also refer to: MyDOS 4.5x documents, SIO2PC documents,
XFormer documents, and the Atari 8-bit F.A.Q.

For general help (hardware, magazines, etc.) please check the Official
Atari 8-bit FAQ file:
From: Michael Current <MCURRENT@carleton.edu>
Where to get the latest copy of the Atari 8-Bit Computers
Frequently Asked Questions List:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
(and many other FTP sites that archive Usenet FAQ Lists)
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers

or, send a message to mailto:mail-server@rtfm.mit.edu that says:

send usenet/news.answers/atari-8-bit/faq
quit

Finally, you can always ask Michael for a copy at
mailto:mcurrent@carleton.edu

Summary of Atari 8-bit's an emulated 8-bit Atari's:

Atari 8-bit computers were produced between 1979 and 1987. The
major models released were the:

400 - 8K-16K, 400/800 OS, CTIA or GTIA graphics (depends when made)
800 - 8K-16K-48K, 400/800 OS, CTIA or GTIA graphics (depends when made)
1200XL - 64K, 1200XL OS, GTIA graphics
```

600XL - 16K, XL OS, GTIA graphics
800XL - 64K, XL OS, GTIA graphics
65XE - 64K, XL OS, GTIA graphics
130XE - 128K, XL OS, GTIA graphics
XEGS (Game System) - 64K, XEGS OS, GTIA graphics (Had Missile Command)

All of the XL's except the 1200XL had BASIC installed on ROM. BASIC can be purchased on cartridge for the 400/800/1200XL's.

Branch Always Software are the creators of:
ST Xformer (Atari 8-bit emulator for ST's), Quick ST, Quick Index, Gemulator (Atari ST emulator for PC's), and PC Xformer (Atari 8-bit emulator for PC's).

ST Xformer 2.0 and 2.5 released for the Atari ST 16-bit machines. Very limited. Now public domain (used to be commercial).
PC Xformer 2.0 and 2.5 released for IBM PC machines. 2.0 is limited and supports only 800 OS. Both public domain (were always PD).
PC Xformer 3.0 released for IBM PC machines. Supports all OSes, 320K RAM, and best of all, player/missile collision detection (which MANY games use!)

Graphics:

The Atari has maximum resolution of 320 x 192 (standard, non-overscanned screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4, 160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are also supported. 40 x 24 x 256-character (128 normal, 128 inverse, character set indirection available) text mode is standard (2 colors).
40 x 24 x 128-multi-colored-character (4 colors per character allowed, the other 128 characters have 4th changed into a color 5) and
40 x 12 x 128-multi-colored-character screen modes are available.
GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-only, and 80 x 192 x 9 color screen modes.
Normal (bordered), narrow (underscanned), and wide (overscanned) screen modes are available.
Screen modes can be mixed (by lines) down the screen using the Display List (a program which is executed by the ANTIC graphics chip every screen refresh (60 times per second on real NTSC Ataris).
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.
All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection (which is not supported by the PC Xformer 2.0 and 2.5 and ST Xformer programs).

Sound:

Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

Objective of this file:

At the time of its release (mid 1994), much discussion went on in the
comp.sys.atari.8bit Usenet newsgroup about the Atari 8bit emulator for
IBM / MSDOS based computers, the PC Xformer 2.0 (XF2 for short). Many
people in the 8-bit community had gotten, well, fed up with the XF2-based
questions which did not pertain to them, or to the really dumb questions
which were in fact understandable to new or rusty Atari 8-bit users, but
had just gotten on the nerves of some of the comp.sys.atari.8bit
readers/digest subscribers.
This file was created to reduce the number of 'newbie' and XF2
questions. Now it's becoming a fairly good reference (and got me the job
of writing the commerical 3.0 release's documents!).
This FAQ will present answers to simple questions like "how do I turn
off BASIC" (a good answer to that of course is, READ THE FRIGGIN' MANUAL)
and "how do I get a disk directory?" (which is less obvious on
Atari 8-bits, err.. MOST 8-bits <grin>).
It will also direct people who are unaware of the large amount of Atari
8-bit support (NOT NECESSARILY EMULATOR SUPPORT) and perhaps become a
supplement for the many official and unofficial files floating around the
net (like the official FAQ, the Vendor/Developer List, the Who's Who list,
etc.).
Since revision 0.4 of this file, PC Xformer 2.5, a replacement for 2.0,
and 3.0, the first commercial release, have been released. It is assumed
that the reader has the latest versions of PC Xformer (2.5 or 3.0), although
if you have 3.0, I must say, those documents are great! (If you don't get
the joke, look at the name of the author of the manual, and look at my name.)

---=== Xformer Questions: ===---

Q.1) What does "READY" mean?
A.1) This is the Atari BASIC prompt. See below for hints on Atari BASIC.

Q.2) Why doesn't this program load?
A.2.1) The program may not work under the Atari 800 Operating System, it may
require the XL/XE Operating System. Be sure you're in 800XL or 130XE
mode. (130XE mode is only supported by XF3.0, not 2.5, but there is
no real difference in the operating systems.)
A.2.2) It may not work under the XL/XE Operating System (rare cases), switch
to 800 mode.
A.2.3) Be sure you turned BASIC off before trying to load it if it cannot
run with BASIC on.

A.2.4) It might be a BASIC game! Be sure you're in BASIC and use the BASIC
"RUN" or "LOAD" (and then "RUN") command. Also, be sure it works
with the BASIC you have. Some programs only run in BASIC XL or XE
(which are both cartridge-based BASIC's not currently supported by
the Xformer), and some run with TurboBASIC XL (disk-based).
A.2.5) It may just refuse to run on the emulator.

Q.3) How do I turn off BASIC?
A.3) To toggle BASIC on and off, press [SHIFT]-[F10] ([F10] is [RESET], note:
on a real Atari 8-bit, [SHIFT]-[RESET] does not have this effect).

Q.4) Why doesn't this game/program run correctly?
A.4.1) It may use player/missle collision detection which is not supported
on the XF2.5. You might have to shell out the $29.95 for 3.0!
A.4.2) (See Question 2).

Q.5) How do I exit XF and return to DOS?
A.5) Press [F5]. Note: this does NOT temporarily 'shell' or 'jump' to MSDOS.

Q.6) How do I get to Atari DOS?
A.6.1) In BASIC, type "DOS" at the "READY" prompt.
A.6.2) Reboot without BASIC on.
A.6.3) Be sure you have a DOS-bootable disk image as the first MSDOS
parameter after the "XFORMER" command. (DOS25.XFD and MYDOS45.ATR
are both DOS boot-disk-images and are both in the XF25.ZIP file or
on your XF3 disk).

Q.7) How do I use MSDOS files with XFormer?
A.7.1) Add the files to the command line and use them as their respective
drives (be sure the first drive is a DOS-bootable disk image).
Example: XFORMER MYDOS45.ATR filename.ext
When booted the Atari will have two drives, D1: will be the MyDOS
4.50 disk image and D2: will be a write-protected disk which contains
only the file "filename.ext". Note: there are bugs in XFormer which
make accessing files from different directories a bit hard, just use
the MOVE (or COPY and DEL) commands in MSDOS to get the file to the
directory where you call XFORMER from.
A.7.2) Use the MSDOS program S2PC (S2PC.ARC available in the Utilities
directory at the UMICH archives) which allows you to access files
within a MyDOS/compatible .ATR disk image without using an SIO2PC
or the XFormer. S2PC let's you read, write, delete, change directory,
and view the directory of a MyDOS/compatible .ATR disk image. It
can be used via command-line parameters from MSDOS, or as a menu.
A.7.3) If you can, use the MSDOS program ATARIMG, which is much like
S2PC but has a nicer, more graphical (less-menu driven) interface.
(Unfortunately, this doesn't run on all IBM's!)

Q.8) Just what ARE .ATR and .XFD files?
A.8.1) Refer to the XFormer and SIO2PC manuals for details on these files.
A.8.2) Simply put, they are Atari disks, stored as files which are as big
as the disk they represent (an 88k disk image will use 88k on the
IBM). .ATR files are used by SIO2PC (see below) as well as the

XFormer (and the S2PC program mentioned above). .XFD files are used
by ST Xformer (the Atari 8-bit emulator for Atari ST's) and PC
Xformer (XF2,XF25,XF3).

Q.9) What's SIO2PC?
A.9.1) Refer to the XFormer and SIO2PC manuals for details on this program.
A.9.2) This is a program which runs on IBM/compatibles which, with the use
of a simple (and relatively inexpensive) cable, makes the IBM act
as though it were an Atari disk drive. (Up to four drives, actually).
It uses disk image files (.ATR's) and can also let the Atari access
single IBM files (much like XFormer does) as a single file all alone
in its own disk. It also currently allows Print-Thru (all access to
the Atari "P:" (printer) device can be redirected to the IBM's printer,
screen, or MSDOS file; different translations/conversions are
user-defined when the Print-Thru mode is turned on). Finally, with
the use of two programs on the Atari 8-bit (the only two programs
that currently have anything to do with SIO2PC that have been written
(to my knowledge) for the Atari 8-bit), the IBM can be controlled
remotely (commands are sent from the Atari, typing on the IBM is not
necessary) and files can be sent directly to the IBM's drives.

Note: The following sections will simply discuss Atari BASIC, the Atari OS,
and Atari DOS 2.5 and MyDOS 4.5x (because these topics seem the most
relevant to the less-knowledged/experienced XFormer users).

---=== Getting around on the Atari: DOS and OS ===---
I. AtariDOS and MyDOS QuickReference:

MyDOS (4.50 and 4.53) presents the user with the following commands:

[*] Disk directory of current directory (like "dir *.*" in MSDOS)
[1]-[9] Disk directory of a disk drive (like "dir a:*.*" - "dir i:*.*")
[A] Disk directory (like "dir <mask>" and optional output destination)
[B] Quit to cartridge
[C] Copy file(s) ("<source>,<destination>" copies from one place or
disk to another, just "<source>" copies from one place on one disk
in a drive to the same place on another disk in the same drive
(asks for swapping))
[D] Delete file(s) (add "/N" to delete without being prompted first)
(add ">*.*" or ":*.*" after a subdirectory name to delete the
files within it. A subdirectory name alone will delete the
subdirectory (if it is empty and unlocked)). (Acts like both
"del" and "rd" in MSDOS.)
[E] Rename file(s) (renaming multiple files is allowed, but be careful).
(like "ren <old> <new>" in MSDOS - with MyDOS, use "," between
old and new masks.)
[F] Locks file(s) from overwrite, deletion and appending (like
"attrib +r <mask>" in MSDOS.)
[G] Unlocks file(s) (returns them to their default state).
[H] Writes DOS files to a disk (this creates a disk which boots with
the current version of MyDOS you are using and also has the menu
file "DUP.SYS" on it as well). (This is like "sys"(?) in MSDOS.)

[I] Formats a disk (add "/N" after the drive number to do a quick-format
of an already-formatted disk (ie, just a very fast delete "*.*").
[J] Duplicate disk (copies an entire disk, including boot sector,
when using XFormer, it's much quicker to just copy one .XFD or .ATR
to another).
[K] Make binary file: saves memory and makes it binary-loadable. See [L].
[L] Load binary file: loads a compiled program. (like "<filename>" in
MSDOS, except any ".EXE", ".COM", ".OBJ", etc. is still required.)
[M] Run at address. Mainly for advanced users. Reboot is "E477",
reset is "E474" (these are the hex values of the addresses where
the routines to reboot and reset are.)
[N] MEM.SAV: when this is on, whenever you go to DOS (from BASIC,
for example) it will write what is in memory to a file "MEM.SAV"
so that when DUP.SYS (the menu) loads it isn't lost forever.
When you exit DUP.SYS with the "B: Run Cartridge" command, MEM.SAV
is reloaded and the environment should be as it was when you left.
It's probably quicker to simply "SAVE" your programs (if in a
language) which aren't nearly as big as all of the memory that
MEM.SAV saves.
[O] Options: this presents the user with some options. Mainly for
advanced users or special setups. See the MyDOS docs for details.
[P] Set density. Forces a drive to be recognized at a certain density
if MyDOS can't figure it out. (??)
[Q] Make a subdirectory. (like "md" or "mkdir" in MSDOS).
[R] Set default directory. (like "cd" in MSDOS and "cwd" in SpartaDOS)
This makes "D:" now the same as a subdirectory or other drive.
ie, "D2:" will make all calls to "D:" act as though they are to
"D2:" instead. Some programs when prompting for filenames do not
add "D:" to the beginning if one is not present, they add "D1:".
If you don't trust a program to look to "D:" instead of "D1:" and
you want it to look to some place OTHER than "D1:" (ie, where "D:"
is pointing which could be a VERY long path list), just add "D:"
to the beginning. ALSO, some programs don't even ADD "D:"'s if they
aren't in the filenames you give and may give errors (138, for
example: device not present, ie, if you said "TESTFILE.DAT" it
may think you want "T:" instead of "D:TESTFILE.DAT").
[S] Set ramdisk number. This is also under [O]ptions.
[V] Verify writes. This is also under [O]ptions. When Verify is on,
writes will be slower but 100% reliable. With it off, writes will
be much faster but possibly not as reliable (on bad disks, for
example). Default is off.

AtariDOS presents the user with the following commands which are identical
to MyDOS's commands: A,B,C(no swaping),D,E,F,G,H,I(some densities),J,K,L,M,N

AtariDOS 2.5 presents the user with the following commands not present or
not the same as MyDOS's commands:
[O] Duplicate file. This is used to copy a file from one disk to another
using only one drive. (In MyDOS, giving just a source will make
[C]opy act like DOS 2's Duplicate.)
[P] Format Single. In DOS 2.5, this is used to format 88k (Single Density)

disks. To format an Enhanced Density (127k) disk, just use [I].
In DOS 2.0, [I] is the only format option and only handles 88k.
(I may be wrong, but I have never had a Double Density drive under
Atari DOS 2.0 or 2.5!)

II. General DOS and OS questions:

Q.1) How do I access the disk drives?
A.1) First, you need to have booted with a DOS. All but one DOS is on
disk (SpartaDOS X is on cartridge). When the Atari boots up, it
does some of its 'boot-up stuff' which includes looking for a
disk drive connected and turned on which is set up as drive #1.
It then begins to load from the disk's "boot sector". If none
exists or there's a nasty error on the disk, you get the
"BOOT ERROR" notice until the error is fixed. (On SpartaDOS disks,
even non-bootable disks have a boot sector, but all the boot
sector is is a small program which displays a 'not a boot disk'
error).
To end the digression, the answer to 'how do I access the disk
drives' starts with 'you must boot the Atari with a DOS'. Check
the 8-bit FAQ and the UMICH and other FTP archives for lists of
DOSes available for Ataris, but the most used are Atari DOS (for
compatibility with almost ALL older software), MyDOS (for an
Atari DOS compatible high-end DOS), and SpartaDOS (for a very
high-end DOS which looks much like MS-DOS but unfortunately
cannont run all software which runs fine with Atari DOS and
MyDOS.) Note: SpartaDOS does NOT run on Atari 400's and 800's
(except the cartridge versions and I believe disk version 1.1).
Now that you have a DOS loaded, the Atari understands the
"D:" device (see below for Atari devices). Since there is more
than one disk drive, you have to be able to tell them apart.
The Atari uses numbers when it has more than one of the same
device, so "D1:" is drive 1, "D2:" is drive 2, "D3:" is drive 3,
etc.!
After the "D:" device name comes the filename. Of the most used
DOSes, only MyDOS supports lowercase letters in filenames, but
since most programs force uppercase entry for filenames, nobody
really seems to use lowercase in their filenames.

Q.2) How do I copy things from one place to another?
A.2) Atari DOS and MyDOS give you the "C" command in their menu
interface. When it asks for a source and destination, you can
use wildcards (* and ? like in most other DOSes) to copy more
than one file at a time. You can also present no destination
so that a file can be copied from one disk in drive 1 to another
disk in drive 1, for example, and the DOS will ask you to insert
each disk.

Q.3) What are subdirectories?
A.3) Subdirectories are places where files go which are just like the
normal directory of a disk, except the they happen to be WITHIN

that normal directory, or even another subdirectory. For example, you can have your disk divided up into the "GAMES" files, the "GRAPHICS" files and the "SOUNDS" files. A directory of the disk (the "root" or "base" or "trunk" directory) will simply list the three subdirectories, "GAMES", "GRAPHICS" and "SOUNDS". Then, if you ask for a directory listing of the "GAMES" subdirectory, you will see the files (and perhaps other subdirectories) within the "GAMES" directory. Think of it as a tree. For people familiar with Macintoshes, "Folders" are simply subdirectories. A window which appears when you open a "Disk" Icon is the "root", and all of the "Folders" within it have more windows in them which also have file and folder icons.
Here's a comparison to using subdirectories on different DOSes
root 'GAMES' 'SPACE' within 'GAMES'
AtariDOS D: n/a n/a
MyDOS D: D:GAMES: D:GAMES:SPACE:
SpartaDOS D: D:GAMES> D:GAMES>SPACE>
MSDOS (IBM) \ \GAMES\ \GAMES\SPACE\
Note, only Atari DOS would be using drive 1 here, all other DOSes are not necessarily using drive 1, and MyDOS and SpartaDOS may already 'be within' a subdirectory.
In MyDOS and SpartaDOS (and MSDOS), you can change the 'current' or 'default' directory to a different place (a different drive or a subdirectory). "D:" can stand for "D1:" (like AtariDOS always does) or "D2:GAMES:SPACE:"! PLEASE READ THE MYDOS DOCUMENTS FOR DETAILS ON THIS!

Q.4) What does "P:", "E:", "K:", etc. mean?
A.4) As stated before, the Atari has devices. "D:" is added when a bootable disk in drive 1 is read. Other exist as well:
C: cassette - readable and writeable, no filenames
D: disk drive - readable, writeable, random access, directory, files, multiple devices (up to 9 on MyDOS and newer SpartaDOS, 8 on AtariDOS)
E: editior - readable, writeable. This is how input from the keyboard and output to the screen is normally handled. If you wish to type a small file up by hand and have it sent to the printer or a file, use "E:" as the source.
G: graphics - writeable. This is not built into the Operating System but must be loaded. This is an Epson-compatible printer driver which can easily dump graphics.
K: keyboard - readable. This is just the keyboard. Input from it is not 'echoed' back like with the "E:ditor".
M: multi-mouse - readable, writeable? This is not built into the Operating System but must be loaded. This is a handler which runs in the background and accepts input from either a mouse, a joystick or a touch-tablet and displays a mouse pointer on the screen.
P: printer - writeable. Send data to this and it will appear on the printer. You can print files (documents, etc.) by

using "P:" as the destination. The Atari XL/XE OSes support
"P1:" and "P2:", although I believe this usage is rare.
R: RS232 - readable, writeable, concurrent mode. This is not
built in to the Operating System, but is loaded. It supports
modems. The Atari 850 Interface has it's "R: handler"
'built-in', which means the Atari also looks for an 850 (or
other compatible interface) and receives the "R: handler" code
from it. Other interfaces and the Atari 'direct-connect'
modems require a file to be loaded which contains the "R:"
code. "R1:" and "R2:" is also supported, but also its usage
seems rare.
W: Windowing (screens) - readable, writeable. This is a graphics
8 graphical windowing driver (rarely used, unfortunately!).
It must of course be loaded as well.
Z: RTime8 clock - readable, writeable. This is also not built
in to the OS, but loaded. This is loaded from disk and lets
the user access the "RTime8" real time, battery-backed up clock
for the Atari 8-bit. (This is a cartridge-based device).
I am unaware of any "Z:" clone which let's you set the Atari
internal (non-real time, non-battery-backed-up) clock if you
do not have an RTime8, although I'd love to see one! <hint!!>

Q.5) How do I print something from DOS?
A.6) As stated above, just use the "C"opy command, then use the file
you wish to print as the 'source', and "P:" as the 'destination'.
Example: "D1:DOCUMENT.TXT,P:"

---=== Getting around on the Atari: BASIC ===---

Q.1) What does "READY" mean?
A.1) Again, this is simply the prompt that Atari BASIC (and most older
BASIC's) presents the user when it is in "Immediate" mode.
Entering a command will cause it to act immediately.
Entering a line number and then a command will place that line into
the current program.
Entering a line number alone will remove that line from the current
program.
To start a program, use the "RUN" command.
To erase a program, use the "NEW" command.
To clear variables, strings and arrays, use the "CLR" command.
To load a program, use the "LOAD" command followed by a filename
(see below). To load and run a program, use the "RUN" command followed
by a filename.
To save a program, use the "SAVE" command followed by a filename.
To list a program, use the "LIST" command followed by an optional
start and end set of lines seperated by commas.

Q.2) Where can I learn Atari BASIC?
A.2) A (set of) file(s) will be created explaining all of Atari (and Turbo)
BASIC's commands and their usage. (A larger file may be produced
which will be based on examples provided in the Atari BASIC Reference

Manual). (As of Jan. 7, 1995, these particular files do not exist).

Q.3) How do I quit BASIC?
A.3.1) Type "DOS" to quit BASIC and return to DOS.
A.3.2) Type "BYE" to quit BASIC and exit to the OS's "bye" routines
(Atari Memo Pad on 400/800's, Atari Rainbow on 1200XL's, and
Self Test on other XL's and XE's). (Note: On 1200XL's, use [HELP]
to go to the Self Test when the Atari Rainbow appears).
A.3.3) For XFormer users, remember, [SHIFT]+[F10] reboots and toggles BASIC.

Q.4) Why don't strings work?
A.4) Strings must be "dimensioned" like arrays in Atari BASIC. Strings
are special character arrays. See the BASIC usage/etc. files mentioned
in the answer to question 2. Simply put, to make a string that will
accept up to "#" character, use DIM <name>$(#) . Example:
DIM A$(10) - now A$ can contain between 0 and 10 characters.

Q.5) How do I make graphics?
A.5) Use the "GRAPHICS" command to switch between the following screen modes:
(Note: All modes except 0, 9, 10 and 11 have four lines of 40 x 24 x 2
sized text covering the bottom of the screen. Add "16" to the mode
number to remove this window (but do not make any PRINTs or PUTs to
the standard output otherwise a GRAPHICS 0 screen will appear))
(Note: Add "32" to the mode number to keep the screen from clearing
when it appears. One problem, however, all screens overlay each other
so unless you only use certain modes at certain times, parts of some
screens will become (or start out) with 'garbage' on them.)
0 40 x 24 x 2 text
1 20 x 24 x 5 text
2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 4 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Commands available in Atari BASIC for manipulating simple graphics
include:
PLOT x,y POSITION x,y COLOR c (c=color or character value)
DRAWTO x,y LOCATE x,y,r (where r is where result will be stored)
SETCOLOR c,h,l (c=palette location, h=hue, l=lum)
Colors:
COLOR command colors are not identical to SETCOLOR command colors:
COLOR 0 will draw using the background color, set with

SETCOLOR 4,hue,lum
COLOR 1 will draw using color "0", set with
SETCOLOR 0,hue,lum
COLOR 2 will draw using color "1", set with
SETCOLOR 1,hue,lum
COLOR 3 will draw using color "2", set with
SETCOLOR 2,hue,lum
Except in GRAPHICS mode 10, where COLORs 0, 1, 2, and 3 must be
POKEd into memory locations 704, 705, 706 and 707 (the
player/missle graphics color locations). Examples of this will
be presented in the BASIC usage files. (Sorry)

Q.6) How do I make sound on the Atari
A.6) Remember, XFormer 2.5 doesn't support sound! (XF3.0 does)
But anyway, in Atari BASIC:
SOUND c,p,d,v
c=channel (0-3)
p=pitch (0-255)
d=distortion (0,2,4,6,8,10,12 or 14)
v=volume (0-15)
The buzzer character is CHR$(253) aka [CONTROL]+[2] (NOT [CONTROL]+[G])

Q.7) How do I move the cursor and edit?
A.7) The Atari "E:" device (standard input/output which is the "editor")
allows the following characters for editing:

Key: AtASCII #: Use:
Atari none Turn inverse on/off (Atari 400/800 kybds)
Inverse [Triangle] none Turn inverse on/off (Atari XL/XE kybds)
CAPS none Turns caps-mode to lowercase (400/800 OS)
CAPS none Toggles caps-mode from upper to lower (XL/XE)
Sh-CAPS none Turns caps-mode to uppercase (all OSes)
Ct-CAPS none Turns caps-mode to [Control]-[Lock] (all)
Up ([^-]) 28 Move cursor up
Down ([^=]) 29 Move cursor down
Left ([^+]) 30 Move cursor left
Right ([^*]) 31 Move cursor right
Space 32 Move cursor right (overwrites w/Space char)
BackSpace 126 Move cursor left (deletes previous char)
Delete ([ShBkspc]) 156 Deletes a (logical) line (1-3 physical lines)
Insert ([Sh>]) 157 Inserts a physical line
Ct-Delete ([^Bksp]) 254 Deletes char under cursor, pulls rest left
Ct-Insert ([^>]) 255 Inserts space under cursor, pushes rest right
ClearScn ([^<]) 125 Clears screen
Bell ([^2]) 253 Sounds buzzer
TAB 127 Moves cursor to next TABstop
ClrTAB ([^TAB]) 158 Clears any TABstop under cursor
SetTAB ([ShTAB]) 159 Sets a TABstop under cursor
ESC 27 Sets ESCape (next edit char after is shown,
not done, non-edit chars shown (like normal))
RETURN 155 Sends End Of Line (moves cursor to lowerleft

of next line, accepts input)
Note: Inverse characters have values of the normal version of the characters plus 128. (The only non-viewable inverse character is inverse-ESC, or what would be the [ESC],[RETURN] combination. The character exists, but must be set into screen RAM by hand. Oh well, at least you still have 255 easily viewable characters! <grin>)

Q.8) How do I make the editor characters appear
A.8.1) As shown above, you must have an ESC sent before them. When simply entering text, type [ESC] then the edit key and the character for that edit key should appear.
When entering text in a PRINT statement, you must have it send an ESC beforehand, so first type [ESC],[ESC] to make an ESCape character appear, then type [ESC] then the edit key and the character for that edit key should appear. When the PRINT statement is executed, the first ESCape (which you typed as two [ESC]'s) will make the editor SHOW the following character (even if it is an edit character), then the character which you entered (with [ESC] and then the edit key) will make that character appear. This makes it difficult to align a set of PRINT statements which make a multi-line picture or menu which uses viewed edit keys. It is probably best to have all of the lines in your program with the PRINT statements that can fit visible on the screen, then edit them (without putting any of the ESCape characters in, then when the picture looks like how you want it on the screen, move the cursor to on top of each edit-key character and press [Control]+[>] (Control-Insert). A blank space should appear under the cursor and the rest of the line should move right. Now, type [ESC],[ESC] and an ESCape edit-key character should appear where the blank space was. When you are finished doing that for each line with those PRINTs in it, BE SURE TO ENTER THEM INTO THE PROGRAM BY PRESSING [RETURN] ON EACH OF THOSE LINES! Whew!
A.8.2) Set the memory location "766" to "1" with the command "POKE 766,1" to turn on the no-edit mode (ALL characters except End Of Lines will appear, even ClearScreens!) When you want to go back into normal mode, set the location back to "0" with "POKE 766,0".

Q.9) What's with the colors changing?
A.9) THIS, MY FRIEND, IS THE FIRST EVER SCREEN SAVER! This is called "Attract mode" as was used on the Atari 2600 and Atari 400/800/XL/XE series (and probably on the 5200 and 7800 but I cannot confirm this). When a key hasn't been pressed for 7 or 9 (depending on OS, model, etc) minutes, the screen colors begin changing, thus protecting your TV or monitor from having a static image burned on it.
To turn this mode off, press a key, or, if within a program, use the command "POKE 77,0" at least once every few minutes (IF the screen is active, otherwise turning it off would be kinda useless).
To turn it on, wait 7 or 9 minutes without pressing a key or having location "77" set to "0", or set location "77" to "128" with "POKE 77,128", voila! instant attract mode!

Q.10) How do I access 'devices' on the Atari?
A.10) The following commands are available to Atari BASIC's (and also
variations on these are available in most other Atari languages!):
OPEN #a,b,c,d$ Opens channel 'a' for access to 'd$' in mode 'b'
with auxillary mode 'c'. Channel 'a' must be
free or a 'Channel already open' (129) error
occurs. Examples:
OPEN #1,4,0,"K:" - input from keyboard
OPEN #2,8,0,"P:" - output to printer
OPEN #3,12,0,"D:FILE" - random access to disk
OPEN #4,9,0,"D:DATA" - append-output to disk
OPEN #5,13,0,"R:" - concurrent to RS232 (modem)
OPEN #6,6,0,"D:*.TXT" - directory access to disk
(reads directory of "*.TXT" mask)
CLOSE #a Closes channel 'a' (freeing it for use)
GET #a,b Reads a byte from channel 'a' and stores it in 'b'
PUT #a,b Puts byte 'b' onto channel 'a'
INPUT #a,b$ Reads a string (up to 255 bytes and a REQUIRED
'end of line' (character 155)) from channel 'a'
and stores it in 'b$'
INPUT #a,b Reads a string (up to 255 bytes and a REQUIRED
'end of line' (character 155)) from channel 'a'
and stores the numeric value of it in 'b'
PRINT #a,<stuff> Just like the normal BASIC PRINT statement, but
sends the information to channel 'a' (semicolons,
comas, and mixed types are of course allowed).
STATUS #a,b Reads the error 'status' of channel 'a' and stores
it in 'b'
XIO a,#b,c,d,e$ General I/O call. This a little complicated and
may be expanded upon in a future revision. Just be aware of the
following:
a - command
b - channel to use (usually must be free)
c - auxillary mode 1
d - auxillary mode 2
e$ - file or device to act upon
Examples:
XIO 32,#1,0,0,"D:FILE,OLDFILE" - renames file
XIO 33,#1,0,0,"D:OLDFILE" - DELETES file
XIO 34,#1,0,0,"D:GAMES" - creates a directory in My- & Sparta-DOS
XIO 35,#1,0,0,"D:NEWFILE" - locks a file from over-write and
deletion
XIO 36,#1,0,0,"D:NEWFILE" - UNlocks a locked file
XIO 40,#1,4,0,"D:PROG.OBJ" - loads and runs a binary file
(like "L" in Atari and MyDOS)
XIO 40,#1,5,0,"D:PROG.OBJ" - loads a binary file
(like "L" in Atari and MyDOS with the "/N" option)
XIO 41,#1,0,0,"D:GAMES" - changes default directory that
drive/subdirectory (all calls to "D:" will now occur within
that drive/directory)
XIO 254,#1,0,0,"D2:" - FORMAT a disk (in Atari DOS 2.5, this is

format 'enhanced', to format 'single' density, use XIO 253)
(in MyDOS, this is format, but not 'enhanced', use
XIO 253,#<channel>,1,0,"D<drive>:" for format a drive in enhanced
mode).
NOTE: 39 and 40 are the same. Also note the useage of AUX1 in the
"XIO 40" example.

---=== Getting Atari files to an IBM: ===---

Q.1) How can I read Atari disks on my IBM?

____
[note:] Someone please give more details or corrections here! Thanx!
~~~~~~~
A.1.1) If you have double-density Atari disks, you can use the program
"Util" on the IBM which can read double-density Atari disks. Please
see the Atari 8-bit FAQ for more details.
A.1.2) If you have an Atari 1050 disk drive, you can use the program MULE
to copy files, one file at a time, 20k chunks at a time, from the
Atari to the IBM. You first must format a 180k disk on your IBM,
the run MULE on your Atari to get a file onto the MULE disk, then
run MULE on the IBM to get the file onto the IBM. Tedious, isn't
it? MULE wasn't meant to be a fully-functional program, just a
demo to show that this was even possible.
A.1.3) If you're fortunate to have a Black Box interface on your Atari,
you can get an external IBM drive and the Black Box's add-on, the
Floppy-Board and simply copy files from your Atari disks or hard
drive(s) onto IBM disks via the floppy board, then load them up
on your IBM.

Q.2) Ok, I can't do any of that, now what?
A.2.1) You can use SIO2PC, which is a program for IBM's which turns your
IBM into a set of Atari disk drives. You need the SIO2PC cable
(which you can purchase, assembled or unassembled, or buy parts
and build it yourself) and the SIO2PC software (available at UMICH).
Connect your IBM to your Atari, load SIO2PC, and then run the
program FILE2PC on the Atari to transfer files to the IBM's hard
drive. Or instead create a disk image within SIO2PC and copy files
from one disk (a real Atari floppy) to another (the SIO2PC image)
with the Atari or MyDOS "C"opy command. If you want to extract files
out of the SIO2PC disk image file and store them on your IBM's hard
drive or floppies as single files, either again use FILE2PC or use
S2PC, an IBM program which can extract files from or add files to
MyDOS-compatible SIO2PC disk images!
A.2.2) You can use two modems to download files from your Atari 8-bit.
A.2.3) If you don't necessarily want files that you already have on your
Atari 8-bit, you can download files from the huge collection
available at FTP sites and Atari 8-bit supporting bulletin boards
and save them onto your IBM.
A.2.4) If you have only one modem, so you can't connect both your Atari
8-bit and your IBM together via modems, you can do it via null-
modem, OR you can upload files from your Atari to some bulletin
~~~~~~~

board or account you have access to, and then connect the modem
to your IBM and download the files.

Q.3) Is there any easier way to get Disk Communicator (Atari disk image)
files to and from SIO2PC disk images or PC Xformer XFD disk images
other than using Disk Communicator 3.2 on my Atari! I mean, both files
are disk images! They're both on my PC's hard drive! <cry>
(AND NOTE: DiskComm. doesn't like SIO2PC a lot of the time anyway!)
A.3.1) Yes! There's a new IBM program out called DCM2DSK.
(Why "DSK" and not "ATR"? To keep people from getting confused with
the ATR-8000(?)) The current version is '2' and it's available at
UMich's archives and probably elsewhere. Filename: "DCM2DSK2.ZIP" in
the SIO2PC directory.
A.3.2) There's also a new program which converts DCM's to XFD's. I need to
look at it myself first before I can describe it (or someone help
me, please?)

---=== Where to get or FTP files mentioned in this FAQ: ===---

The PC Xformer 2.0 and 2.5 can be downloaded from the "ftp.clark.net" FTP
site:
Directory/file-path: systems/msdos/emulators/xf25.zip (or xf2.zip)

PC Xformer 3.0 can be purchased for $29.95 (prices may vary) from:

U.S.A.
======
American Technavisions 510-352-3787, fax 510-352-9227
B & C Computervisions 408-986-9960, fax 408-986-9968
Mid Cities Computers 310-867-0626, fax 310-920-8933
Rising Star Computers 800-252-2787, fax 513-254-7970
Toad Computers 800-448-8623, fax 410-544-1329

Germany
=======
Atari Bit Byter User Club +49 02366-39623 (same for fax)
KE-Soft +49 06181 87539, fax: +49 06181 83436

United Kingdom
==============
Micro Discount +44 021 353 5730, +44 021 352 1669

or directly from Branch Always Software: (USA)
14150 N.E. 20th Street, Ste 302, Belleuve, WA 98007.
1-206-369-5513, fax 1-206-885-5893
e-mail: BraSoft@aol.com

The following programs are availabel at the "archive.umich.edu" FTP site:
SIO2PC: atari/8bit/sio2pc/*.* (all files are SIO2PC/utility files)
Mule: atari/8bit/Diskutils/mule.com (Atari), mule.exe (IBM), mule.txt
Util: atari/8bit/Utilities/myutil.zip (IBM)

AGAIN, >>> PLEASE <<< CHECK OUT THESE OTHER FILES:
ATARI 8-BIT FAQ
PC XFORMER DOCUMENTS
MYDOS DOCUMENTS
SIO2PC DOCUMENTS

Thanx!

Contacts:

I (Bill Kendrick) can be contacted at:
mailto:kendrick@vax.sonoma.edu,
or on the "comp.sys.atari.8bit" and "comp.emulators.misc" newsgroups,
or New Breed Software, 59 Palm Lane, Novato, CA 94945-2574 USA.

Darek Mihocka, the author of the PC Xformer can be contacted at:
mailto:BraSoft@aol.com
or on the "comp.sys.atari.8bit" and "comp,emulators.misc" and
other newsgroups,
or Branch Always Software, 14150 N.E. 20th Street, Ste 302, Belleuve,
WA 98007 USA.

Micheal Current, keeper of the Atari 8-bit FAQ files can be contacted at:
mailto:mcurrent@carleton.edu,
or on the "comp.sys.atari.8bit" newsgroup.

PLEASE add questions and report any mistakes or bugs to me ASAP.

-bill

2166. 8bit emulator. how do I use it?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-19 00:00:00 UTC
From: ropero@ix.netcom.com
Message-ID: <413glb$qbv@ixnews3.ix.netcom.com>
Source record: 89038

hello, I have been trying to use the emulator for the 8-bit
on the ibm pc.
how do I load software that does not use dos? (autoloading software)
where are some ftp sites that have atari 8bit software?
so far I have not gotten anything to work on the emulator except
encounter. but even that does not have any sound.

If anyone has any software that works for the emulator, please
email me what you have.

sincerly, rob rope

email: ropero@ix.netcom.com

2167. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-19 00:00:00 UTC
From: cudabert@aol.com
Message-ID: <414sk1$qfq@newsbf02.news.aol.com>
Source record: 89039

In article <4148mr$fob@nnrp3.primenet.com>, krishna@primenet.com (Glenn Saunders) writes:
<< Then why are you even contributing to this thread? I am frustrated when
people come off as almost DISCOURAGING progress as if it is anathema to
their cozy little nostalgia-fest.

If you are happy with things as they are, so be it, but why stumble into
these discussions when they are of no consequence to you?
>>

Hmmm....since I'm asking you about that development kit, I'll pass on my usual scathing response and just answer the questions you pose.

- "Then why are you even contributing to this thread?"
Since this is not a private discussion, and there is no moderator for this group, I thought I could pretty much get away with voicing my opinion. Apparently you liked my post enough to rate is as a 'contribution', so it couldn't have been that awful!

- "I am frustrated when people come off as almost DISCOURAGING progress"
I don't think that my comments are likely to discourage anyone from writing any software, or from using that software if it becomes available. You certainly don't sound discouraged; if anything you sound more determined than ever.

- "as if it is anathema to their cozy little nostalgia-fest."
I can't disagree that I'm nostalgic about the 8-bitter. Since I make my living writing software, I just can't afford to treat it as a profitable platform. There may be a limited market here, but I don't think even your hypothetical multi-tasking OS would be able to handle the processing that my work involves these days.

- "If you are happy with things as they are, so be it, but why stumble into
- these discussions when they are of no consequence to you?"
I guess I 'stumbled' into reading your posts just the same way you 'stumbled' into posting them. Originally someone asked if anybody would be interested in a new OS for the 8-bitter, and I did not respond at the time because I wasn't interested. Reading your posts I briefly became interested, and finally decided I was more interested in the discussion than in actually seeing this OS.

Since I own a good heap of Atari 8-bit stuff and have been involved with the Atari since it first became available, I'd say it was of some consequence to me, as it is to anyone else who reads this group.

Honestly, if you're upset about someone's opinion, how are you going to react to bug reports when you get your OS finished? Or are you just going to release it bug-free? And what about the guy who posted saying he would like to see certain enhancements and fixes to the current OS instead? Was he not 'DISCOURAGING' enough to receive your notice?

Bert Whetstone
- Happy Atari owner but now even less interested in a new multitasking 8-bit OS

2168. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-19 00:00:00 UTC
From: bosco@yab.com
Message-ID: <414v10$l7c@news.yab.com>
Source record: 89040
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
Atari Archive Robot (atari-archivists@atari.archive.umich.edu) wrote:
: -rw------- lenn 201161 Aug 13 05:49 ./8bit/Demos/ussr.tar.gz
: -rw------- lenn 157021 Aug 13 05:43 ./8bit/Demos/other.tar.gz
: -rw------- lenn 44679 Aug 13 05:38 ./8bit/Demos/wfmh.tar.gz
: --
: -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

I don't get it! What's with the .tar extenders and the 201,161 byte
count? Are these Atari programs? Where's the text file to describe them?
My God! And these are compressed?!? Sorry, but the person who uploaded
ussr.tar must be from another Atari planet.

**********************************************************************
* bosco@host.yab.com * The Northwest Phoenix Atari Connection *
* John Collins * P.O. Box 67511 Phx, AZ 85082 *
* Editor & Librarian * Atari 8-bit (ONLY!) User Group *
**********************************************************************
* *
* "Wherever you go, there you are..." - Buckaroo Banzai *
* *
**********************************************************************
```

2169. Current Notes Magazine... Where?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-19 00:00:00 UTC
From: bosco@yab.com
Message-ID: <414v8v$l7c@news.yab.com>
Source record: 89041

Okay! It may be a little premature, and they may not want to fall into
the trap that the other 8-bit magazine did, but has anyone heard of the
status of Current Notes magazine?

****
* bosco@host.yab.com * The Northwest Phoenix Atari Connection *
* John Collins * P.O. Box 67511 Phx, AZ 85082 *
* Editor & Librarian * Atari 8-bit (ONLY!) User Group *
****

* *
* "Wherever you go, there you are..." - Buckaroo Banzai *
* *
****

2170. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-19 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <143934@cup.portal.com>
Source record: 89042

Jeff, the way screens are handled in at least the multitasking stuff I've seen is each program get's its own slice of screen just like it's working in full screen mode. It's the job of the OS to decide what slice is brought to the for front. For instance, let's say you did something like wrote a WP & telecommunication program, each of which was designed to run in a 16k bank. Each would have it's own screen memory, but this would not be directly displayed. The OS would have a display area, maybe even in low ram below the bank switching area. The new OS, assuming it is just an extension of the existing one, would probably bypass the existing OS routines completely doing it's output directly to its display memory. Essentially what would happen is the extended operating system would have flags in memory telling it what portion of the screen to display, something like: Lines 0-10 of program in bank zero, lines 11-15 of program in bank #1, ...
If you didn't want to do anything practical<g> like use a DLI for the switching, you'd just do a brute force series of moves during the VBI to draw the displayed screen. As far as each subprogram goes, it thinks it's writing to a full screen.
Rick

2171. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-19 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <415c1j$2ec@charm.magnus.acs.ohio-state.edu>
Source record: 89043
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
In article <414v10$l7c@news.yab.com>, <bosco@yab.com> wrote:
>Atari Archive Robot (atari-archivists@atari.archive.umich.edu) wrote:
>: -rw------- lenn 201161 Aug 13 05:49 ./8bit/Demos/ussr.tar.gz
>: -rw------- lenn 157021 Aug 13 05:43 ./8bit/Demos/other.tar.gz
>: -rw------- lenn 44679 Aug 13 05:38 ./8bit/Demos/wfmh.tar.gz
>
>I don't get it! What's with the .tar extenders and the 201,161 byte
>count? Are these Atari programs? Where's the text file to describe them?
>My God! And these are compressed?!? Sorry, but the person who uploaded
>ussr.tar must be from another Atari planet.

I can explain part of it... whoever uploaded them uses Unix. the tar
part refers to a unix foramt for collecting a bunch of files into one
file, without compression. The compression is usually done separately
-- that's the gz part. They were compressed with the gzip program.
The text descriptions are probably contained _within_ the tar. :-/

But of course none of this does any good for normal Atari people.
Neither tar nor gzip are available on the 8bits, of course.

I'll see what I can find out....
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr
```

2172. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <415e86$293@nic-nac.CSU.net>
Source record: 89044

A quick analogy (this is my "VERY SHORT" post I said I'd be making at the end of that last HUGE one ;))

OK - you people who are... not necissarily "against", but very uninterested in this new environment:

Say this environment is NOT actually an OS.. say it's, as I hope it will be and as I described it in my last post, SIMPLY something you load before you can run any of the newfangled applications.

Now, DON'T say that you'd not live with this WITHOUT being able to HONESTLY say that you NEVER use TurboBASIC XL or even BASIC.

Think about it.. if I want to run "program.tbs", I must first load "TBXL.COM". With MY (and probably many others') idea of how this "OE" (Operating Environment) should be done, NOT as a "new OS", it would be the SAME. If I want to run "game.app", I must first load the environment in which it runs.

It'll be like <gag> MSWindows 3.1- if you try to load "paint.exe" it'll complain: "You must run this from Windows" and quit.

Satisfied?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2173. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <415duq$220@nic-nac.CSU.net>
Source record: 89045

My 2c:

I'm EASILY discouraged. (Hence the current "back-burnerness" of about
3 games I'm working on.)
I'm interested not in a new OS but instead simply an MSWindows-like
"thing". Note: I hate Windows. End of disclaimer. :) I'd just
rather have something you load than something you plug in.. something
you can quite out of and be able to run old software without rebooting..
I have a HOME PAGE dedicated to the ideas of task swapping, as well as
PAGES and PAGES (paper) scattered all over regarding ideas for TUIs,
GUIs, CLIs, windowing, task swapping, etc.
I'm part of the (currently too quiet) ADOS group (whose name I STILL don't
like since it says not only "OS" in it, but also "DOS", even though it's
not "D for Disk"). This group was brought together, what, almost a year
ago probably, to discuss and collect information and ideas on a new
GUI environment or OS. It was "led" by David Wyne Davies from the UK
and.. er... that user group. (Good job Bill, I'm surprised you didn't
forget his name! ;))

Anyway, that's MY status. ie, I consider myself a big part of this
"New Environment Movement" who see the potential of the Atari. In fact,
we (ADOS) saw the potential of the Atari to do these types of things WELL
long before FTe even MENTIONED Sweet16.. but now that I've got one, and
that I know it's specs, I'm even more positive than I was at first that
THIS IS THE WAY TO GO.

I WILL however RESTATE my earlier thoughts regarding compatibility:

If it going to be GOOD, MODULAR and UPGRADABLE, it should be handler
by some sort of VECTOR SYSTEM. One does not call "$XYZ4" to open
a window >IF< the "open a window" routine is STORED there... one
calls it THROUGH a vector. When version X.2 comes out of the "OS",
old programs should STILL be able to ask it to open a window WITHOUT
CRASHING even though the "open a window" routine is now stored at
"$1BCD"!!!

Taking this a further step, there should be different versions of the
OERs ("operating environment routines") for different setups...
perhaps just the two main setups: 6502 vs 65816. A problem will
arise when "PhotoShopXE" comes out which uses 65816 instructions,
but otherwise, everything else can be written in 6502, calling the
OE routines through vectors... The ACTUAL OERs MIGHT OR MIGHT NOT
BE WRITTEN USING 65816 INSTRUCTIONS- this will depend on which set of
OERs you have loaded...

INOTHERWORDS, Joe Schmoe with the 6502+256K can load "OER6502.COM" and have it's memory manager set up for "Brand-X 256K banked memory".

He'll then load "schmEDIT.COM", a 6502 program, calling OERs through vectors. It will run.

THEN, Bob Schmob with the 65816+4MB can load "OER65816.COM" and have IT's memory manager set up for "4MB linear memory".

He'll then ALSO load "schmEDIT.COM", a 6502 program, calling OERs through vectors. It will ALSO run.

What the hell's the difference? Bob Schmob will have more space and the OE routines will run faster (and possibly be more configurable, etc.. whatever).

Now, AGAIN... if 6502-owning Joe Schmoe tries to run a 65816 application for the OE, it won't work.. duh.. obviously.. But, not only with Bob Schmob, with his newfangled Sweet16 be able to run "PhotoShopXL'816" and have the OERs run faster, BUT the whole PROGRAM will be more powerful since it ITSELF is a 65816 application!

GET IT!? Good!

----- FINALLY: ON ANOTHER ASIDE.... -----

(Sorry I'm making this so long-winded...)

NOT ONLY can you load "OER6502.COM" or "OER65816.COM", but you can also load versions which are VERY small (not very configurable, not very flashy.. say "text only" mode but still windowing and stuff) as well as versions which look completely different ("OER95" or "OER31" or "OERSystem7" or "OERStep" or something...)

Now, to reiterate this idea in the final form I stated earlier:

each part of the OE... each "R" (routine) of the thing, can be a different monster altogether.. you chose which type of "Windows" to have, which type of "Buttons" to have... where and what type of "Menus" to have, etc.

When you load "OER.COM", it simply goes through a list of "stuff to load" and viola... all of these routines are loaded... if I want my next session to have ROUND windows instead of square ones (that's taking it a little far, I know ;)) NOT ONLY >CAN< I DO IT by simply loading a different "Windows" routine file >BUT< ALL OF THE SOFTWARE SHOULD NOT CARE! ~~~~~~~~~~
~~~~~

ANYWAY... any questions? Mr. Ellis, TRY to conform at least a LITTLE to these ideas! ;)

... and again, I'm SO TOTALLY FOR this idea, BUT I'm NOT for multitasking.. Hell, I live without it anyway.

Hmm.. see my next (VERY SHORT) post
~~~~~

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2174. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-19 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <415ls9$31p@charm.magnus.acs.ohio-state.edu>
Source record: 89046
Cross-posted to: comp.sys.atari.8bit,umich.archives

In article <413o2i$k3b@lastactionhero.rs.itd.umich.edu>,
Atari Archive Robot <atari-archivists@atari.archive.umich.edu> wrote:
> -rw------- lenn 201161 Aug 13 05:49 ./8bit/Demos/ussr.tar.gz
> -rw------- lenn 157021 Aug 13 05:43 ./8bit/Demos/other.tar.gz
> -rw------- lenn 44679 Aug 13 05:38 ./8bit/Demos/wfmh.tar.gz

OK, I found out more...

First of all, these were apparently uploaded by Tomasz Tatar
<tatar@student.uci.agh.edu.pl>. My guess is that he intended for Jody
to untar them and put the individual files up.

Here are the listings for each one. BTW, a .Z extension signifies another
Unix compression format ("compress") similar to gzip.

ussr.tar.gz:
alf.com.Z
alf.txt
alien.com
alien.txt
axelfoll.com
axelfoll.txt
duksap.com
duksap.txt
falcon.com
falcon.txt
landscap.com
landscap.txt
moonshad.com
moonshad.txt
perestrk.com.Z
perestrk.txt
skynetwk.com.Z
skynetwk.txt

wfmh.tar.gz:
button.com
button.txt
cosdemo.com.Z
cosdemo.txt
revenge.com
revenge.txt
swing.com
swing.txt
what.com

what.txt

other.tar.gz:
bdemo.com
code3crn.arc
code3crn.txt
osadnicy.dcm
osadnicy.txt
supak.com
supak.txt

As I type this, I'm uploading the Atari-readable files to umich. No
tar, gz, or Z for you to worry about.

Maybe it's time to start thinking about writing "gunzip" and "untar"
for the Ataris....
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2175. Re: Copy Cartridge to Disk - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-19 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <JRCCLMz.lmcclure@delphi.com>
Source record: 89047

In a message dated 8-15-95, Rick Cortese said:

"I believe copyrights run for 50 years & they can be
renewed so we have about another 35 years <whew!> to go."

Since January 1, 1978, put simply, copyrights have had a life of :

(a) The life of the author(s) + 50 years for works by individual(s).

(b) 75 years for "works-for-hire" (i.e., copyrighted by a company).

No renewals are involved. The pre-'78 copyright had an initial period of
28 years with an option for one renewal of an additional 28 years.

2176. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-19 00:00:00 UTC
From: Terry.Streeter@flight.org
Message-ID: <277_9508191225@flight.org>
Source record: 89048

```
I'm interested.
How do I contact you voice?
---------------------------- -//- ---------------------------
Internet: Terry.Streeter@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ---------------------------
```

2177. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-19 00:00:00 UTC
From: clisowsk@nimitz.mcs.kent.edu
Message-ID: <415t6a$rjm@ns.mcs.kent.edu>
Source record: 89049
Cross-posted to: comp.sys.atari.8bit,umich.archives

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: Maybe it's time to start thinking about writing "gunzip" and "untar"
: for the Ataris....

OH I've been thinking about doing 'gunzip' (Which basically uses the PK-Zip Inflate/Deflate algorithm), for the Atari 8bit for some time now. It is quite do-able. Although one will need to have an enhanced memory 8bit to be able to 'gunzip' files. The only thing that I lack is the time, to sit down and modify and test the main inflate algorithm used. I have a printout of InfoZip's 'unzip' program which uses the inflate algorithm; it is quite marked on with red, black, and blue ink. (grin)
I planned on using CC65 (Cross-compiler platform for Unix) to develop the actual 8Bit program, so it won't be as fast as is possibly. By sticking with C, one doesn'T have to worry and fuss about all the various data-structures used in the algorithm.
As far as 'untar' for the 8bit, that should be quite simple to do. Its nothing more than a header-structure here and there, followed by the complete data for the file.

Hopefully I'll get enough time out of my schedule to sit down and actually produce these two. Then again, maybe I could just ignore my other projects: admining a subnet of Unix machines, porting NetBSD to the IBM-RT, and producing a unique mud (DIKU-style).

--BRiT (clisowski@mcs.kent.edu)
http://nimitz.mcs.kent.edu/~clisowsk/index.html

2178. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-19 00:00:00 UTC
From: mstatz@cei.net
Message-ID: <415j82$1l0@news.cei.net>
Source record: 89050

In <415ls9$31p@charm.magnus.acs.ohio-state.edu>, rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:
>In article <413o2i$k3b@lastactionhero.rs.itd.umich.edu>,
>Atari Archive Robot <atari-archivists@atari.archive.umich.edu> wrote:
>> -rw------- lenn 201161 Aug 13 05:49 ./8bit/Demos/ussr.tar.gz
>> -rw------- lenn 157021 Aug 13 05:43 ./8bit/Demos/other.tar.gz
>> -rw------- lenn 44679 Aug 13 05:38 ./8bit/Demos/wfmh.tar.gz
>
>
>Maybe it's time to start thinking about writing "gunzip" and "untar"
>for the Ataris....

Now wait just a minute - There's enough of this *nix $@#*&% running rampant everywhere else - for heaven's sake, do we *really* need to join in?

Sheesh! I'm still contented with *.ALF!

Mark Statzer

2179. APE FACE

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-19 00:00:00 UTC
From: esok@park.uvsc.edu
Message-ID: <416h5l$mm1@park.uvsc.edu>
Source record: 89051

I just bought a $2 ape face adapter (direct Atari 13-pin SIO plug to centronics printer) today at a thrift store. I plugged it right in to my Atari 800, but when I tried to print something out in BASIC nothing came out. Is there a special handler for this beast? Or is mine just broken? I don't feed too sad if it has died, considering what I paid for it.

I also note that it doesn't stay in the printer port AT ALL. I'd have to tape it for it to stay, and even then I wouldn't trust it very much. Does anyone else have one of these?

2180. Re: Copy Cartridge to Disk - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-19 00:00:00 UTC
From: esok@park.uvsc.edu
Message-ID: <416hqo$mpj@park.uvsc.edu>
Source record: 89052

Lonnie McClure (lmcclure@delphi.com) wrote:
: Since January 1, 1978, bascially Copyrights have had a life of :
:
: (a) The life of the author(s) + 50 years for works by individual(s).
:
: (b) 75 years for "works-for-hire" (i.e., copyrighted by a company).
:
: No renewals are involved. The pre-'78 copyright law had an initial period
: of 28 years with an option for one renewal of an additional 28 years.

Now, I'm no copyright expert, but I thought that the initial copyright was
47 years, with an renewal period of 28 years. Or was it 28 years initially
and then 47 years? I don't remember. Anyway, the net effect is 75 years,
which is why _Scarlett_ had to be published a few years ago--Margaret
Mitchell's copyright on _Gone with the Wind_ was running out.

Which means, that technically and/or morally, copyrights still exist on
old 8-bit software. I aim to uphold these copyrights, though I know that many
will disagree with me.

2181. Re: APE FACE

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-19 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <416lqv$gd0@crl8.crl.com>
Source record: 89053

Reminds me, wasn't there a printer make out there a long time ago called
the Gorilla (make) Banana (model)? Just curious.

John
jvogel@crl.com

2182. Re: Atari 5200

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-20 00:00:00 UTC
From: ash@en.com
Message-ID: <41705d$1fg@antares.en.com>
Source record: 89054

Bruce Willard (bwillard@mindspring.com) wrote:
: I just picked up a 5200 for basically nothing, but it is BARE. By bare, I
: mean no joysticks, no power supply, no connector to plug a supply into.
: Matter of fact, although there are a couple of open holes that look like they
: used to have wires for power, I can't tell whether that's really where they go
: or not. I thought the 5200 was basically a modified XL, but the internal
: supplies are very different, as is the layout. I'd like to try it out, but
: need to know what kind of power and which points they go to. My guess is I can
: probably use another Atari supply, but which one? 800 or XL/XE?

: Bruce Willard
: bwillard@mindspring.com

Surprised no one else mentioned this in this thread yet, but the 5200 IS
NOT compatible with the 8-bit computers. It's apparently very similar to
an 800, but not quite the same as far as memory addresses and whatnot, so
that 8-bit carts won't work on a 5200 and vice versa.

The other major drawback to the 5200 is it's shitty controllers. They
were analog, not digital, and have a tendency to break and of course
these days it's very difficult to replace them. Even if you do find a
5200 with working joysticks, the sticks are a pain to use: tiny fire
buttons on the side of the controller, and a non-centering joystick.

More info on the 5200 can be gleaned, as mentioned, on Greg Chance's
Webpage. I have a link to it on mine (URL below).

---
ash@en.com http://www.en.com/users/ash/ash.html

"Hello World!"

2183. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-20 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <416bsk$48e@charm.magnus.acs.ohio-state.edu>
Source record: 89055

In article <415j82$1l0@news.cei.net>, <mstatz@cei.net> wrote:
>In <415ls9$31p@charm.magnus.acs.ohio-state.edu>, rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:
>>Maybe it's time to start thinking about writing "gunzip" and "untar"
>>for the Ataris....
>
>Now wait just a minute - There's enough of this *nix $@#*&% running
>rampant everywhere else - for heaven's sake, do we *really* need to
>join in?

You answer your own question. :-)
Since it's out there "running rampant", it would be useful to be able
to decode it. Notice I didn't mention writing programs that actually
encode in tar and gzip formats; we have other standards (ARC) for
that.

>Sheesh! I'm still contented with *.ALF!

On the Atari, I'm content with SDX's built-in ARC. But in unix I
always use tar.gz, and in MS-DOS I always use ZIP. Just like we have
programs that translate text between different EOL conventions (SDV is
the best program for that I've ever seen on any platform!), we should
be able to read files that were compressed with "foreign" compression
standards.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2184. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-20 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <416cd7$49p@charm.magnus.acs.ohio-state.edu>
Source record: 89056
Cross-posted to: comp.sys.atari.8bit,umich.archives

In article <415t6a$rjm@ns.mcs.kent.edu>,
BRiTiSH <clisowsk@nimitz.mcs.kent.edu> wrote:
> OH I've been thinking about doing 'gunzip' (Which basically uses the PK-Zip
>Inflate/Deflate algorithm), for the Atari 8bit for some time now. It is

I thought I remembered somebody mentioning working on an unzip
program...

We should also be able to decode the "compress" (.Z) algorithm, which
gzip can also detect and understand.

> I planned on using CC65 (Cross-compiler platform for Unix) to develop the
>actual 8Bit program, so it won't be as fast as is possibly. By sticking with
>C, one doesn'T have to worry and fuss about all the various data-structures
>used in the algorithm.

I'd do the same thing; if necessary it might be possible to
hand-optimize the resulting assembly code.

> As far as 'untar' for the 8bit, that should be quite simple to do. Its
>nothing more than a header-structure here and there, followed by the
>complete data for the file.

Yeah, I figured that would be pretty easy. Not very useful without
the gunzip, though.

> Hopefully I'll get enough time out of my schedule to sit down and actually
>produce these two. Then again, maybe I could just ignore my other projects:
>admining a subnet of Unix machines, porting NetBSD to the IBM-RT, and
>producing a unique mud (DIKU-style).

Tell you what: I'll do untar if you do gunzip. :-)
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2185. Re: Atari 5200

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-20 00:00:00 UTC
From: followel@ix.netcom.com
Message-ID: <4175dk$mjr@ixnews5.ix.netcom.com>
Source record: 89057

ash@en.com (A.P. Hilliard) wrote:

>Bruce Willard (bwillard@mindspring.com) wrote:
>: I just picked up a 5200 for basically nothing, but it is BARE. By bare, I
>: mean no joysticks, no power supply, no connector to plug a supply into.
>: Matter of fact, although there are a couple of open holes that look like they
>: used to have wires for power, I can't tell whether that's really where they go
>: or not. I thought the 5200 was basically a modified XL, but the internal
>: supplies are very different, as is the layout. I'd like to try it out, but
>: need to know what kind of power and which points they go to. My guess is I can
>: probably use another Atari supply, but which one? 800 or XL/XE?

>: Bruce Willard
>: bwillard@mindspring.com

>Surprised no one else mentioned this in this thread yet, but the 5200 IS
>NOT compatible with the 8-bit computers. It's apparently very similar to
>an 800, but not quite the same as far as memory addresses and whatnot, so
>that 8-bit carts won't work on a 5200 and vice versa.

>The other major drawback to the 5200 is it's shitty controllers. They
>were analog, not digital, and have a tendency to break and of course
>these days it's very difficult to replace them. Even if you do find a
>5200 with working joysticks, the sticks are a pain to use: tiny fire
>buttons on the side of the controller, and a non-centering joystick.

>More info on the 5200 can be gleaned, as mentioned, on Greg Chance's
>Webpage. I have a link to it on mine (URL below).

>---
>ash@en.com http://www.en.com/users/ash/ash.html

>"Hello World!"
>---

Not compatabile? I wouldn't say that! I've got a 5200 version of
Countermeasure (which was never released, as far as I know, on the
8-bit). And it's a disk file the runs perfectly on my 800xl. It came
on a disk that I got when I bought a ton of 8 bit stuff off of
Compuserve a couple of years ago.

Sincerely,
- Byron Followell
followel@ix.netcom.com

2186. Re: New Network? (Re: SIO2PC-like device for Amiga2PC)

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-20 00:00:00 UTC
From: winston@merk.com
Message-ID: <DDLvnz.L0H@merk.com>
Source record: 89058

On Thursday, August 17, 1995 at 09:32:33 -0400,
RLCOLLI@IBM.NET (Ryan 'Gozar' Collins) wrote:

RC> This brings up a suggestion, has anyone had ideas for a true computer
RC> network for older computers? I've been think, since I have several
RC> 8-bits and a ST, it would be nice to network them and use my 486 as a
RC> file server. Here are a couple of my thoughts:
RC> ...
RC>
RC> 3. A protocol would have to be devised that is simple and generic
RC> enough that it could be used on almost any computer made, as long as
RC> that computer had a RS232 port.
RC>
RC> 4. We would hopefully be able to use ordinary phone wire for the
RC> network cable itself.
RC>
RC> What are everyone's thoughts? This idea, I think, would be a lot more
RC> popular than the new OS. I would love to have one 8-bit in the living
RC> room, one in the kitchen, and one in the bedroom, and have them all be
RC> able to be connected!!! This is what the idea of home computing has
RC> been for years, but computers have been so expensive that you couldn't
RC> use it for keeping a shopping list in the kitchen, keeping your video
RC> tape collection on it in the living room, and still be able to word
RC> process in the bedroom.

There is already a multi-tasking, multi-user, multi-station network devised for an INTeL 486 that uses RS-232 terminal protocols. It is called by many names: LINUX, MACH, FREEBSD, MINIX. All that is required is to purchase a multi-plexer box such as a DIGI-BOARD or an INTELLI-PORT. Then, you load up a terminal program on each of your 8-bit PCs and run an RS-232 cable from the 8-bit PC to the RS-232 port on the box. As RS-232 is good for something like up to 200 yards, you can even run lines to your neighbor's house and put a remote terminal there, as well. Unfortunately, all of your 8-bit PCs will be slaves off of the 486 running UNIX, but it is a start (i.e. multi-station with a 486 server). What you would then need would be a method for the 8-bit terminal to "swap out" the terminal and go into "local mode" for word processing, etc. Hmm... it might be doable if you had something like Keith Ledbetter's "EXPRESS!-TERM" on cartridge. Perhaps you could "swap out" the cartridge, run TETXPRO, "swap in" the cartridge, and run the network terminal, in the same manner that BASIC uses its MEM.SAV file? Hmm... I don't know if it is possible to "hardware disconnect" without keeping a virtual circuit busy. Hmm... it might require doing your own specialized line polling on the 486 side. I would think that it is doable. UNIX is highly customizable. Multiple terminals would be the place to start, then you could write drivers to allow for the

use of remote disk drives on the 8-bit PCs locally, like the old ALTOs networks used to do. Hmm... interesting possibilities, there.

2187. koronis rift help????

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-20 00:00:00 UTC
From: ropero@ix.netcom.com
Message-ID: <417jri$r5a@ixnews5.ix.netcom.com>
Source record: 89059

does anyone have their notes for the atari 8-bit game "koronis rift"
by lucasfilm games.

I am completely stumped on it. I keep getting killed by the saucers.
does anyone know what the strategy is???
how do you win the game???
what symbols are important? etc...

any help, even from old memories would be helpful.

please email me at: ropero@ix.netcom.com

sincerly, rob rope.

2188. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-20 00:00:00 UTC
From: mfe@cis.ufl.edu
Message-ID: <mfe-2008951326010001@dialup-c3.cis.ufl.edu>
Source record: 89060

In article <414sk1$qfq@newsbf02.news.aol.com>, cudabert@aol.com (CudaBert) wrote:

> Honestly, if you're upset about someone's opinion, how are you going to
> react to bug reports when you get your OS finished? Or are you just going
> to release it bug-free? And what about the guy who posted saying he would
> like to see certain enhancements and fixes to the current OS instead? Was
> he not 'DISCOURAGING' enough to receive your notice?

Uhhh, Bert? That would be MY hypothetical OS -- not Glen's. Hypothetical isn't much, at least give me that. ;-)

-Michael Ellis

2189. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-20 00:00:00 UTC
From: mfe@cis.ufl.edu
Message-ID: <mfe-2008951340210001@dialup-c3.cis.ufl.edu>
Source record: 89061

In article <414aj5$fob@nnrp3.primenet.com>, krishna@primenet.com (Glenn Saunders) wrote:

> If you haven't noticed, I'm not advocating this OS for a banked RAM
> system, but rather a linear-RAM 816 memory model.

If you haven't noticed, I am advocating a new OS for a fundamentally stock Atari.

> I really think this OS is self-screening. Those who want an 816 want
> something that takes advantage of the new CPU's features. Those who
> don't want the 816 probably don't need the new OS and are just curious
> and are getting in the way by suggesting it work on L.C.D. configurations.
>
> I don't see the logic in releasing a 65816 upgrade if the OS isn't
> updated at all. That's like MS-DOS 5 on a 386 never touching protected
> memory and continuing to use the segmented schemes (essentially turning
> it into a task switching 8088 with a faster clock). Hardware and
> software go hand in hand.

I don't know how many different ways I can put this, but I'll try once more. To write an OS for this small market is already a selfless act, but to write an OS that only 2%-5% of the ALREADY TINY market could use is ABSURD.

It would appear that we have a chicken and egg problem here. You are saying that the 65816 (the chicken) should come before the OS (the egg). I am saying the opposite because people (including myself) will NOT buy USELESS hardware. And let's face it, at this point in time the 65816 IS useless hardware.

If people used an OS that worked fine but would benefit from more power, an upgrade PACKAGE that consisted of a 65816 and a version of the OS that would take advantage of would be a viable product. In this case you not only get a more powerful CPU but also the software you need to take advantage of it. This is common sense, really.

I hope this clears things up...

-Michael Ellis

2190. message

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-20 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <417r83$qpj@link.xs4all.nl>
Source record: 89062

Howdy Bob Woolley

I received a message from you via Email which I think was suppose to be
posted in the c.s.a.8 group.

Guys and girls. Bob wants info on the Yamaha Video chips.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

2191. Files about XEP 80

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-20 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <417r83$qpn@link.xs4all.nl>
Source record: 89063

Howdy Folks

I HATE PabQWK. Man, I ALWAYS seem to have problems turning a (text) file into a message. Damn. Wanted to repost a message about the possibilities of te XEP 80 (speed AND color)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

2192. Re: Atari 5200

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-20 00:00:00 UTC
From: jlodoen@shell.portal.com
Message-ID: <4182jm$fos@jobe.shell.portal.com>
Source record: 89064

followel@ix.netcom.com (Byron Followell) writes:

>ash@en.com (A.P. Hilliard) wrote:

>>Surprised no one else mentioned this in this thread yet, but the 5200 IS
>>NOT compatible with the 8-bit computers. It's apparently very similar to
>>an 800, but not quite the same as far as memory addresses and whatnot, so
>>that 8-bit carts won't work on a 5200 and vice versa.

>Not compatabile? I wouldn't say that! I've got a 5200 version of
>Countermeasure (which was never released, as far as I know, on the
>8-bit). And it's a disk file the runs perfectly on my 800xl. It came
>on a disk that I got when I bought a ton of 8 bit stuff off of
>Compuserve a couple of years ago.

He should have said "not fully compatible". The 5200 has
a 1K OS, no PIA, and several of the memory locations are
moved. Also you need to replace the controller code to
use real joysticks.

It's been done with several games.

jlodoen@shell.portal.com

2193. Re: Atari 5200

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-20 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199508201948.MAA27900@zippy.sonoma.edu>
Source record: 89065

Well, if you could hook up a disk drive to the 5200 and try to run that program, it wouldn't work..

You see, people would dump the 5200 carts, FIX them to work with the XLs and then release them..

I mean; you coulda GUESSED THAT one! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2194. Atari 800 and getting online for E-mail

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-20 00:00:00 UTC
From: "Jack G." <jackg@interlog.com>
Message-ID: <418ags$2qc@steel.interlog.com>
Source record: 89066

I am trying to get a friend on to a BBS so she can send and receive
E-Mail. She has an Atari 800 computer as well as some sort of external
"looks like a large tape " drive. I have an old external modem which I'm
hoping will work with the computer. I therefore need a terminal program.
Any other information would be greatly appreciated.

Thanks

2195. Internal speaker!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-20 00:00:00 UTC
From: bruck@avoda.jct.ac.il
Message-ID: <9508202232.AA21762@avoda.jct.ac.il>
Source record: 89067

Ok, I know this may sound stupid.. but is there a way to put the internal speaker back where it belongs - inside the computer - on the XL/XE computers?

-itay

Itay Chamiel bruck@brachot.jct.ac.il "I killed a bunch of people once." Nobody ever agrees with any of my opinions at all. "An onion a day keeps everyone away."............Phish advocate, Atari.8 doer, Coca-Cola idiot.

2196. Re: Internal speaker!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-20 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <5hDijO6.ransom22@delphi.com>
Source record: 89068

elad bruck <bruck@avoda.jct.ac.il> writes:

>Ok, I know this may sound stupid.. but is there a way to put the internal
>speaker back where it belongs - inside the computer - on the XL/XE
>computers?

I don't have an answer for you, Itay, but I agree that the internal
speaker should have been left internal! With, of course, the addition of
the ability to turn it off.
I miss having that "fifth voice" coming out of the machine itself.
It's not the same with it coming out of the speaker.
Back in the old days (heh), you could turn your TV/Monitor down,
and still get information through the keyboard speaker. Why? Well, for
instance, you might have a program that takes a long time to do something.
So, you shut off the TV/Monitor, and let it alone. Then, the keyboard
buzzes to let you know it's done.
If someone has a relatively easy way to add the speaker back in,
I'd be interested in it.

BTW, speaking of upgrades, does anyone know the approximate
release date of the Mars8?

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2197. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-20 00:00:00 UTC
From: mstatz@cei.net
Message-ID: <418bto$cpb@news.cei.net>
Source record: 89069

In <416bsk$48e@charm.magnus.acs.ohio-state.edu>, rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:
>In article <415j82$1l0@news.cei.net>, <mstatz@cei.net> wrote:
>>In <415ls9$31p@charm.magnus.acs.ohio-state.edu>, rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:
>>>Maybe it's time to start thinking about writing "gunzip" and "untar"
>>>for the Ataris....
>>
>>Now wait just a minute - There's enough of this *nix $@#*&% running
>>rampant everywhere else - for heaven's sake, do we *really* need to
>>join in?
>
>You answer your own question. :-)
>Since it's out there "running rampant", it would be useful to be able
>to decode it. Notice I didn't mention writing programs that actually
>encode in tar and gzip formats; we have other standards (ARC) for
>that.

Yes, I know - this is my point. ARC works fine for encode & decode -
why isn't it possible to encode a file as .ARC and *then* upload it to
a &#$%@ *nix system - what is the difference there (other than not
adding another useless step)?

The software that is/was written for the Atari8 had to originate (ok, *most*,
I'm sure there are exceptions) on an Atari8 - why not encode it there and
then ship it over to ftp.stuff.com - I suppose I could, if I tried *real* hard,
store my MS-DOS files under Mac StuffIt, port the Mac pgm under some sort of
680x0 emulator, so I could store my files on an Apple (If I had one, that is...)

<aargh>

As I recall, the idea of computers was to make things *easier*...

>
>>Sheesh! I'm still contented with *.ALF!
>
>On the Atari, I'm content with SDX's built-in ARC. But in unix I
>always use tar.gz, and in MS-DOS I always use ZIP. Just like we have
>programs that translate text between different EOL conventions (SDV is
>the best program for that I've ever seen on any platform!), we should
>be able to read files that were compressed with "foreign" compression
>standards.

ARC is not foreign to Atari8 - I seem to be able to find any MS-DOS pgm
I want on *nix boxes with .ZIP extensions - why should I store Atari
under .tar?

>--
>------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
> "A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
> One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
> -- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

Mark 'Frothing at the Mouth' Statzer
(trying to keep Linux the h*ll out of my Atari 800XL)

2198. Re: Atari 5200

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-20 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.71.000B6A61@mindspring.com>
Source record: 89070

Just to put in my .02 again, I also had several programs converted to the 8-bits from the 5200. One of the more fun ones was Pitfall II, but it locked up on the 8-bit. I built the RF/PS converter as per Greg Chance's instructions and found a power supply and my 5200 works. I have only been able to find one controller so far, and it was in bad shape. I was able to jury-rig it so it can be used, and am now playing Pitfall II the original.

Bruce Willard
bwillard@mindspring.com

2199. Re: Rainbow at InfoMac

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DDnMJI.G65@aston.ac.uk>
Source record: 89071

;Voila! I was totally suprised when I saw the old Atari right there
;in a window. I expected it would take hours of hacking the ROM
;file, but it was effortless! What an impressive program.

Thanks!

;BTW, does anyone have the author's email address?

Yep, contact me at lamcw@aston.ac.uk

Chris.

2200. 8 Bit Modifictions FAQ/List

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: "John P. O'Neil" <joneil@infi.net>
Message-ID: <418mec$c78@allnews.infi.net>
Source record: 89072

Could someone please post the latest 8 Bit Mods FAQ or let me know where I might find it? I've just picked up a 600XL and I seem to remember something about adding an 800 style 5 pin monitor out jack to it. Anyone heard of this?

Thanks!
John O'Neil
joneil@infi.net

2201. POWER SUPPLYS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: "Luis R. Pena" <lrpena@gil.net>
Message-ID: <418o4e$2ot@wakko.gil.net>
Source record: 89073

Dose any one Know where to get new or used power supplys for the 800 Xl
and 1050 DD ?

A

2202. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <419267$dbu@nnrp3.primenet.com>
Source record: 89074

The mortal Michael Ellis wrote:

: If people used an OS that worked fine but would benefit from more power,
: an upgrade PACKAGE that consisted of a 65816 and a version of the OS that
: would take advantage of would be a viable product. In this case you not
: only get a more powerful CPU but also the software you need to take
: advantage of it. This is common sense, really.

I just have sympathy for the programmer here. It's wishful thinking enough that he would follow through with anything. That he would write it in two vastly different environments is even less likely. For it would likely require a total from scratch rewrite for the 816. A banked system would be a mondo kludge and would probably burn him out in no time. If he can do it, more power to him. If he can do a banked system with all the functionality of an 816 system, my hat's off to him. I just don't see it as practical, and a 64K system, that's just a pipedream IMO.

2203. Re: POWER SUPPLYS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: Jason Hedrick <102416.675@CompuServe.COM>
Message-ID: <419245mgn1@mhadf.production.compuserve.com>
Source record: 89075

Luis,
Yes. As a start, you could somehow find Michael Current's Internet address.
He hangs out here in the Comp.sys.atari.8bit usenet group, and he can post
(E-mail) you an entire list of places that support the Atari 8-bit computer.
Presently, I don't have his Net address, but I can name one place to look...
Best Electronics
2021 The Alameda, Suite 290
San Jose, California 95126-1127
Phone:(408)243-6950
Also, somewhere on this newsgroup, if you Browse by topic, you'll find a
topic that says something to the effect of 'Atari 8-bit SIO cables for $1.50???'
Reply, and choose the send E-mail option to the original poster of this article.
His name is Ralph Maddox. He owns American Techna-Vision, yet another purveyor
of 8-bit products. He has 1050 power supplies dirt cheap. Just E-mail him your
name and address, and he'll send you a catalog for free.
I hope this was helpful. If I can find Michael Current's Net address,
I'll E-mail it to you.
Later,
Jason Hedrick
--

Jason Hedrick

2204. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: mfe@cis.ufl.edu
Message-ID: <mfe-2108950036060001@dialup-c5.cis.ufl.edu>
Source record: 89076

In article <415duq$220@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu
(William Kendrick) wrote:

> ANYWAY... any questions? Mr. Ellis, TRY to conform at least a LITTLE to
> these ideas! ;)
>

Not to worry, Bill... your post contained many of CIS' good, sound,
time-honored concepts; there's no reason for an OS not to adhere to a good
number of these ideas.

-Michael Ellis

2205. Re: Atari 800 and getting online for E-mail

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199508210635.XAA00883@zippy.sonoma.edu>
Source record: 89077

To connect "most any old RS-232-bearing modem" to an Atari, you'll need
an Atari 850 or ICD P:R:Connection (the two cheapest ways to go, I think).

The only "direct-connect" modems for the Atari were slow 300 and 1200 baud
modems.

Good terminal software for the Atari includes:

IceT - good, reasonably fast (9600bps), flickerless-but-small 80 column
VT100 terminal with X download
FlickerTerm80 - good, fast (14.4kbps), flickering-and-bigger 80 column
VT100/ANSI terminal (with bold/bright)
BobTerm - very good, fast (14.4kbps), standard 40 column (or slower(?)
80 column with the XEP80 unit and a 2nd monitor) VT52 terminal
with X/X1K/Y/YBatch upload and download (as well as a couple other
less common protocols)

To survive on a BBS or Unix box, you'll most definitely need good 80 column;
especially when dealing with the general BBSing public (who are on the whole
usually quite a rude group of little "conform-to-PC-or-die" folks, unless
it's specifcally a "Platform-XYZ" (nonPC: Amiga, Atari ST, etc.) BBS- of
course it DOES obviously simply depend on the Sysop's and userbase's
personalities).

There's also a (quite good, so I've heard) stand-alone Z-modem download
program.

All three of the above programs are disk-based (heh- conform to floppies
or die is about all it is on the Atari 8bit :)). Two great DOSes to keep
in mind include the menu-based, very compatible (with older/general software)
MyDOS 4.53 and the CLI-based, powerful, sometimes incompatible SpartaDOS 3.2.

All of these programs are available via FTP at: atari.archive.umich.edu
under "atari/8bit".

Can't get on? FTP to: amiga.archive.umich.edu instead; be warned, though:
the "cd" command is messed up.

Got gopher access? Gopher to: gopher.archive.umich.edu and go to
~"Merit Software Archives", then to ~"Atari Archives", then to "8bit"...

Finally, if you need to get a modern DOS and happen to have a DOS (like
Atari DOS 2.5 or 2.0 or something) already, you'll need DiskComm 3.2
to transfer the bootable disk images of the DOS(es) into actual bootable
DISKS.

PS- If you've got a PC (why are you using the Atari for a terminal? <jk!>)
seriously consider getting or building an SIO2PC cable so that you can

use your PC as disk drives, a printer and even now a modem for your
Atari. (ie, turn your PC into four 16MB-capacity, double density disk drives,
a printer interface, and an RS232 modem interface!!!)

SIO2PC is also available (including instructions, in one of the older
versions (3.19 is the latest version of the standard software)) at UMich,
as is "Atari Disk Emulator" by Steven Tucker here on c.s.a.8- it's a nicer
program and is the one capable of RS232 access on the PC (as well as direct
access via the Atari (not the PC or with special software!) to the PC's
disk drives!!!)

Good luck!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2206. PowerSupply 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: pruittj@world.std.com
Message-ID: <DDnpy2.KIA@world.std.com>
Source record: 89078

Hi,
I plugged my 1200XL into my power transformer 220 to 110.
My machince worked great for about a hour then it stopped working. No
lights or sounds. The transformer was fire hot.

Does anyone have any idea as to what went wrong?
Is the power supply for the 1200XL replaceable?
What if it is not the power supply but the switch box inside the 1200XL.

Playing defender my never be the same.

Thanks for your help

John

2207. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <DDnqJH.3LG.0.-s@cs.vu.nl>
Source record: 89079
Cross-posted to: comp.sys.atari.8bit,umich.archives

rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:
>In article <415t6a$rjm@ns.mcs.kent.edu>,
>BRiTiSH <clisowsk@nimitz.mcs.kent.edu> wrote:
>> OH I've been thinking about doing 'gunzip' (Which basically uses the PK-Zip
>>Inflate/Deflate algorithm), for the Atari 8bit for some time now. It is

>I thought I remembered somebody mentioning working on an unzip
>program...

Well, I did a small unzipper in C (Lightspeed C) but bumped into a lack of
memory. Same happened when I redid the thing in Action! a few months ago.
So.. it should be done in assembly. As for the memory requirements of
the inflate/deflate engine, I think it could be done on a stock atari 8-bit
with 64KB of RAM. It'll need 32KB for the 'sliding' window and some kilobytes
for the huffman tables. When you use CC65 it will definitely not run on
a stock atari.

>> I planned on using CC65 (Cross-compiler platform for Unix) to develop the
>>actual 8Bit program, so it won't be as fast as is possibly. By sticking with
>>C, one doesn'T have to worry and fuss about all the various data-structures
>>used in the algorithm.

>I'd do the same thing; if necessary it might be possible to
>hand-optimize the resulting assembly code.

>> As far as 'untar' for the 8bit, that should be quite simple to do. Its
>>nothing more than a header-structure here and there, followed by the
>>complete data for the file.

>Yeah, I figured that would be pretty easy. Not very useful without
>the gunzip, though.

I have written a small untar utility in Action! at about the same time I
was working on the unzipper. If anyone is interrested, I could put it in
my ftp directory...

Ivo

2208. Re: New Network?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <YYIOwksjYxjR083yn@IBM.NET>
Source record: 89080

In article <DDLvnz.L0H@merk.com>, winston@merk.com (Winston Smith) wrote:
> There is already a multi-tasking, multi-user, multi-station network
>devised for an INTeL 486 that uses RS-232 terminal protocols. It is called
>by many names: LINUX, MACH, FREEBSD, MINIX. All that is required is to
>purchase a multi-plexer box such as a DIGI-BOARD or an INTELLI-PORT. Then,
>you load up a terminal program on each of your 8-bit PCs and run an RS-232
>cable from the 8-bit PC to the RS-232 port on the box. As RS-232 is good

But the problem with this is you have to own a Intel Computer capable
of running linux, mach,... I would like to see a network that could
use a 286 as the server!! The other problem is having to buy a
digiboard, which is a little expensive for a home network.

Does anyone know if you can daisy chain RS232 signals?

I got to thinking this past weekend, and thought that if it was
possible to be daisy chained, then could we run some type of TCP/IP
over it? This would allow us to use a lot of tools that are already
invented. (I would love to be able to telnet into my Linux box!!)

Ryan 'Gozar' Collins RLCOLLI@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

http://www.ganet.net/~rc2

2209. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <41a6s5$cs4@charm.magnus.acs.ohio-state.edu>
Source record: 89081

In article <418bto$cpb@news.cei.net>, <mstatz@cei.net> wrote:
>The software that is/was written for the Atari8 had to originate (ok, *most*,
>I'm sure there are exceptions) on an Atari8 - why not encode it there and
>*then* ship it over to ftp.stuff.com - I suppose I could, if I tried *real* hard,
[...]
>As I recall, the idea of computers was to make things *easier*...

Right, so when somebody has their some Atari stuff stored on a Unix
machine already (because that's what they use for everything else),
they start to tar and gzip without thinking, because that's easier for
them (and better in some ways, which doesn't matter if you can't
decode it).
But it's a BIG pain for everybody else.

I'm certainly not saying that we should start using tar.gz for Atari
stuff, just that we should be able to decode it.

Besides, there's a lot of text out there that's gzipped that it would
be useful to be able to read.

>ARC is not foreign to Atari8 - I seem to be able to find any MS-DOS pgm
>I want on *nix boxes with .ZIP extensions - why should I store Atari
>under .tar?

I'm not saying you should, I'm saying you should be able to decode
something that's already tarred!
Let's see, there are MS-DOS and Unix programs to decode ARC, ZIP,
tar.gz and tar.Z, but of those the Atari can currently only decode
ARC.... and you LIKE this? I guess now I know how to hide something
from you. :-)
--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2210. Re: New Network?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <41a71s$csi@charm.magnus.acs.ohio-state.edu>
Source record: 89082

In article <YYIOwksjYxjR083yn@ibm.net>,
Ryan 'Gozar' Collins <RLCOLLI@IBM.NET> wrote:
>Does anyone know if you can daisy chain RS232 signals?

No, you can't. There's another EIA standard for that; I think it's
RS485.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2211. Need tech info on Atari 600!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: ppettis@clubmet.metrobbs.com
Message-ID: <41aap3$74f@metroux.metrobbs.com>
Source record: 89083

Hello,

I am trying to help a friend with an Atari 600. He is wanting to add more memory to it. Any ideas how to do this? Where can I find detailed technical info on these older computers? Has anyone any idea what the easiest solution would be?

Thanks in advance,

Phil Pettis

2212. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <41ab4u$5if@nic-nac.CSU.net>
Source record: 89084

H E Y E V E R Y O N E ! ! !

Did it EVER occur to you the following:

Tomasz wanted to send the files in a few BIG chunks, not a dozen small files
Tomasz did NOT want to ARC the files because then they'd sit at UMich
as huge ARCs and 1/2 the people would complain "ARCs too big!" and
others would be fine with it "it's ARC, who cares?" :)
Tomasz expected them to be unGZ/TARed before "released" at UMich

That's what I think- and since he had access to Unix, and perhaps no other
machine "in between" (ie, he couldn't ZIP, as if he could trust that the
FTP keeper HAD a working unZIP for Unix), he used the Unix box to stick
everything together and compress it.

Anyway - >I< feel it's advantageous for us to support (at LEAST when it
comes to undoing- this from a big fan of: JViewXL, MODPlay, WAV2DIG, etc.)
other "standard" formats.

We can't always trust others (say on LOCAL (NON-ATARI-SUPPORTING) BBSes!)
to conform to OUR old, sometimes inefficient file formats! Sheesh!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2213. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <41acem$dmf@charm.magnus.acs.ohio-state.edu>
Source record: 89085

That's exactly how I feel Bill. And I agree with your guess about
Tomasz's reasons for sending the tar.gz files in the first place.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2214. Re: SIO to Mac info

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DDo77L.C6r@aston.ac.uk>
Source record: 89086

lucius@astro.ocis.temple.edu (Lucius Kwok) wrote:

;I have, if anybody is interested, about half of the SIO2MAC program --
;the half that lets the Atari read virtual disk files from the Mac.

The uses of a SIO2MAC are clearly powerful. However, the skill needed
to construct a cable is best left to electronic hobbyists. I've had
comments about how people were too timid to even connect up their
850 module to the Mac and here we're just talking about wires!!

However, if someone starts a small business selling these SIO2MAC
cables, that would be interesting ;))

2215. koronis rift help????

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: Terry.Streeter@flight.org
Message-ID: <32e_9508211225@flight.org>
Source record: 89087

What BBS do you call often?
I could U/L the DOCS to you.
Or call a Atari8 BBS, and see if they have the DOCS.
---------- -//- ----------
Internet: Terry.Streeter@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

2216. Re: 8 Bit Modifictions FAQ/List

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <41as2v$cg9@blackice.winternet.com>
Source record: 89088

> "John P. O'Neil" <joneil@infi.net> writes:
> Could someone please post the latest 8 Bit Mods FAQ or let me
> know where I might find it? I've just picked up a 600XL and I
> seem to remember something about adding an 800 style 5 pin
> monitor out jack to it. Anyone heard of this?
>

>>>>

If there is a MODS FAQ, I've never seen it. I don't
think it exists. To answer your question, yes, you can add
a Monitor output jack, but, you must remove the TV switch.
Under it are the connections for the Monitor Jack. Just
solder the Jack in, cut a hole in the case and go.

Rich Mier

2217. Re: 8 Bit Modifictions FAQ/List

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <41as4a$cqa@blackice.winternet.com>
Source record: 89089

> "John P. O'Neil" <joneil@infi.net> writes:
> Could someone please post the latest 8 Bit Mods FAQ or let me
> know where I might find it? I've just picked up a 600XL and I
> seem to remember something about adding an 800 style 5 pin
> monitor out jack to it. Anyone heard of this?
>

>>>>

If there is a MODS FAQ, I've never seen it. I don't
think it exists. To answer your question, yes, you can add
a Monitor output jack, but, you must remove the TV switch.
Under it are the connections for the Monitor Jack. Just
solder the Jack in, cut a hole in the case and go.

Rich Mier

2218. Re: PowerSupply 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <143985@cup.portal.com>
Source record: 89090

John; as long as no smoke came out of the power supply, it may be fixable. There were several designs for the 9VAC transformer cases, some of them had the rubber feet covering the screw holes, some of them were glued. Figure out how to take it appart & you'll find a small fuse soldered on the transformer's secondary, replace it & you should be OK. If that fails, just buy a tranformer rated at 9VAC/3 amps & use the old cable to go to your Atari. Of course you should put something like a 2 amp slow blow fuse in there just in case there is really something seriously wrong with your Atari.
Rick

2219. Atari 800, Software, and access.

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: msg@cpcug.org
Message-ID: <41ag8u$h0k@news4.digex.net>
Source record: 89091

I have 3 cartons of Atari 800/400 stuff. It includes an 800, 2 disk drives (Indus and Atari if I remember correctly), 850(?) interface, a host of other items including power supplies. There is also a lot of software, carts, RAM modules, etc.

Looking to get rid of it. I hoped someone would be willing to pick it up or pay shipping. I would feel better knowing it was going to a user rather than the dump.

Please respond by email to either MSG@CPCUG.ORG, CK@SSSMSMAI.MHS.COMPUSERVE.COM, or 71167.3131@COMPUSERVE.COM. I don't get to monitor the group often.

2220. 400 48K upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.73.0014B734@mindspring.com>
Source record: 89092

Anyone have the docs for upgrading a 16K memory board to 48K? I did this a long time ago, but no longer have the docs.

Bruce Willard
bwillard@mindspring.com

2221. Re: Internal speaker!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <41b64o$t7u@news2.delphi.com>
Source record: 89093

bruck@avoda.jct.ac.il (elad bruck) writes:

>Ok, I know this may sound stupid.. but is there a way to put the internal
>speaker back where it belongs - inside the computer - on the XL/XE
>computers?

>-itay

I have done this to my 800XL. It's a very simple procedure, and I'll try
to write up some plans.

-Bry

2222. New Atari User (Page 6) magazine question

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <419rvc$b2i@susscsc1.rdg.ac.uk>
Source record: 89094

I understand that the latest issue of NAU came out
a couple of weeks back. However, I don't seem to have
received my copy.
I have changed address and renewed my subscription
recently but they responded to orders that were in the
letter containing these details.

Has anyone else had a problem in getting hold of the
new issue or is it just me? I've tried phoning the
office but I can't get any reply (not even the
answerphone) - I guess they must be on holiday.

Anyone know anything for sure?

Thanks for any help, Joel.

2223. Re: 8 Bit Modifictions FAQ/List

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <41ard5$c3t@blackice.winternet.com>
Source record: 89095

> "John P. O'Neil" <joneil@infi.net> writes:
> Could someone please post the latest 8 Bit Mods FAQ or let me
> know where I might find it? I've just picked up a 600XL and I
> seem to remember something about adding an 800 style 5 pin
> monitor out jack to it. Anyone heard of this?
>

>>>>

If there is a MODS FAQ, I've never seen it. I don't
think it exists. To answer your question, yes, you can add
a Monitor output jack, but, you must remove the TV switch.
Under it are the connections for the Monitor Jack. Just
solder the Jack in, cut a hole in the case and go.

Rich Mier

2224. Re: Copy Cartridge to Disk - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: esok@park.uvsc.edu
Message-ID: <199508220010.AA21658@park.uvsc.edu>
Source record: 89096

Thanks for putting me straight on the copyright law.

2225. Re: 8 Bit Modifictions FAQ/List

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: buescher@shed.inel.gov
Message-ID: <BUESCHER.95Aug21162013@shed.inel.gov>
Source record: 89097

>>>>> "Rich" == Rich Mier <rbmier@winternet.com> writes:
In article <41as4a$cqa@blackice.winternet.com> rbmier@winternet.com (Rich Mier) writes:

>> "John P. O'Neil" <joneil@infi.net> writes: Could someone please post
>> the latest 8 Bit Mods FAQ or let me know where I might find it? I've
>> just picked up a 600XL and I seem to remember something about adding
>> an 800 style 5 pin monitor out jack to it. Anyone heard of this?
>>

Rich> If there is a MODS FAQ, I've never seen it. I don't think
Rich> it exists. To answer your question, yes, you can add a Monitor
Rich> output jack, but, you must remove the TV switch. Under it are
Rich> the connections for the Monitor Jack. Just solder the Jack in,
Rich> cut a hole in the case and go.

This will not work. The 600XL does not have all the components of the
video amplifier installed. You can install them to get 800XL quality
video, but the better way to go is Ben Poehland's Super Video 2.1 for the
600XL. I've done this, it's tedious, but it's worth it. Probably no more
difficult, really, than restoring stock video to the 600XL.

Brent

2226. Re: Wanted: Atari 8-bit computer games

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: ckormos@delphi.com
Message-ID: <hhKgThK.ckormos@delphi.com>
Source record: 89098

Andrew,
I have about 90% of the items you have listed. Please e-mail for details.

2227. Re: Iomega Zip FAQ 1.6 (FAQ)

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.86.000EF61C@cfcsc.dnd.ca>
Source record: 89099
Cross-posted to: comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

In article <413o8i$o5t@dockmaster.phantom.com> steveg@phantom.com (Steve G.) writes:

interesting FAQ, and advert :^)

>***SECTION 10: IOMEGA ZIP vs SYQUEST EZ135
>SyQuest has released a new drive called the "EZ135" (formerly known by
>its code name, "Roadrunner"). This drive costs ~$230 for an external
>version (~$200 for an internal version) and uses ~$25 cartridges that
>store 135-MB each. EZ135 weighs about 2 lbs (twice as much as the
>diet-conscious Zip), but is also about twice as fast.
>There are many mixed messages about which drive will ultimately prevail.
>However, I personally feel that the Zip drive will be the winner for
>several reasons. Here's why:

>* The Zip drive is cheaper. Zip costs $200 for external, while EZ135 is
>~$30 more.
for a measly $30 you get twice the speed and an extra 30MB. How
can the ZIP compete with that?
Furthermore, the Zip drive is now available
internally from >Power Computing and soon as an end-user installation kit, and
chances are >it will cost considerably less than the EZ135's internal price of
$200.>* Zip cartridges are smaller, lighter, and more transportable. EZ135's
>cartridges need to be stored in the same sort of padded carrying case as
>"standard" SyQuest cartridges, making then considerably more bulky to
>transport. As a result, you'll likely see less of them being used with
>portable computers and, consequently, with desktop machines.>* Zip already
has a substantial market lead over SyQuest. Historically >speaking, the Mac
market hasn't had much in the way of brand-loyalty. >SyQuest drives became the
predominant standard not because of any >outstanding features, but simply
because they were cheap in comparison to >the more expensive Bernoulli drives.
Similarly, the Zip is cheaper than >EZ135.
but if people compare the speed, storage space? an extra 300MB per 10 disks is
nothing to sneeze at!
>* The Zip is being offered as optional equipment in
Power Computing's Mac >clones (and hopefully -- eventually -- Apple's own
products), whereas the >EZ135 is not. This has the potential to give the Zip
drive an even larger >market share.
>* Though EZ135 is faster, Zip is already fast enough for the majority of
>users. QuickTime movies, sound files, and similar time-intensive files
>play just fine from Zip. Only a comparatively few users will actually
>_need_ the additional speed that EZ135 offers, and when you consider this
>in relation to everything else, the EZ135's speed becomes a
>not-so-important factor.

what 'everything else'? people may not _need_ the speed, but I think they will
want it :^)
>* EZ135 cartridges hold about 30-MB more data after formatting,
true, but >is that enough to justify a more expensive, heavier drive?
I generally don't walk around with my drives :^)
I don't think >so. Again, the fact that the Zip is so easily transportable
makes it the >better drive, regardless of the data storage capacity. If
SyQuest's new >drive were to hold, say, 200-MB or more it would be a
considerably >different story.
>* People may be angry at SyQuest for "holding out" on the community. More
>than a few users have wondered out loud why SyQuest didn't introduce the
>EZ135 before Zip came on the scene. The most logical answer is that
>SyQuest was making so much money off its other, lower-capacity drives
lower capacity? only the 5-1/4" 44MB and 88MB, everything else is over 100MB

>that they didn't want to rock the boat by introducing the EZ135. Only
>when Iomega started severely cutting into SyQuest's market did SyQuest
>respond with the EZ135. In short, it seems that SyQuest was more
>interested in lining its own pockets instead of advancing the technology.
>While this is probably good for business, it doesn't make the users any
>happier.
"more than a few users"? I haven't heard ANY users even mention it, quite
frankly.

>It's ultimately a simple matter of time deciding which drive will
>prevail, but if I had to place money on the outcome, I'd bet on Zip.
let me guess. you own stock :^)
>- - - - -
>***SECTION 11: IOMEGA JAZ-THE NEXT GENERATION
now this is a good thing! on my Xmas wish list!
wonder how Syquest will respond?

>steveg@phantom.com
>==========

2228. Re: HP Deskjet 540

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: ckormos@delphi.com
Message-ID: <pjCDL7A.ckormos@delphi.com>
Source record: 89100

James,
I have one, (HP 540). I just plugged it in via the MIO port and it works.
I used it with Textpro. All I had to do was press the top button, which
flashes because it's waiting for a carriage return.
CHarley
(PS I never received that disk of AMS tunes from you.)

2229. 850 Interface for trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <41bgo1$t60@ucsbuxa.ucsb.edu>
Source record: 89101

I have in 850 Interface (in GREAT shape - looks new!) with power supply
and SIO cable that I would be interested in trading for other Atari 8-bit
equipment.

Here are some of the things I would be interested in:

Atari Touch Tablet
Atari XEP80
certain XE game cartridges (primarily Crossbow and Crime Busters)
and other stuff as well (including classic video game stuff, such as
items for the ColecoVision, Intellivision, Atari 2600/7800)...

make me an offer!

David
--

6500dtpt@ucsbuxa.ucsb.edu David Tipton

2230. APE FACE

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-21 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <30392b54@pianosa.demon.co.uk>
Source record: 89102

Whilst reading the usual rubbish I find here, Eric Sokolowsky wrote something interesting to All about APE FACE:

Hi Eric,

[Ape Face printer adaptor]
ES> came out. Is there a special handler for this beast? Or is mine just

To get anything printed from BASIC , /should/ only take an LPRINT, or LIST "P:", etc.

ES> I also note that it doesn't stay in the printer port AT ALL. I'd have
ES> to tape it for it to stay, and even then I wouldn't trust it very much.

The fact that it won't stay in place on it's own, would indicate that there is a problem with connecting to the SIO port. Try pulling the SIO plug apart and 'pinching up' all the connections. The idea being to improve the contact area between the contacts in the plug, and those on your Atari.

If it *still* won't go, the you've probably got a duff unit, but at two dollars, as you say, you ain't lost a great deal.

_
Regards, /_) 2:251/48.15 39:134/16.15
/ _)rad brad@pianosa.demon.co.uk

... Got a fully furnished combat zone in the kitchen of your home.
Hi-Tech War; Lightning Strike

2231. Atari 8-bit Support From Richard Gore

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <3769BCE562B@east-01.novell.leeds.ac.uk>
Source record: 88956

```
ATARI 8-BIT SUPPORT FROM RICHARD GORE
-------------------------------------

My list of software for sale has now got quite long, so to save space
and bandwidth I will just give a list of what I have got along with
their prices, then if you need any further information you can simply
e-mail me at chmrig@leeds.ac.uk and I will supply the information.

My range of commercial software:-

JAWBREAKER #4 ($9) disk, tape, Rambit tape 16k
MOUSEKATTACK #4 ($9) disk, tape, Rambit tape 48k
ARENA #5 ($11) disk, 64k XL/XE
BUBBLE ZONE #5 ($11) disk, 64k XL/XE
SUPER PRINT-LAB XE #6.95 ($15) disk, 128k XL/XE
GTRACKER #6.50 ($15) disk, 64k XL/XE
CLIP TRACKER XE #6.50 ($15) disk, 128k+ XL/XE
BLACK LAMP #4.95 ($11) disk, 64k XL/XE
TUBE BADDIES #4.95 ($11) disk, 64k XL/XE

Special offer (1); buy both Jawbreaker & Mousekattack in one pack for
^^^^^^^^^^^^^^^^^ only #6.95 ($15).

Special offer (2); buy both Tube Baddies & Black Lamp on one disk for
^^^^^^^^^^^^^^^^^ only #9.50 ($20).

Ex-stock, shrink wrapped commercial software. Limited stocks. You are
advised to check stock levels before ordering:-

Disks: SUMMERGAMES #5.00 ($10)
----- SOLAR STAR #5.00 ($10) also known as Sun Star.

ONE OF EACH ONLY: DESERT FALCON (rom) #6.00 ($14)
---------------- HALLEY PATROL (disk) #2.00 ($5)
DROPZONE (disk) #5.00 ($11)
GAUNTLET DEEP'(disk) #2.00 ($5)

HARDWARE: YORKY 256k plug in memory upgrade for 800XL. Plugs into PBI
-------- port, no soldering is required. Supplied ready for use with
all RAM chips, manual and a disk of support software.
Last unit, priced at #50 ($90) plus p&p.

Prices in UK pounds (#) include p&p to UK, overseas add #2 for p&p,
payable in pounds sterling or UK cheques, IMO, Postal Orders.
Prices in US dollars ($) include shipping to USA, but payment must be
in US$ cash, sorry no cheques (checks).

For further information or to order contact RICHARD GORE at
```

79 SPROTBROUGH ROAD, SPROTBROUGH, DONCASTER, DN5 8BW, ENGLAND

Tel. no. (01302) 784642

E-mail: chmrig@leeds.ac.uk

Coming soon GTracker XL utilities, Golf Tour '95 and more.....

2232. Re: PowerSupply 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: classics@nacs.net
Message-ID: <41bg47$git@bab5.nacs.net>
Source record: 88957

John w Pruitt (pruittj@world.std.com) writes:
: Hi,
: I plugged my 1200XL into my power transformer 220 to 110.
: My machince worked great for about a hour then it stopped working. No
: lights or sounds. The transformer was fire hot.
:
: Does anyone have any idea as to what went wrong?

Smells like a bad power supply, but you will need a DMM to be sure.

: Is the power supply for the 1200XL replaceable?

Yes. As I recall its a standard 1050 type 9vAC block. I run a couple
1050's off NES power supplies, which are alos 9vAC. You might try
that, but check the current used by the 1200XL first.

: What if it is not the power supply but the switch box inside the 1200XL.

Cry :)

Steve

2233. Re: Need help with ULTIMA III

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <41cp55$nag@bug.rahul.net>
Source record: 88958

Kevin Haley (khaley@nova.gmi.edu) wrote:
: Well, it looks like I need a little help in Ultima III. I have 2
: questions:

: 1. Where do you find the Mark of Snake? I have found all other marks and
: explored most of the dungeons, yet I have not found the mark of snake.
: If anyone can give me an idea where this is at, I'd appreciate it.

There is only one Mark of Snake, I believe. It is in the 8th level (natch)
of a dungeon. I don't have my 10-year-old maps with me (how I spent my
summer away from college), so I don't remember which one it's in.

: 2. Where is Castle Fire? Someone in a town told me to talk to the jester
: in castle Fire, yet I have not found any castle (or dungeon) called
: Fire. Is the dungeon with the ring of fire around it this castle?
: And if so, where is he at? I've explored practically all of that
: dungeon and haven't found him.

Not Castle Fire, the castle fire. As in the fire in the castle. *The*
castle. Which makes you think of?

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Beware of geeks bearing .GIFs! * GCS: !H s:+ !g au+ C++$ v++ w+ U+ N++
* softball 95: 28 games, 16-12, .584 * W po+ Y+ j++ B-- e+++ u** r+++ y+++

2234. Atari Peripheral Emulator by Steven Tucker

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <41c7pa$kng@nic-nac.CSU.net>
Source record: 88959

WOW! I just read the docs to APE by Steven Tucker, and MAN is it impressive! Macros, command-line-switches, key redefinition, configuration files, block-config. files (say you have some setup which loads up 5 specific disks in certain places and sets some other options; you can load up that setup with ONE file, not by doing the SAME sequence over and over!), MODEM support (PC becomes an 850 as well as disk drives and a printer), EIGHT (not just 4) drives allowed simultaneously, "PC mirror" (read files DIRECTLY from the PC simply using any old Atari DOS, NOT with any special commands to the PC or software on the Atari!)

EXCELLENT work Steven! Keep it up! I'm pretty set on switching from the old, now archaic SIO2PC software to this GREAT new powerful interface!

WOW! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2235. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: mstatz@cei.net
Message-ID: <41ce05$9uj@news.cei.net>
Source record: 88960

In <41a6s5$cs4@charm.magnus.acs.ohio-state.edu>, rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:
>In article <418bto$cpb@news.cei.net>, <mstatz@cei.net> wrote:
>>The software that is/was written for the Atari8 had to originate (ok, *most*,
>>I'm sure there are exceptions) on an Atari8 - why not encode it there and
>>*then* ship it over to ftp.stuff.com - I suppose I could, if I tried *real* hard,
>[...]
>>As I recall, the idea of computers was to make things *easier*...
>
>Right, so when somebody has their some Atari stuff stored on a Unix
>machine already (because that's what they use for everything else),
>they start to tar and gzip without thinking, because that's easier for
>them (and better in some ways, which doesn't matter if you can't
>decode it).
>But it's a BIG pain for everybody else.
>
>I'm certainly not saying that we should start using tar.gz for Atari
>stuff, just that we should be able to decode it.
>
>Besides, there's a lot of text out there that's gzipped that it would
>be useful to be able to read.
>
>>ARC is not foreign to Atari8 - I seem to be able to find any MS-DOS pgm
>>I want on *nix boxes with .ZIP extensions - why should I store Atari
>>under .tar?
>
>I'm not saying you should, I'm saying you should be able to decode
>something that's already tarred!
>Let's see, there are MS-DOS and Unix programs to decode ARC, ZIP,
>tar.gz and tar.Z, but of those the Atari can currently only decode
>ARC.... and you LIKE this? I guess now I know how to hide something
>from you. :-)
>--
>------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
> "A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
>Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
> -- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

Just trying to stem the great flow toward Unix - but at this point there are too many holes in the dike...

Statz

2236. Re: UMich anon access denied, mirror anywhere?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <41cpk9$nbo@bug.rahul.net>
Source record: 88961

Russell Salerno (rsalerno@li.net) wrote:
: I haven't been able to get on the UMich FTP site, I get "anonymous
: access denied". What's up w/ this site?!?! Is there a mirror site
: that allows anon logins?

What probably happened is that the site restricts the number of
logins via anonymous ftp, and that the number logging in
exceeded the capacity, as always.

Last time I tried, ftp.orst.edu was a mirror which was almost
never rejecting logins. But that was months ago.

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Beware of geeks bearing .GIFs! * GCS: !H s:+ !g au+ C++$ v++ w+ U+ N++
* softball 95: 28 games, 16-12, .584 * W po+ Y+ j++ B-- e+++ u** r+++ y+++

2237. Atari 800 Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: jsisul@cstp.umkc.edu
Message-ID: <1995Aug22.092228.1@cstp.umkc.edu>
Source record: 88962
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

Today, I downloaded A800XL, the 800XL emulator for the IBM PC.
I have to questions:

1) Has anybody tried this thing? How well does it work? (I don't own a PC to try it on; I D/L'd it to see if it came with source.)
2) Are there any other 8-bit Atari emulators out there? I'd like one that runs on a Mac, or one with source so I can try to compile it on the Mac.

I couldn't find any FAQs that answer these questions. Thanks for your help.

--Jim
jsisul@cstp.umkc.edu

2238. Happy 810 Drive Controller

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: glenk@DSG.Tandem.COM
Message-ID: <41cvp8$bl4@newshost.loc3.tandem.com>
Source record: 88963

Hi, I still have one of these hanging off my 810 drive. Is this useful to anyone? I'd like to obtain the drive that was introduced with the 800XL, (I think it's a 1050) and sell/trade this 810.

Tnx, Glen

2239. Re: Atari Peripheral Emulator by Steven Tucker

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: mstatz@cei.net
Message-ID: <41cdrh$9uj@news.cei.net>
Source record: 88964

In <41c7pa$kng@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes:
>WOW! I just read the docs to APE by Steven Tucker, and MAN is it impressive!
>Macros, command-line-switches, key redefinition, configuration files, block-
>config. files (say you have some setup which loads up 5 specific disks in
>certain places and sets some other options; you can load up that setup with
>ONE file, not by doing the SAME sequence over and over!), MODEM support
>(PC becomes an 850 as well as disk drives and a printer), EIGHT (not just 4)
>drives allowed simultaneously, "PC mirror" (read files DIRECTLY from the
>PC simply using any old Atari DOS, NOT with any special commands to the PC or
>software on the Atari!)
>
>EXCELLENT work Steven! Keep it up! I'm pretty set on switching from the
>old, now archaic SIO2PC software to this GREAT new powerful interface!
>
>WOW! :)
>
>-bill!
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
>William (Bill) Kendrick / | \ ** New Breed Software **
>http://zippy.sonoma.edu/~kendrick

WhereWhenHowMuch WhenWhenWhen???

Mark Statzer
mstatz@cei.net

2240. Unofficial Atari 8-bit New User, Emulator Help FAQ v.0.8

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199508230028.RAA19984@zippy.sonoma.edu>
Source record: 88965
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

Welcome to:

THE UNOFFICIAL ATARI 8-BIT NEW USER, EMULATOR HELP FAQ

Revision 0.9, August 8, 1995

By Bill Kendrick

[Differences from Rev.0.8: Added the missing list ending tags and some active links (still trying to make it newdex-friendly! [frown!]]
[Differences from Rev.0.7: (Weakly) Converted to HTML!]
[Differences from Rev.0.5: Corrected descriptions of Atari computers; Corrected PC Xformer 3.0 dealer list; listed where Mule and Util can be found]

For general help (hardware, magazines, etc.) please check the Official Atari 8-bit FAQ file:
[not done]
Finally, you can always ask Michael for a copy at mcurrent@carleton.edu

---

Summary of Atari 8-bit's and emulated 8-bit Atari's:

* Real Ataris: Atari 8-bit computers were produced between 1979 and 1987. The major models released were the:
+ 400 - 8K-16K, 400/800 OS, CTIA or GTIA graphics (depends when made)
+ 800 - 8K-16K-48K, 400/800 OS, CTIA or GTIA graphics (depends when made)
+ 1200XL - 64K, 1200XL OS, GTIA graphics
+ 600XL - 16K, XL OS, GTIA graphics
+ 800XL - 64K, XL OS, GTIA graphics
+ 65XE - 64K, XL OS, GTIA graphics
+ 130XE - 128K, XL OS, GTIA graphics
+ XEGS (Game System) - 64K, XEGS OS, GTIA graphics (Had Missile Command)
All of the XL's except the 1200XL had BASIC installed on ROM. BASIC can be purchased on cartridge for the 400/800/1200XL's.
* Emulated Ataris:
+ On IBM PCs/compatibles:
o PC Xformer 2.0 and 2.5x. 2.0 is limited and supports

only 800 OS. Both public domain (were always PD).
o PC Xformer 3.0x. Supports all OSes, 320K RAM,
player/missile collision detection (which MANY games
use!)
+ On Apple Macintoshes:
o Rainbow
+ On Atari STs, TTs, and Falcons:
o ST Xformer 2.0 and 2.5 released for the Atari ST 16-bit
machines. Very limited. Now public domain (used to be
commercial).

Capabilities of an Atari 8-bit:

GRAPHICS:
* The Atari has maximum resolution of 320 x 192 (standard,
non-overscanned screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2,
160 x 96 x 4, 160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4
graphics are also supported. 40 x 24 x 256-character (128 normal,
128 inverse, character set indirection available) text mode is
standard (2 colors).
* 40 x 24 x 128-multi-colored-character (4 colors per character
allowed, the other 128 characters have 4th changed into a color 5)
and 40 x 12 x 128-multi-colored-character screen modes are
available.
* GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16
hue-only, and 80 x 192 x 9 color screen modes.
* Normal (bordered), narrow (underscanned), and wide (overscanned)
screen modes are available.
* Screen modes can be mixed (by lines) down the screen using the
Display List (a program which is executed by the ANTIC graphics
chip every screen refresh (60 times per second on real NTSC
Ataris).
* Fine scrolling (both vertical and horizontal) can be enabled on
any line on the screen.
* All other screen attributes (color, player/missile horizontal
position, screen width, player/missile/playfield priority, etc.)
can be ajusted at any point down the screen via a "Display List
Interrupt."
* Four 8-bit wide, 128 or 256 byte high single color players, and
four 2-bit wide, 128 or 256 byte high single color missiles are
available. A mode to combine the 4 missiles into a 5th 8-bit wide
player is also available, as is a mode to XOR colors or blacken
out colors when players overlap (good for making three colors out
of two players!) Players and missiles have adjustable priority and
collision detection (which is not supported by the PC Xformer 2.0
and 2.5 and ST Xformer programs).

SOUND:
* Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,

8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.
* A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.
* Some hardware stereo upgrades (like "Gumby") exist which double the number of voices.

Objective of this file:

At the time of its release (mid 1994), much discussion went on in the comp.sys.atari.8bit Usenet newsgroup about the Atari 8bit emulator for IBM / MSDOS based computers, PC Xformer 2.0 (XF2 for short). Many people in the 8-bit community had gotten, well, fed up with the XF2-based questions which did not pertain to them, or to the really dumb questions which were in fact understandable to new or rusty Atari 8-bit users, but had just gotten on the nerves of some of the comp.sys.atari.8bit readers/digest subscribers.

This file was created to reduce the number of 'newbie' and XF2 questions. Now it's becoming a fairly good reference (and got me the job of writing the commerical 3.0 release's documents!).

This FAQ will present answers to simple questions like "how do I turn off BASIC" (a good answer to that of course is, READ THE FRIGGIN' MANUAL) and "how do I get a disk directory?" (which is less obvious on Atari 8-bits, err.. MOST 8-bits [grin]).

It will also direct people who are unaware of the large amount of Atari 8-bit support (NOT NECESSARILY EMULATOR SUPPORT) and perhaps become a supplement for the many official and unofficial files floating around the net (like the official FAQ, the Vendor/Developer List, the Who's Who list, etc.).

Since revision 0.4 of this file, PC Xformer 2.5, a replacement for 2.0, and 3.0, the first commercial release, have been released. It is assumed that the reader has the latest versions of PC Xformer (2.5 or 3.0), although if you have 3.0, I must say, those documents are great! (If you don't get the joke, look at the name of the author of the manual, and look at my name.)

Since revision 0.7 of this file, Rainbow, an Atari 8-bit emulator for Macintoshes, and "6502", an Atari 8-bit emulator for Unix, have been released, and a 4.0 version of PC Xformer has been announced (and will require Windows 95).

-- QUESTIONS AND ANSWERS: --

1. What does "READY" mean?

This is the Atari BASIC prompt. See below for hints on Atari BASIC.
2. Why doesn't this program load?

The program may not work under the Atari 800 Operating System, it may require the XL/XE Operating System. Be sure you're in 800XL or 130XE mode. (130XE mode is only supported by XF3.0, not 2.5, but there is no real difference in the operating systems.)

It may not work under the XL/XE Operating System (rare cases), switch to 800 mode.

Be sure you turned BASIC off before trying to load it if it cannot run with BASIC on.

It might be a BASIC game! Be sure you're in BASIC and use the BASIC "RUN" or "LOAD" (and then "RUN") command. Also, be sure it works with the BASIC you have. Some programs only run in BASIC XL or XE (which are both cartridge-based BASIC's not currently supported by the Xformer), and some run with TurboBASIC XL (disk-based).

It may just refuse to run on the emulator.
3. How do I turn off BASIC?

To toggle BASIC on and off, press [SHIFT]-[F10] ([F10] is [RESET], note: on a real Atari 8-bit, [SHIFT]-[RESET] does not have this effect).
4. Why doesn't this game/program run correctly?

It may use player/missle collision detection which is not supported on the XF2.5. You might have to shell out the $29.95 for 3.0!

See "Why doesn't this program load?", above.
5. How do I exit XF and return to DOS?

Press [F5]. Note: this does NOT temporarily 'shell' or 'jump' to MSDOS.
6. How do I get to Atari DOS?

In BASIC, type "DOS" at the "READY" prompt.

Reboot without BASIC on.

Be sure you have a DOS-bootable disk image as the first MSDOS parameter after the "XFORMER" command. (DOS25.XFD and MYDOS45.ATR are both DOS boot-disk-images and are both in the XF25.ZIP file or on your XF3 disk).
7. How do I use MSDOS files with XFormer?

Add the files to the command line and use them as their respective drives (be sure the first drive is a DOS-bootable disk image). Example: XFORMER MYDOS45.ATR filename.ext

When booted the Atari will have two drives, D1: will be the MyDOS 4.50 disk image and D2: will be a write-protected disk which contains only the file "filename.ext". Note: there are bugs in XFormer which make accessing files from different directories a bit hard, just use the MOVE (or COPY and DEL) commands in MSDOS to get the file to the directory where you call XFORMER from.

Use the MSDOS program S2PC (S2PC.ARC available in the Utilities directory at the UMICH archives) which allows you to access files within a MyDOS/compatible .ATR disk image without using an SIO2PC or the XFormer. S2PC let's you read, write, delete, change directory, and view the directory of a MyDOS/compatible .ATR disk image. It can be used via command-line parameters from MSDOS, or as a menu.

If you can, use the MSDOS program ATARIMG, which is much like S2PC but has a nicer, more graphical (less-menu driven) interface. (Unfortunately, this doesn't run on all IBM's!)
8. Just what ARE .ATR and .XFD files?

Refer to the XFormer and SIO2PC manuals for details on these files.

Simply put, they are Atari disks, stored as files which are as big as the disk they represent (an 88k disk image will use 88k on the IBM). .ATR files are used by SIO2PC (see below) as well as the XFormer (and the S2PC program mentioned above). .XFD files are used by ST Xformer (the Atari 8-bit emulator for Atari ST's) and PC Xformer (XF2,XF25,XF3).
9. What's SIO2PC?

Refer to the XFormer and SIO2PC manuals for details on this program.

This is a program which runs on IBM/compatibles which, with the use of a simple (and relatively inexpensive) cable, makes the IBM act as though it were an Atari disk drive. (Up to four drives, actually). It uses disk image files (.ATR's) and can also let the Atari access single IBM files (much like XFormer does) as a single file all alone in its own disk. It also currently allows Print-Thru (all access to the Atari "P:" (printer) device can be redirected to the IBM's printer, screen, or MSDOS file; different translations/conversions are user-defined when the Print-Thru mode is turned on). Finally, with the use of two programs on the Atari 8-bit (the only two programs that currently have anything to do with SIO2PC that have been written (to my knowledge) for the Atari 8-bit), the IBM can be controlled remotely (commands are sent from the Atari, typing on the IBM is not necessary) and files can be sent directly to the IBM's drives.

-- Getting around on the Atari: DOS and OS --

Note: This section will simply discuss Atari BASIC, the Atari OS, and
Atari DOS 2.5 and MyDOS 4.5x (because these topics seem the most
relevant to the less-knowledged/experienced Atari 8-bit users).
* AtariDOS and MyDOS QuickReference: MyDOS (4.50 and 4.53) presents
the user with the following commands:
+ [*] Disk directory of current directory (like "dir *.*" in
MSDOS)
+ [1]-[9] Disk directory of a disk drive (like "dir a:*.*" to
"dir i:*.*")
+ [A] Disk directory (like "dir " and optional output
destination)
+ [B] Quit to cartridge
+ [C] Copy file(s) ("[source],[destination]" copies from one
place or disk to another, just "[source]" copies from one
place on one disk in a drive to the same place on another
disk in the same drive (asks for swapping))
+ [D] Delete file(s) (add "/N" to delete without being prompted
first) (add ">*.*" or ":*.*" after a subdirectory name to
delete the files within it. A subdirectory name alone will
delete the subdirectory (if it is empty and unlocked)). (Acts
like both "del" and "rd" in MSDOS.)
+ [E] Rename file(s) (renaming multiple files is allowed, but
be careful). (like "ren [old] [new]" in MSDOS - with MyDOS,
use "," between old and new masks.)
+ [F] Locks file(s) from overwrite, deletion and appending
(like "attrib +r [mask]" in MSDOS.)
+ [G] Unlocks file(s) (returns them to their default state).
+ [H] Writes DOS files to a disk (this creates a disk which
boots with the current version of MyDOS you are using and
also has the menu file "DUP.SYS" on it as well). (This is
like "sys"(?) in MSDOS.)
+ [I] Formats a disk (add "/N" after the drive number to do a
quick-format of an already-formatted disk (ie, just a very
fast "delete `*.*'").
+ [J] Duplicate disk (copies an entire disk, including boot
sector, when using XFormer, it's much quicker to just copy
one .XFD or .ATR to another).
+ [K] Make binary file: saves memory and makes it
binary-loadable. See [L].
+ [L] Load binary file: loads a compiled program. (like
"[filename]" in MSDOS, except any ".EXE", ".COM", ".OBJ",
etc. is still required.)
+ [M] Run at address. Mainly for advanced users. Reboot is
"E477", reset is "E474" (these are the hex values of the
addresses where the routines to reboot and reset are.)
+ [N] MEM.SAV: when this is on, whenever you go to DOS (from
BASIC, for example) it will write what is in memory to a file
"MEM.SAV" so that when DUP.SYS (the menu) loads it isn't lost
forever. When you exit DUP.SYS with the "B: Run Cartridge"
command, MEM.SAV is reloaded and the environment should be as
it was when you left. It's probably quicker to simply "SAVE"

your programs (if in a language) which aren't nearly as big as all of the memory that MEM.SAV saves.
+ [O] Options: this presents the user with some options. Mainly for advanced users or special setups. See the MyDOS docs for details.
+ [P] Set density. Forces a drive to be recognized at a certain density if MyDOS can't figure it out. (??)
+ [Q] Make a subdirectory. (like "md" or "mkdir" in MSDOS).
+ [R] Set default directory. (like "cd" in MSDOS and "cwd" in SpartaDOS) This makes "D:" now the same as a subdirectory or other drive. ie, "D2:" will make all calls to "D:" act as though they are to "D2:" instead. Some programs when prompting for filenames do not add "D:" to the beginning if one is not present, they add "D1:". If you don't trust a program to look to "D:" instead of "D1:" and you want it to look to some place OTHER than "D1:" (ie, where "D:" is pointing which could be a VERY long path list), just add "D:" to the beginning. ALSO, some programs don't even ADD "D:"'s if they aren't in the filenames you give and may give errors (138, for example: device not present, ie, if you said "TESTFILE.DAT" it may think you want "T:" instead of "D:TESTFILE.DAT").
+ [S] Set ramdisk number. This is also under [O]ptions.
+ [V] Verify writes. This is also under [O]ptions. When Verify is on, writes will be slower but 100% reliable. With it off, writes will be much faster but possibly not as reliable (on bad disks, for example). Default is off.

AtariDOS presents the user with the following commands which are identical to MyDOS's commands: A,B,C(no swaping),D,E,F,G,H, I(some densities),J,K,L,M,N

AtariDOS 2.5 presents the user with the following commands not present or not the same as MyDOS's commands:
+ [O] Duplicate file. This is used to copy a file from one disk to another using only one drive. (In MyDOS, giving just a source will make [C]opy act like DOS 2's Duplicate.)
+ [P] Format Single. In DOS 2.5, this is used to format 88k (Single Density) disks. To format an Enhanced Density (127k) disk, just use [I]. In DOS 2.0, [I] is the only format option and only handles 88k. (I may be wrong, but I have never had a Double Density drive under Atari DOS 2.0 or 2.5!)
* General DOS and OS questions:
1. How do I access the disk drives?

First, you need to have booted with a DOS. All but one DOS is on disk (SpartaDOS X is on cartridge). When the Atari boots up, it does some of its 'boot-up stuff' which includes looking for a disk drive connected and turned on which is set up as drive #1. It then begins to load from the disk's "boot sector". If none exists or there's a nasty error on the disk,

you get the "BOOT ERROR" notice until the error is fixed. (On SpartaDOS disks, even non-bootable disks have a boot sector, but all the boot sector is is a small program which displays a 'not a boot disk' error).

To end the digression, the answer to 'how do I access the disk drives' starts with 'you must boot the Atari with a DOS'. Check the 8-bit FAQ and the UMICH and other FTP archives for lists of DOSes available for Ataris, but the most used are Atari DOS (for compatibility with almost ALL older software), MyDOS (for an Atari DOS compatible high-end DOS), and SpartaDOS (for a very high-end DOS which looks much like MS-DOS but unfortunately cannont run all software which runs fine with Atari DOS and MyDOS.) Note: SpartaDOS does NOT run on Atari 400's and 800's (except the cartridge versions and I believe disk version 1.1). Now that you have a DOS loaded, the Atari understands the "D:" device (see below for Atari devices). Since there is more than one disk drive, you have to be able to tell them apart. The Atari uses numbers when it has more than one of the same device, so "D1:" is drive 1, "D2:" is drive 2, "D3:" is drive 3, etc.!

After the "D:" device name comes the filename. Of the most used DOSes, only MyDOS supports lowercase letters in filenames, but since most programs force uppercase entry for filenames, nobody really seems to use lowercase in their filenames.
2. How do I copy things from one place to another?

Atari DOS and MyDOS give you the "C" command in their menu interface. When it asks for a source and destination, you can use wildcards (* and ? like in most other DOSes) to copy more than one file at a time. You can also present no destination so that a file can be copied from one disk in drive 1 to another disk in drive 1, for example, and the DOS will ask you to insert each disk.
3. What are subdirectories?

Subdirectories are places where files go which are just like the normal directory of a disk, except the they happen to be WITHIN that normal directory, or even another subdirectory. For example, you can have your disk divided up into the "GAMES" files, the "GRAPHICS" files and the "SOUNDS" files. A directory of the disk (the "root" or "base" or "trunk" directory) will simply list the three subdirectories, "GAMES", "GRAPHICS" and "SOUNDS". Then, if you ask for a directory listing of the "GAMES" subdirectory, you will see the files (and perhaps other subdirectories) within the "GAMES" directory. Think of it as a tree. For people familiar with Macintoshes, "Folders" are simply subdirectories. A window which appears when you open a "Disk" Icon is the

"root", and all of the "Folders" within it have more windows
in them which also have file and folder icons.

Here's a comparison to using subdirectories on different
DOSes

root 'GAMES' 'SPACE' within 'GAMES'
AtariDOS D: n/a n/a
MyDOS D: D:GAMES: D:GAMES:SPACE:
SpartaDOS D: D:GAMES> D:GAMES>SPACE>
MSDOS (IBM) \ \GAMES\ \GAMES\SPACE\

Note, only Atari DOS would be using drive 1 here, all other
DOSes are not necessarily using drive 1, and MyDOS and
SpartaDOS may already 'be within' a subdirectory.

In MyDOS and SpartaDOS (and MSDOS), you can change the
'current' or 'default' directory to a different place (a
different drive or a subdirectory). "D:" can stand for "D1:"
(like AtariDOS always does) or "D2:GAMES:SPACE:"! PLEASE READ
THE MYDOS OR SPARTADOS DOCUMENTS FOR DETAILS ON THIS!
4. What does "P:", "E:", "K:", etc. mean?

As stated before, the Atari has devices. "D:" is added when a
bootable disk in drive 1 is read. Other exist as well:
o C: Cassette
Readable and writeable, no filenames.
o D: Disk Drive
Readable, writeable, random access, directory, files,
multiple devices (up to 9 on MyDOS and newer SpartaDOS,
8 on AtariDOS).
o E: Editor
Readable, writeable. This is how input from the keyboard
and output to the screen is normally handled. If you
wish to type a small file up by hand and have it sent to
the printer or a file, use "E:" as the source.
o G: Graphics Printer
Writeable. This is not built into the Operating System
but must be loaded. This is an Epson-compatible printer
driver which can easily dump graphics.
o K: Keyboard
Readable. This is just the keyboard. Input from it is
not `echoed' back like with the "E:ditor".
o M: "Multi-Mouse"
Readable, writeable? This is not built into the
Operating System but must be loaded. This is a handler
which runs in the background and accepts input from
either a mouse, a joystick or a touch-tablet and
displays a mouse pointer on the screen.
o P: Printer
Writeable. Send data to this and it will appear on the
printer. You can print files (documents, etc.) by using

"P:" as the destination. The Atari XL/XE OSes support
"P1:" and "P2:", although I believe this usage is rare.
o R: RS232 (COM port)
Readable, writeable, concurrent mode. This is not built
in to the Operating System, but is loaded. It supports
modems. The Atari 850 Interface has it's "R: handler"
'built-in', which means the Atari also looks for an 850
(or other compatible interface) and receives the "R:
handler" code from it. Other interfaces and the Atari
'direct-connect' modems require a file to be loaded
which contains the "R:" code. "R1:" and "R2:" is also
supported, but also its usage seems rare.
o W: Windowing (screens)
Readable, writeable. This is a graphics 8 graphical
windowing driver (rarely used, unfortunately!). It must
of course be loaded as well.
o Z: RTime8 Real-time Clock
Readable, writeable. This is also not built in to the
OS, but loaded. This is loaded from disk and lets the
user access the "RTime8" real time, battery-backed up
clock for the Atari 8-bit. (This is a cartridge-based
device). I am unaware of any "Z:" clone which let's you
set the Atari internal (non-real time,
non-battery-backed-up) clock if you do not have an
RTime8, although I'd love to see one! [hint!!]
5. How do I print something from DOS?

As stated above, just use the "C"opy command, then use the
file you wish to print as the 'source', and "P:" as the
'destination'. Example: "D1:DOCUMENT.TXT,P:"

-- Getting around on the Atari: BASIC --

What does "READY" mean?

Again, this is simply the prompt that Atari BASIC (and most older
BASIC's) presents the user when it is in "Immediate" mode.
* Entering a command will cause it to act immediately.
* Entering a line number and then a command will place that line
into the current program.
* Entering a line number alone will remove that line from the
current program.
* To start a program, use the "RUN" command.
* To erase a program, use the "NEW" command.
* To clear variables, strings and arrays, use the "CLR" command.
* To load a program, use the "LOAD" command followed by a filename
(see below). To load and run a program, use the "RUN" command
followed by a filename.
* To save a program, use the "SAVE" command followed by a filename.
* To list a program, use the "LIST" command followed by an optional

destination device ("D:file.lst", "P:"rinter) and an option start
and end set of lines seperated by (a) comma(s).

Where can I learn Atari BASIC?

A (set of) file(s) will be created explaining all of Atari (and Turbo)
BASIC's commands and their usage. (A larger file may be produced which
will be based on examples provided in the Atari BASIC Reference
Manual). (As of August 1, 1995, these particular files do not exist).

How do I quit BASIC?
* Type "DOS" to quit BASIC and return to DOS.
* Type "BYE" to quit BASIC and exit to the OS's "bye" routines
(Atari Memo Pad on 400/800's, Atari Rainbow on 1200XL's, and Self
Test on other XL's and XE's). (Note: On 1200XL's, use [HELP] to go
to the Self Test when the Atari Rainbow appears).
* For XFormer users, remember, [SHIFT]+[F10] reboots and toggles
BASIC.

Why don't strings work?

Strings must be "dimensioned" like arrays in Atari BASIC. Strings are
special character arrays. See the BASIC usage/etc. files mentioned in
the answer to question 2. Simply put, to make a string that will
accept up to "#" character, use DIM [name]$(#). Example: DIM A$(10) -
now A$ can contain between 0 and 10 characters.

How do I make graphics?

Use the "GRAPHICS" command to switch between the following screen
modes: (Note: All modes except 0, 9, 10 and 11 have four lines of 40 x
24 x 2 sized text covering the bottom of the screen. Add "16" to the
mode number to remove this window (but do not make any PRINTs or PUTs
to the standard output otherwise a GRAPHICS 0 screen will appear))

(Note: Add "32" to the mode number to keep the screen from clearing
when it appears. One problem, however, all screens overlay each other
so unless you only use certain modes at certain times, parts of some
screens will become (or start out) with 'garbage' on them.)
* 0: 40 x 24 x 2 text
* 1: 20 x 24 x 5 text
* 2: 20 x 12 x 5 text
* 3: 40 x 24 x 4 graphics
* 4: 80 x 48 x 2 graphics
* 5: 80 x 48 x 4 graphics
* 6: 160 x 96 x 2 graphics
* 7: 160 x 96 x 4 graphics
* 8: 320 x 192 x 4 graphics
* 9: 80 x 192 x 16 luminence-only graphics
* 10: 80 x 192 x 9 graphics
* 11: 80 x 192 x 16 hue-only graphics
* 12: 40 x 24 x 4-colored text
* 13: 40 x 12 x 4-colored text

* 14: 160 x 192 x 2 graphics
* 15: 160 x 192 x 4 graphics

COMMANDS:

Commands available in Atari BASIC for manipulating simple graphics include:
* PLOT x,y - plot a pixel
* POSITION x,y - position cursor
* COLOR c - set drawing color (c=color or character value)
* DRAWTO x,y - draw a line from cursor location (set with "POSITION", "PLOT", "DRAWTO" or "LOCATE")
* LOCATE x,y,r (where r is where result will be stored)
* SETCOLOR c,h,l (c=palette location, h=hue, l=lum)

COLORS:

Note: COLOR command colors are not identical to SETCOLOR command colors:
* COLOR 0 will draw using the background color, set with SETCOLOR 4,hue,lum
* COLOR 1 will draw using color "0", set with SETCOLOR 0,hue,lum
* COLOR 2 will draw using color "1", set with SETCOLOR 1,hue,lum
* COLOR 3 will draw using color "2", set with SETCOLOR 2,hue,lum

Except in GRAPHICS mode 10, where COLORs 0, 1, 2, and 3 must be POKEd into memory locations 704, 705, 706 and 707 (the player/missle graphics color locations). Examples of this will be presented in the BASIC usage files. (Sorry)

How do I make sound on the Atari

Remember, XFormer 2.5 doesn't support sound! (XF3.0 does)
But anyway, in Atari BASIC: SOUND c,p,d,v
* c=channel (0-3)
* p=pitch (0-255)
* d=distortion (0,2,4,6,8,10,12 or 14)
* v=volume (0-15)

The buzzer character is CHR$(253) aka [CONTROL]+[2] (NOT [CONTROL]+[G])

How do I move the cursor and edit?

The Atari "E:" device (standard input/output which is the "editor") allows the following characters for editing:

Key:	AtASCII #:	Use:
Atari	none	Turn inverse on/off (Atari 400/800 kybds)
Inverse [Triangle]	none	Turn inverse on/off (Atari XL/XE kybds)
CAPS	none	Turns caps-mode to lowercase (400/800 OS)
CAPS	none	Toggles caps-mode from upper to lower (XL/XE)
Sh-CAPS	none	Turns caps-mode to uppercase (all OSes)

Ct-CAPS none Turns caps-mode to [Control]-[Lock] (all)
Up ([^-]) 28 Move cursor up
Down ([^=]) 29 Move cursor down
Left ([^+]) 30 Move cursor left
Right ([^*]) 31 Move cursor right
Space 32 Move cursor right (overwrites w/Space char)
BackSpace 126 Move cursor left (deletes previous char)
Delete ([ShBkspc]) 156 Deletes a (logical) line (1-3 physical lines)
Insert ([Sh>]) 157 Inserts a physical line
Ct-Delete ([^Bksp]) 254 Deletes char under cursor, pulls rest left
Ct-Insert ([^>]) 255 Inserts space under cursor, pushes rest right
ClearScn ([^

Note: Inverse characters have values of the normal version of the characters plus 128. (The only non-viewable inverse character is inverse-ESC, or what would be the [ESC],[RETURN] combination. The character exists, but must be set into screen RAM by hand. Oh well, at least you still have 255 easily viewable characters!
[grin])

How do I make the editor characters appear

As shown above, you must have an ESC sent before them.

* When simply entering text, type [ESC] then the edit key and the character for that edit key should appear.
* When entering text in a PRINT statement, you must have it send an ESC beforehand, so first type [ESC],[ESC] to make an ESCape character appear, then type [ESC] then the edit key and the character for that edit key should appear.
When the PRINT statement is executed, the first ESCape (which you typed as two [ESC]'s) will make the editor SHOW the following character (even if it is an edit character), then the character which you entered (with [ESC] and then the edit key) will make that character appear. This makes it difficult to align a set of PRINT statements which make a multi-line picture or menu which uses viewed edit keys.
It is probably best to have all of the lines in your program with the PRINT statements that can fit visible on the screen, then edit them (without putting any of the ESCape characters in, then when the picture looks like how you want it on the screen, move the cursor to on top of each edit-key character and press [Control]+[>] (Control-Insert). A blank space should appear under the cursor and the rest of the line should move right. Now, type [ESC],[ESC] and an ESCape edit-key character should appear where the blank space was. When you are finished doing that for each line with those PRINTs in it, BE SURE TO ENTER THEM INTO THE PROGRAM BY PRESSING [RETURN] ON EACH OF THOSE LINES! Whew!

Set the memory location "766" to "1" with the command "POKE 766,1" to turn on the no-edit mode (ALL characters except End Of Lines will appear, even ClearScreens!) When you want to go back into

normal mode, set the location back to "0" with "POKE 766,0".

What's with the colors changing?

THIS, MY FRIEND, IS THE FIRST EVER SCREEN SAVER! This is called
"Attract mode" as was used on the Atari 2600 and Atari 400/800/XL/XE
series (and probably on the 5200 and 7800 but I cannot confirm this).
When a key hasn't been pressed for 7 or 9 (depending on OS, model, etc)
minutes, the screen colors begin changing, thus protecting your TV
or monitor from having a static image burned on it.

* To turn this mode off, press a key, or, if within a program, use
the command "POKE 77,0" at least once every few minutes (IF the
screen is active, otherwise turning it off would be kinda
useless).
* To turn it on, wait 7 or 9 minutes without pressing a key or
having location "77" set to "0", or set location "77" to "128"
with "POKE 77,128", voila! instant attract mode!

How do I access 'devices' on the Atari?

The following commands are available to Atari BASIC's (and also
variations on these are available in most other Atari languages!):

* OPEN #a,b,c,d$
Opens channel 'a' for access to 'd$' in mode 'b' with auxillary
mode 'c'. Channel 'a' must be free or else a 'Channel already
open' (129) error will occur. To explain the different "modes",
here are simply some examples:
+ OPEN #1,4,0,"K:"
Input from keyboard
+ OPEN #2,8,0,"P:"
Output to printer
+ OPEN #3,12,0,"D:FILE"
Random access to disk
+ OPEN #4,9,0,"D:DATA"
Append-output to disk
+ OPEN #5,13,0,"R:"
Concurrent to RS232 (modem)
+ OPEN #6,6,0,"D:*.TXT"
Directory access to disk (reads directory of "*.TXT" mask)
* CLOSE #a
Closes channel 'a' (freeing it for use)
* GET #a,b
Reads a byte from channel 'a' and stores it in 'b'
* PUT #a,b
Puts byte 'b' onto channel 'a'
* INPUT #a,b$
Reads a string (up to 255 bytes and a REQUIRED 'end of line'
(character 155)) from channel 'a' and stores it in 'b$'
* INPUT #a,b
Reads a string (up to 255 bytes and a REQUIRED 'end of line'

(character 155)) from channel 'a' and stores the numeric value of
it in 'b'
* PRINT #a,[stuff]
Just like the normal BASIC PRINT statement, but sends the
information to channel 'a' (semicolons, comas, and mixed types are
of course allowed).
* STATUS #a,b
Reads the error 'status' of channel 'a' and stores it in 'b'
* XIO a,#b,c,d,e$
General I/O call. This a little complicated and may be expanded
upon in a future revision. Just be aware of the following:
+ a - command
+ b - channel to use (usually must be free)
+ c - auxillary mode 1
+ d - auxillary mode 2
+ e$ - file or device to act upon
Examples:
+ XIO 32,#1,0,0,"D:FILE,OLDFILE" renames file
+ XIO 33,#1,0,0,"D:OLDFILE" deletes file
+ XIO 34,#1,0,0,"D:GAMES" creates a directory in My- &
Sparta-DOS
+ XIO 35,#1,0,0,"D:NEWFILE" locks a file from over-write and
deletion
+ XIO 36,#1,0,0,"D:NEWFILE" UNlocks a locked file
+ XIO 40,#1,4,0,"D:PROG.OBJ" loads and runs a binary file (like
"L" in Atari and MyDOS)
+ XIO 40,#1,5,0,"D:PROG.OBJ" loads a binary file (like "L" in
Atari and MyDOS with the "/N" option)
+ XIO 41,#1,0,0,"D:GAMES" changes default directory that
drive/subdirectory (all calls to "D:" will now occur within
that drive/directory)
+ XIO 254,#1,0,0,"D2:" FORMAT a disk (in Atari DOS 2.5, this is
format 'enhanced', to format 'single' density, use XIO 253)
(in MyDOS, this is format, but not 'enhanced', use:
+ XIO 253,#[channel],1,0,"D[drive]:" for formatting a drive in
enhanced mode).
NOTE: 39 and 40 are the same. Also note the useage of AUX1 in the "XIO
40" example.

-- Getting Atari files to an IBM: --

1. How can I read Atari disks on my IBM?

Note: Someone please give more details or corrections here!
Thanks!

If you have double-density Atari disks, you can use the program
"Util" on the IBM which can read double-density Atari disks.
Please see the Atari 8-bit FAQ for more details.

If you have an Atari 1050 disk drive, you can use the program MULE to copy files, one file at a time, 20k chunks at a time, from the Atari to the IBM. You first must format a 180k disk on your IBM, the run MULE on your Atari to get a file onto the MULE disk, then run MULE on the IBM to get the file onto the IBM. Tedious, isn't it? MULE wasn't meant to be a fully-functional program, just a demo to show that this was even possible.

If you're fortunate to have a Black Box interface on your Atari, you can get an external IBM drive and the Black Box's add-on, the Floppy-Board and simply copy files from your Atari disks or hard drive(s) onto IBM disks via the floppy board, then load them up on your IBM.
2. Ok, I can't do any of that, now what?

You can use SIO2PC, which is a program for IBM's which turns your IBM into a set of Atari disk drives. You need the SIO2PC cable (which you can purchase, assembled or unassembled, or buy parts and build it yourself) and the SIO2PC software (available at UMICH). Connect your IBM to your Atari, load SIO2PC, and then run the program FILE2PC on the Atari to transfer files to the IBM's hard drive. Or instead create a disk image within SIO2PC and copy files from one disk (a real Atari floppy) to another (the SIO2PC image) with the Atari or MyDOS "C"opy command. If you want to extract files out of the SIO2PC disk image file and store them on your IBM's hard drive or floppies as single files, either again use FILE2PC or use S2PC, an IBM program which can extract files from or add files to MyDOS-compatible SIO2PC disk images!

You can use two modems (one on your PC and one on your Atari) to download files from your Atari 8-bit.

If you don't necessarily want files that you already have on your Atari 8-bit, you can download files from the huge collection available at FTP sites and Atari 8-bit supporting bulletin boards and save them onto your IBM.

If you have only one modem, so you can't connect both your Atari 8-bit and your IBM together via modems, you can do it via null-modem, OR you can upload files from your Atari to some bulletin board or account you have access to, and then connect the modem to your IBM and download the files.
3. Is there any easier way to get Disk Communicator (Atari disk image) files to and from SIO2PC disk images or PC Xformer XFD disk images other than using Disk Communicator 3.2 on my Atari! I mean, both files are disk images! They're both on my PC's hard drive! [cry]

(AND NOTE: DiskComm. doesn't like SIO2PC a lot of the time anyway!)

Yes! There's an IBM program out called "DCM2DSK". (Why "DSK" and not "ATR"? To keep people from getting confused with the

ATR-8000(?))

There's also C source to a very similar program called "DCMTOATR"
which works on PC's (a PC executable version comes in the archive)
and Unix and probably any other system with a good C compiler.

-- Where to get or FTP files mentioned in this FAQ: --

* PC Xformer 2.0 and 2.5 can be downloaded via FTP from:
+ "ftp.clark.net":
Directory/file-path: systems/msdos/emulators/xf25.zip (or
xf2.zip)
+ "atari.archive.umich.edu" FTP site:
Directory/file-path: atari/8bit/Xf2/xf25.zip (or xf2.zip)
+ Branch Always Software's Home page:
URL: www.halcyon.com/brasoft/
* PC Xformer 3.0 can be purchased for $29.95 (prices may vary) from:
+ U.S.A.:
o American Technavisions
510-352-3787, fax 510-352-9227
o B & C Computervisions
408-986-9960, fax 408-986-9968
o Mid Cities Computers
310-867-0626, fax 310-920-8933
o Rising Star Computers
800-252-2787, fax 513-254-7970
o Toad Computers
800-448-8623, fax 410-544-1329
+ Germany:
o Atari Bit Byter User Club
+49 02366-39623 (same for fax)
o KE-Soft
+49 06181 87539, fax: +49 06181 83436
+ United Kingdom:
o Micro Discount
+44 021 353 5730, +44 021 352 1669
+ or directly from Branch Always Software: (USA)
14150 N.E. 20th Street, Ste 302, Belleuve, WA 98007.
1-206-369-5513, fax 1-206-885-5893
e-mail: BraSoft@aol.com
* Rainbow can be downloaded via FTP from:
+ [not done]
* The following programs are availabel at the "archive.umich.edu"
FTP site:
+ SIO2PC: atari/8bit/sio2pc/*.* (all files are SIO2PC/utility
files)
+ Mule: atari/8bit/Diskutils/mule.com (Atari), mule.exe (IBM),
mule.txt
+ Util: atari/8bit/Utilities/myutil.zip (IBM)

-- The End --

AGAIN, PLEASE CHECK OUT THESE OTHER FILES:

* ATARI 8-BIT FAQ
* PC XFORMER DOCUMENTS
* MYDOS DOCUMENTS
* SIO2PC DOCUMENTS

THANX!

Contacts:

* I (Bill Kendrick) can be contacted at:

+ kendrick@zippy.sonoma.edu,
+ or on the "comp.sys.atari.8bit" and "comp.emulators.misc"
newsgroups,
+ or New Breed Software, 59 Palm Lane, Novato, CA 94945-2574
USA.

* Darek Mihocka, the author of the PC Xformer can be contacted at:

+ BraSoft@aol.com,
+ or on the "comp.sys.atari.8bit" and "comp,emulators.misc"
and other newsgroups,
+ or Branch Always Software, 14150 N.E. 20th Street, Ste 302,
Belleuve, WA 98007 USA.

* Micheal Current, keeper of the Atari 8-bit FAQ files can be
contacted at:

+ mcurrent@carleton.edu,
+ or on the "comp.sys.atari.8bit" newsgroup.

PLEASE add questions and report any mistakes or bugs to me as soon
as possible! Thank you!!!

2241. Trade Jag setup for good 8bit setup

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: James Kimball <jkimball@calweb.com>
Message-ID: <41d0q7$ka5@calweb.calweb.com>
Source record: 88966

I have a Jaguar with the most popular games (avp, iron soldier, blah blah blah... 7 total I think), the S cable, extra controller, all games have there joypad covers if they were made with them.

I am looking for a 800xl or 1200xl <-- prefer. And a bunch games and a disk drive. and any other goodies.

anyone care to trade? I'd also settle for a 5200 or 7800 game system instead.

please send replies to my email

jkimball@calweb.com

Thank you very much,

James

2242. Re: Atari 800 Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <41d6rp$ckr@nic-nac.CSU.net>
Source record: 88967
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

Odd - I just reposted my FAQ the other day.

Anyway, A800XL is pretty much garbage. :)
For PC's, there's PC Xformer 2.52 (free) and 3.0a (commercial).
For Mac's, there's Rainbow (shareware).

Rainbow is by Chris Lam: lamcw@helios.aston.ac.uk.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2243. Re: Atari 800 Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: exuadam@cnn.exu.ericsson.se
Message-ID: <41da28$ed9@s16a26.exu.ericsson.se>
Source record: 88968
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

In article <1995Aug22.092228.1@cstp.umkc.edu>, <jsisul@cstp.umkc.edu> wrote:
>2) Are there any other 8-bit Atari emulators out there? I'd like one
> that runs on a Mac, or one with source so I can try to compile it on
> the Mac.
>
>I couldn't find any FAQs that answer these questions. Thanks for your help.

Oh, for God's sake, don't act so f***ing helpless. By "I couldn't find any
FAQs," do you mean something sane like, "I've been reading this group
for a month (which is a typical amount of delay between posting FAQs)
and haven't seen a FAQ posted," or, "I checked the FAQ archives at
rtfm.mit.edu under comp.emulators.* and couldn't find a FAQ there;"
or do you mean something demonstrating such a lack of intellegence
that you may have to concentrate just to avoid drooling on yourself
such as, "I just added this newsgroup to my .newsrc file and the
FAQ didn't fall into my lap, so I decided there must not be one."

There was a comp.emulators.misc FAQ posted on the 11th, an Atari
8-bit FAQ posted on the 19th (THREE DAYS AGO!!!!) and an Apple II
emulator FAQ posted on the 2nd. If you wait at least a month, each
of these three documents will be again.

Both the comp.emulators.misc FAQ and the Apple II FAQ are archived at
rtfm.mit.edu.

And, before you ask, there's also a FAQ for Commodore 8-bit machines.

Please, do some reading. You're reinforcing negative stereotypes about
the intelligence of Macintosh users.

--
Adam Roach -- adam.roach@exu.ericsson.se -- Standard Disclaimers, etc.
Predestination was doomed from the start.

2244. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <41d3mu$mir@charm.magnus.acs.ohio-state.edu>
Source record: 88969

In article <41ce05$9uj@news.cei.net>, <mstatz@cei.net> wrote:
>Just trying to stem the great flow toward Unix - but at this point there are
>too many holes in the dike...

You're about 20 years too late.

Try it, you'll like it... :-)

--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2245. Re: Need help with ULTIMA III

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <144007@cup.portal.com>
Source record: 88970

Believe it or not, there is a Dungeon of the Snake. It's the one on the island to the SE of Sosaria. You can either moongate there or take a ship. As Tim said, go to the 8th level.
Rick

2246. Re: UMich anon access denied, mirror anywhere?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <41d42s$mkh@charm.magnus.acs.ohio-state.edu>
Source record: 88971

In article <41cge0$da6@linet02.li.net>,
Russell Salerno <rsalerno@li.net> wrote:
>I haven't been able to get on the UMich FTP site, I get "anonymous
>access denied". What's up w/ this site?!?! Is there a mirror site
>that allows anon logins?

Try going by WWW, http://www.umich.edu/~archive/atari/8bit/, or
gopher, gopher://gopher.archive.merit.edu:7055/11/atari/8bit, or just
FTP to amiga.archive.umich.edu and cd to the Atari directory.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2247. Re: 400 48K upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: pattons@holly.ACNS.ColoState.EDU
Message-ID: <41dan2$16hc@holly.ACNS.ColoState.EDU>
Source record: 88972

Bruce Willard (bwillard@mindspring.com) wrote:
: Anyone have the docs for upgrading a 16K memory board to 48K? I did this a
: long time ago, but no longer have the docs.

: Bruce Willard
: bwillard@mindspring.com

THis sounds like a great upgrade. I would also be interested in any info.
concerning the mod. involved.

Sam Patton

2248. APE 1.04 is here!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: classics@nacs.net
Message-ID: <41db15$3vg@bab5.nacs.net>
Source record: 88973

After much much more work than I ever thought I would put into this
project, APE (The Atari Peripheral Emulator) version 1.04 is ready
for public release!

What is APE? Here is some information from the users manual:

The Atari Perihperal Emulator (APE) is a advanced serial application that
emulates an entire subsystem of atari 8 bit peripherals using your
existing or purchased SIO2PC compatible serial conversion device.

What SIO hardware does APE emulate?

The following SIO hardware and command systems are supported:

* Full cooperation with REAL sio devices, such as disk drives.

* SpartaDOS ULTRASPEED I/O in any drive/density
* Upto 8 Diskette Drives
* Single, Double and 1050 Enhanced Density for any drive
* Disk images of upto 16 megabytes in size!
* PC MIRROR drive gives access to files on your PC hard drive with
any Atari Dos!
* Emulation of the Atari 850 interface, allowing you to use
your PC modem and printer from any atari application that
can use the 850 interface. 100% 850 stage 1 compliant.
* Hardware flow control for the PC modem using the R: device.
* Basic SIO Commands Supported
- Read Sector
- Write Sector
- Put Sector
- Disk Drive Status
- Controller Format Diskette
- Controller Format Enhanced Density Diskette
- Read Percom Extended drive configuration block
- Write Percom Extended drive configuration block
- Force Ultraspeed
- Ultraspeed I/O Sector Skew Format Diskette
- Print to 850 interface

* XF551 High Speed Read Sector
* XF551 High Speed Put Sector
* XF551 High Speed Write Sector
* Happy Warp Speed Read Sector
* Happy Warp Speed Put Sector
* Happy Warp Speed Write Sector
* Happy 'Are You Happy?' Command

* Happy Read Status Command
* Happy Format Diskette
* Happy Init Controller
* Happy Reset Drive
* Happy Set Unhappy Mode
* Happy Set Fast Write
* Happy Force Protect
* Happy Force Write

What hardware is required to use APE?

APE talks to the SIO bus of your Atari 8 bit home computer using an SIO2PC compatible serial cable. This serial device provides the hardware required to convert the voltage levels present on the Atari SIO bus to levels compatible with the PC serial port.

This device hooks directly to the SIO port of your atari computer, and to the serial port of your PC compatible computer. No interface or other additional hardware is required!

What advanced feaures set APE apart?

* APE can utilize your PC modem as an ATARI modem, no expensive 850 interface or other hardware is required. Registered users have full serial access at upto 19.2k bps.

* APE is currently ready to handle 38.4k bps connections for use with high speed modems. This will premere in registerd version 1.05.

* Future revisions of APE will allow serial access at 57.6k bps. This is currently being tested and does work.

* Ape can emulate Happy and XF551 warp speed (2x) I/O rates, allowing you to use dos systems such as MyDOS and Atari DOS at warp rates.

* Ape 1.05 will contain a feature never before seen on the Atari computer: SIO DISK ACCESS AT * 3x * standard SIO rates using an XL/XE software OS patch. Thats 1.5x faster than Happy, XF551 and USDOUBLER Ultraspeed!

* Loading and saving of block configurations. Load upto 8 disks instantly at the push of a button.

* PC MIRROR drive allows direct access to all the files on your PC hard drive from MyDOS, Atari DOS, etc. Copy your files with ease and let APE do the work!

* User definable keyboard macros allow automation of any APE function.

* Write protection of your ATR images.

* And much more!

How can I get APE?

APE has been uploaded to the Merit Atari Archive at
atari.archive.umich.edu, and will appear in the 8bit/Ape
directory.

Until then, you can contact me directly for a distribution package.

I will ne happy to e-mail the distribution to you uuencoded, about
90k. If you do not have e-mail access send a SASE w/ a 1.44M
diskette to the address below and I will return it by postal mail.

Include $2 if you cannot provide a diskette.

You may contact me the following ways:

Internet E-mail: classics@nacs.net [this is the preferred addr]
dh395@cleveland.freenet.edu [emergency backup]

Telephone: 216-237-5308. Anytime you can catch me at home
is pretty much ok. Just try and call before 11pm EST.

Snail Express: Steven J Tucker
9897 York Road
North Royalton, Ohio 44133 USA

Ordering the registered version of APE:

Ape is distributed as SHAREWARE, on the 'try it before you buy it'
system. See REGISTER.DOC in the shareware distribution for
information on obtaining the enhanced version of APE.

Updates to the program since public beta version 8 was released:

* Bugfix for 1050 formatting and status routines
* Happy high speed reads now supported
* New syncro code added, great improvment!
* Better swapping method, you no longer have to press the
existing image first, either is fine.
* Happy high speed write support added
* Some extended Happy commands now supported
* Write protection of images now effective
* Command line options added
* User now asked to mount image after creation
* 850 Interface serial emulation now working at 9600 baud
* Scrapped 850 interface code and starting rewriting
some public domain R: code.
* Automatic switching between command and concurrent i/o mode
now working
* PC MIRROR directories are now built on the fly
* Support for 43/50 line screens installed
* 850 Interface R: emulation now working at 19.2k bps
* Added General/Serial configuation screen
* Added command filters
* Added slow machine display options
* Added user definable framing value
* New streamlined core serial i/o routines. Much faster now.

* Now recognizes many more extended happy commands
* Added hardware flow control for PC modem, now works
automatically.
* Added user definable flow control threshold
* Added the ability to load and save block configurations
* Added enhanced command line help and registered CL features
* Added Path/Macro configuration screen
* Added support for default paths and file extensions
* Added support for quick macros, and editing code
* New consolidated configuration menu, 'I' function for printer
configuration now in this menu.
* Improved and incorporated my multi-type text browser into
APE. Can also be called from the command line. (reg)
* Improved file selector, now has title and user can enter
own path/filespec using the TAB key.

Public Thanks:

Where to begin! When I started APE it was nothing but a little
program that could read single density sectors out of ATR images, and it
didnt even do that well :) Without the help, encouragement and suggestions
of the following people APE would not be here.

William Kendrick, Itay Chamiel, Kevin Atkinson, Tamas Bene, Rick Cortese and
everyone else who's e-mail connot be found at the moment :) Also thanks
to everyone in the newsgroup who helped out!

Steven J Tucker

2249. Re: UMich anon access denied, mirror anywhere?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: classics@nacs.net
Message-ID: <41d7tv$3vg@bab5.nacs.net>
Source record: 88974

Russell Salerno (rsalerno@li.net) writes:
: I haven't been able to get on the UMich FTP site, I get "anonymous
: access denied". What's up w/ this site?!?! Is there a mirror site
: that allows anon logins?

Ive found the easiest way to access the files on the atari archive is by
www. Open http://archive.umich.edu/welcome.html.

Choose GopherBlue, then Software Archives, then Atari ARchive. I know there
is a direct page for this, I just dont have it written down :)

Steve

2250. Re: Atari 8-bit Support From Richard Gore

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <41dluf$nq4@nic-nac.CSU.net>
Source record: 88975

Heh - as the old "Win 95" jokes go, Golf Tour 95 is gonna be Golf Tour >96<
pretty soon! :)

Could you please describe the graphics and gameplay of this game? Will
there be any screenshot GIFs up anywhere like with Tube-Baddies??

Thanx!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2251. Re: New Network?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <41dhlo$7ba@blackice.winternet.com>
Source record: 88976

> rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:
> In article <YYIOwksjYxjR083yn@ibm.net>,
> Ryan 'Gozar' Collins <RLCOLLI@IBM.NET> wrote:
> >Does anyone know if you can daisy chain RS232 signals?
>
> No, you can't. There's another EIA standard for that; I think it's
> RS485.
>
>>>>
Not RS485, that's a two wire serial infterface simular to
Token Ring. You can daisy chain RS232 but ONLY with the
proper UART that supports it and has both ports installed (an IN
and a OUT). At work we have a few test fixtures that we chain
up to 16 interfaces together and talk to each one individually. The
RS232 loads the Flash RAM or EEPROMs, plus allow us to make
changes on the fly. Also, you need to proper driver code.

Rich Mier

2252. Re: 8 Bit Modifictions FAQ/List

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <41di69$7ba@blackice.winternet.com>
Source record: 88977

> joneil@infi.net (John P. O'Neil) writes:
> buescher@shed.inel.gov (Brent Buescher Jr) wrote:
>
> >>>>>> "Rich" == Rich Mier <rbmier@winternet.com> writes:
> >In article <41as4a$cqa@blackice.winternet.com> rbmier@winternet.com (Rich Mier) writes:
>
> > >> "John P. O'Neil" <joneil@infi.net> writes: Could someone please post
> > >> the latest 8 Bit Mods FAQ or let me know where I might find it? I've
> > >> just picked up a 600XL and I seem to remember something about adding
> > >> an 800 style 5 pin monitor out jack to it. Anyone heard of this?
> > >>
> > Rich> If there is a MODS FAQ, I've never seen it. I don't think
> > Rich> it exists. To answer your question, yes, you can add a Monitor
> > Rich> output jack, but, you must remove the TV switch. Under it are
> > Rich> the connections for the Monitor Jack. Just solder the Jack in,
> > Rich> cut a hole in the case and go.
>
> >This will not work. The 600XL does not have all the components of the
> >video amplifier installed. You can install them to get 800XL quality
> >video, but the better way to go is Ben Poehland's Super Video 2.1 for the
> >600XL. I've done this, it's tedious, but it's worth it. Probably no more
> >difficult, really, than restoring stock video to the 600XL.
>
> >Brent
>
> 800XL quality video would be fine for me! Do you know what the missing
> components are or where I could find that info. My main reason for
> doing this mod is I only have 1 montior for all my Ataris' and no
> available TV.
>
>
>>>>
Sorry about those extra posts, my Mail Serve was screwing up.
Anyway, my Atari 600XL schematics show all the componets but I've never
checked to see if they are all installed. Agreed, the Super Video 2.1
upgade would be much better.

Rich Mier

2253. Re: 8 Bit Modifictions FAQ/List

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <41di9c$7ba@blackice.winternet.com>
Source record: 88978

> clisowsk@condor.mcs.kent.edu (BRiTiSH) writes:
> Rich Mier (rbmier@winternet.com) wrote:
> : > "John P. O'Neil" <joneil@infi.net> writes:
> : > Could someone please post the latest 8 Bit Mods FAQ or let me
> : > know where I might find it? I've just picked up a 600XL and I
> : > seem to remember something about adding an 800 style 5 pin
> : > monitor out jack to it. Anyone heard of this?
> : >
> : If there is a MODS FAQ, I've never seen it. I don't
> : think it exists. To answer your question, yes, you can add
> : a Monitor output jack, but, you must remove the TV switch.
> : Under it are the connections for the Monitor Jack. Just
> : solder the Jack in, cut a hole in the case and go.
>
> It does (or did) indeed exist. I happen to have a printout of it back in
> my dorm room. It was maintained by someone at prodigy (?).
>
> --Craig
> http://nimitz.mcs.kent.edu/~clisowsk/8bit.html
>
>
>
>>>>
Could you post where the MODs FAQ is avaiilable at.
I'm always interested in hardware Modifications.

Rich Mier

2254. PC-xformer questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: nltd@grove.iup.edu
Message-ID: <1995Aug22.175550.478@grove.iup.edu>
Source record: 88979

I'm new with this group so please don't flame me too much for this question but where can I get a copy of pc-xformer 3.0 (the commercial version)? Also could someone tell me the cost of such a wonderful device? Finally, will I be able to use native ATARI 8-bit disks (of which I have about 200) that autoload or do I have to cvonvert them somehow to read them in. Any help you could give me would be greatly appreciated. Thanks.

Cliff Friedel
NLTD@grove.iup.edu

2255. Re: PC-xformer questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: cudabert@aol.com
Message-ID: <41dpbc$62e@newsbf02.news.aol.com>
Source record: 88980

PC XFormer is available from:
Branch Always Software
14150 N.E. 20th St., Suite 302
Bellevue, WA 98007

phone: 206-236-0540
fax: 206-236-0257
email: brasoft@msn.com, brasoft@aol.com

PRICE: $29.95

Yes, you CAN use your native Atari disks, but you'll need to build an SIO2PC cable first. The instructions are included with the PCXformer package (I think! I got it from somewhere). Actually, you'll probably be better off downloading the disk images from the Atari archives at umich.edu

2256. SpartaDos X 4.22 update

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <41dn6o$evd@news.xmission.com>
Source record: 88981

Has ANYBODY received their SpartaDos X 4.22 rom update? Last I heard
from Mike Hohman on GEnie was they were supposed to ship on the 8th of
this month.

Well, here it is the 22 or 22rd (lost track of time) and STILL nothing.

Dont mean to be rude, cause I know how busy Mike is -- but if you
announce a fixed mailing date, you ought to stick to it!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2257. Re: APE 1.04 is here!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: spam@iastate.edu
Message-ID: <spam.809132507@pv1415.vincent.iastate.edu>
Source record: 88982

In <41db15$3vg@bab5.nacs.net> classics@nacs.net (Steven J Tucker) writes:

>After much much more work than I ever thought I would put into this
> project, APE (The Atari Peripheral Emulator) version 1.04 is ready
> for public release!

hoo-rah! sounds very cool. I'm thrilled to see this sort of
development for the atari...

A few questions about your product:

Is source available?

Is it possible to add in new devices to be emulated, if someone were to
want to (without source editing & recompiling)?

And the main thing: Is it possible to get this to run under NetBSD (UNIX)?
I have no DOS systems running in the house right now; I would prefer not
to have such creatures around, on moral grounds... :)
This is the main reason I ask about source. What language did you
write it in?

I am very certainly going to have to have a look at this system; it
--
|\-/| mike begley This post has been modified from
| O | spam@iastate.edu the original; It has been formatted
|/_\| (515) 233-6210 to fit your screen.

2258. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <144133@cup.portal.com>
Source record: 88983

>I believe I wrote that the 6502 has no way of accomplishing indirect
>addressing except via page zero. As we all know, page zero is a cramped
>place with a finite number of addresses. This type of resource limitation
>makes traditional use of page zero impossible in the context of the
>flexible system I have designed.

Thanks for clearing that up. I missed the context of the "except page 0"
part. Although personally, I don't find page 0 (nor $100 bytes of stack)
to be that cramped, and thought programs could have a ZP allocation scheme
not unlike normal memory allocation. Especially since a new OS could be
coded to use much less than the $80 bytes the stock version uses.

Before that comment goes too far, let me say that I applaud any of your
efforts to provide a better solution, which it sounds like you have.

>True-position-independent code vs. relocatable object file format...

With all the terms like "fooling" and such, I'm not sure whether this
point was clear. It sounds like you are creating a way of making
position-independant 6502 code, and I don't know whether this is going to
require any special programming practices. As Brent already pointed out,
a relocatable object file format lets you use regular absolute addressing,
with the addresses patched by the OS to match the file's load location.

>...Amiga...
> 1) possibly the ugliest, least intuitive GUI in the world
> 2) screen flicker, screen flicker, screen flicker....
> 3) a CLI AND DOS? I guess they couldn't decide. Ever notice how you
> HAVE to go to AmigaDOS to do anything useful?

It doesn't sound like you have seen current versions. I had these same
opinions at first, but _NONE_ of these problems exist on current versions of
the OS, and/or current machines. Crashes are very much under control as
well. A long time ago, I made the statement that the Amiga was a wonderful
chipset, but imprisoned and crippled by a horrible OS. Now, the OS is the
ONLY reason I continue use the machine, and why I find all other machines
inferior. It really has changed that much.

John Harris - jharris@cup.portal.com

2259. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <144134@cup.portal.com>
Source record: 88984

>So say went ahead and threw threw the memory manager in high memory. How's
>the memory manager going to bank itself in and out if it isn't in the
>ACTIVE 16K bank to start out with? It can't, and therefore that method
>will not work.

You only need a minimum skeleton handler resident in low memory, because
once it gets control, it can call subroutines in high/banked memory. ALL
of the code doesn't need to be in low RAM -- just a part that needs to
intercept control at any time.

John Harris - jharris@cup.portal.com

2260. Re: APE FACE

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <41d22b$c8m@theopolis.orl.mmc.com>
Source record: 88985

In article <416h5l$mm1@park.uvsc.edu>, esok@park.uvsc.edu (Eric Sokolowsky) writes:
|> I just bought a $2 ape face adapter (direct Atari 13-pin SIO plug to
|> centronics printer) today at a thrift store. I plugged it right in to

I used to own one of these, until I got a P:R:C. No special driver is
required. Make sure no other printers are connected that would handshake
when you send something to "P:". I seem to remember some conflicts between
the cassette buffer and printer under Atari BASIC (?), so clearing one
may help the other work (I'm trying to remember from 8 years ago). Also
try printing/copying directly from DOS (like in DOS 2.5, use "C" to copy
a text file directly to the printer).

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

2261. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <41bqqhINN6sk@duncan.cs.utk.edu>
Source record: 89103
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $100 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

2262. Re: 8 Bit Modifictions FAQ/List

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <41b872$rll@ns.mcs.kent.edu>
Source record: 89104

Rich Mier (rbmier@winternet.com) wrote:
: > "John P. O'Neil" <joneil@infi.net> writes:
: > Could someone please post the latest 8 Bit Mods FAQ or let me
: > know where I might find it? I've just picked up a 600XL and I
: > seem to remember something about adding an 800 style 5 pin
: > monitor out jack to it. Anyone heard of this?
: >
: If there is a MODS FAQ, I've never seen it. I don't
: think it exists. To answer your question, yes, you can add
: a Monitor output jack, but, you must remove the TV switch.
: Under it are the connections for the Monitor Jack. Just
: solder the Jack in, cut a hole in the case and go.

It does (or did) indeed exist. I happen to have a printout of it back in
my dorm room. It was maintained by someone at prodigy (?).

--Craig
http://nimitz.mcs.kent.edu/~clisowsk/8bit.html

2263. UMich anon access denied, mirror anywhere?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-22 00:00:00 UTC
From: rsalerno@li.net
Message-ID: <41cge0$da6@linet02.li.net>
Source record: 89105

I haven't been able to get on the UMich FTP site, I get "anonymous
access denied". What's up w/ this site?!?! Is there a mirror site
that allows anon logins?


```
+---------------------+
| Russell Salerno |
+---------------------+
| rsalerno@li.net |
| CIS: 73707,1105 |
+---------------------+
```

2264. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-23 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <5rEibhb.lmcclure@delphi.com>
Source record: 88856

In a message dated 8-18-95, Michael Ellis said (about the Amiga):

"possibly the ugliest, least intuitive GUI in the world"

Sounds as if you have not really seen an Amiga since the days of the garish (and IMHO, embarrassing) orange/blue/white "crayola/cartoon" default color scheme of WB1.3 (although even if you changed the colors, it still looked rather goofy, IMO).

That was dropped with WB2.04, when the default setup became shades of grey with beveled boxes around muted icons and a more "3D" appearance overall. The current version is 3.1

"screen flicker, screen flicker, screen flicker...."

Of course, if you had seen an Amiga 3000 running a 640x400 screen with no flicker on a VGA monitor, you would have seen WB2.04. The current AGA machines also have non-flickering modes. Of course, flicker was always a choice...a shortcut to higher vertical resolution...the same way that FlickerTerm on the Atari 8-bit is a shortcut to 80 columns, and APAC, etc. are shortcuts to greater color resolution.

"CLI AND DOS? I guess they couldn't decide. Ever notice how
you HAVE to go to AmigaDOS to do anything useful?"

This again makes it appear you have not had any decent exposure to an Amiga with anything greater than the ancient Workbench 1.3. Since WB2.04, Workbench has been capable of just about anything you might care to do in AmigaDOS. Of course, being primarily an Atari STe user, where GUI is the rule, I will admit CLI sometimes has it's advantages. After all, it is difficult to write a GUI script (.bat file to PC-persons)! <grin>

I am not out to convince you to rush out try a new Amiga (or even an old Amiga with a new OS), but rather to point out that it appears that you are basing your dislike on old data. It would be rather like the owner of another computer criticizing the Atari 8-bit for "not being able to expand beyond 64K of memory, not being able to display 80 columns, and not having access to any storage media larger than a floppy drives that store 90K each" (none of which is accurate any longer, of course).

2265. Re: Do you remember this?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-23 00:00:00 UTC
From: slcsj@cc.usu.edu
Message-ID: <1995Aug23.143035.59560@cc.usu.edu>
Source record: 88857

On 23 Aug 1995 13:44:36 -0400, cudabert@aol.com (CudaBert) wrote:

>In article <jcampf-2308951218030001@192.0.2.1>, jcampf@umd5.umd.edu
>(Judy&Larry Campf) writes:

>>Anybody remember the real cool little program called "AppleKiller", where
>>there's an Atari logo and an Apple logo. The Apple shoots a bullet at
>>Atari which bounces

>Yeah! I still have it. Haven't ever seen a Mac program that does the
>opposite (flames the Atari)...guess they just didn't have the graphics
>capability at the time! >:-}

>I also remember one similar that stomped on the IBM logo...I'll have to
>dig it out and run it on PC XFormer....

There was a Commie-killer program also.

:)

Jesse, your friend! | 486DX2-66
slcsj@cc.usu.edu | Atari Jaguar
http://cc.usu.edu/~slcsj/ | Atari 1200XL 256K ;)

I'm not a real person, but I play one on TV!

2266. Re: WANTED: "Atari Connection" circa 1983

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-23 00:00:00 UTC
From: heller@cdnow.com
Message-ID: <41ge4v$ss3@netaxs.com>
Source record: 88858

Tim Irvin (ziggy29@rahul.net) wrote:
: etxansk@garbo.ericsson.se wrote:

: : Does anybody know if any of the Atari Connection, Atari Age etc
: : magazines are seen as collector's items today, which would make
: : the price higher?

: In general, no. These old mags seem to be selling for around
: $1 each in most cases. There may be exceptions, but for most of
: the magazines, it seems to be roughly the going rate.

Thats not exactly true. You can get a good market value on the
rec.games.video.classic group.. if the mag has game info etc...

Karl

2267. F/S: Antic mags

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-23 00:00:00 UTC
From: tiesflys@brbbs.com
Message-ID: <znr809214231k@brbbs.com>
Source record: 88859

OK, Here I go again. I'm moving and would rather sell them
then move them:

I have the following Antic magazines that I would like to sell:

Volume 1 4/82 - 3/83 Complete (6 issues)
Volume 2 4/83 - 3/84 Complete (12 issues)
Volume 3 4/84 - 4/85 Complete (12 issues)
Volume 4 5/86 - 4/86 Missing issue #10 (11 issues)
Volume 5 5/86 - 4/87 Complete (12 issues)
Volume 6 5/87 - 4/88 Complete (12 issues)
Volume 7 5/88 1 issue only

All are in very good to execellent condition.
Any reasonable offer that includes shipping will be considered,
first come first served.

I'd rather not break up a volume, but who knows.
E-mail me any inquires.

Thanks - Steve

- A sunny day,
a box of midges,
and a wandering stream...
Man, this MUST be heaven!
><> Steve Kulpa <><

2268. Re: Internal speaker!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-23 00:00:00 UTC
From: potter@escmail.orl.mmc.com
Message-ID: <41flbr$t0e@theopolis.orl.mmc.com>
Source record: 88860

In article <9508202232.AA21762@avoda.jct.ac.il>, bruck@avoda.jct.ac.il (elad bruck) writes:
|> Ok, I know this may sound stupid.. but is there a way to put the internal
|> speaker back where it belongs - inside the computer - on the XL/XE
|> computers?

This should be possible. You could refer to both the 800 and the XL schematics from Sams, and figure out some compromise. You'll need either a transistor or op amp to provide the drive for an 8 ohm speaker. I have both schematics at home... I'll try to remember to take a look at them.

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

2269. Re: SIO to Mac info

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <41efhf$gie@nic-nac.CSU.net>
Source record: 88986

```
W W H H AAA TTT ???
W W H H A A T ?
W W W HHH AAA T ???
W W H H A A T
W W H H A A T ?
```

WHAT DO YOU MEAN SIO2Mac doesn't have much demand!? >I< demand it!
I want to see APE for the Mac and an SIO2Mac cable so that >I< can get
RID of PC's once I get a Mac!!

:)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2270. Re: XFD files for Rainbow?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <41ef19$gas@nic-nac.CSU.net>
Source record: 88987

You don't need DISK IMAGES to use EITHER Rainbow or XFormer.. you can simply access raw files from either of them.

There are of course bootable disk images for Ataris out there (how else would bootable game disks and DOSes and the like be transferred?). These are DCM images. Either use DCM2ATR (PC or Unix) or DCM2DISK (PC) or DiskCommunicator 3.2 (Atari).

Read my FAQ? And if there's something you can't find answered in there, all you have to do is ask and it shall be added! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2271. Re: 1200XL info needed

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-23 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9508230433592.DLITE.bjcorr@delphi.com>
Source record: 88988
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

> I just got my first 1200XL today, but it has no power supply or drive
>with it. What I would like to find out is will my 800XL power supply and
>1050 disk drive work with it? Also, will it run 400/800 game carts and
>if so is it completely compatible or only partially? One last thing, are
>there any good home pages for the 8 bit Ataris?
>
>Thanks,
>Doug (dougs@inlink.com)
>
>
Yes, your 800XL PS and drive will work. Yes it will run MOST 400\800
software. Compatability is pretty good but deitnitly not 100%, especially
with the 1200 OS, generally held in the lowest regard of all the 8-bit
OS's. I have a few 1200's converted them all to 800XL OS's, piece of cake.
Contact me by email if you want details. Have fun, I love my 1200's!
bjcorr@delphi.com

2272. Re: 400 48K upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-23 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9508230433591.DLITE.bjcorr@delphi.com>
Source record: 88989

p>Bruce Willard (bwillard@mindspring.com) wrote:
>: Anyone have the docs for upgrading a 16K memory board to 48K? I did this
a
>: long time ago, but no longer have the docs.
>
>: Bruce Willard
>: bwillard@mindspring.com
>
>THis sounds like a great upgrade. I would also be interested in any info.
>concerning the mod. involved.
>
>Sam Patton
>
>
Send me a FAX number or address at;
bjcorr@delphi.com

2273. Re: SIO to Mac info

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-23 00:00:00 UTC
From: lucius@astro.ocis.temple.edu
Message-ID: <41drkb$f00@cronkite.ocis.temple.edu>
Source record: 88990

Chris Lam (lamcw@aston.ac.uk) wrote:

: The uses of a SIO2MAC are clearly powerful. However, the skill needed
: to construct a cable is best left to electronic hobbyists. I've had
: comments about how people were too timid to even connect up their
: 850 module to the Mac and here we're just talking about wires!!

: However, if someone starts a small business selling these SIO2MAC
: cables, that would be interesting ;))

I remember seeing a post about somebody making a whole batch of SIO2PC
cables using printed circuit boards and 232-to-TTL convertor chips.
Since the Mac's serial port is compatible with the PC's, it's possible
to just use that SIO2PC cable. My design isn't really an
ideal way to do it, but just a cheap way to connect the Mac to the
Atari.

Anyway, I don't think there's that much demand for a SIO2Mac cable.
It does take a good bit of skill to make your own cable, and there
doesn't seem to be much overlap between Atari 8bit users and Macintosh
users. As for me making these cables and selling them, I just don't
have the time to put it together, test it, and sell them because of
classes.

For hobbyists though, it is a fun project to see a PowerMac and an old
Atari 8bit wired together.
--
--- Lucius Kwok (lucius@astro.ocis.temple.edu) ---

2274. Re: SIO to Mac info

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-23 00:00:00 UTC
From: lucius@astro.ocis.temple.edu
Message-ID: <41ds9t$f00@cronkite.ocis.temple.edu>
Source record: 88991

Rick_Michael_Cortese@cup.portal.com wrote:
: Lucious, just a suggestion or two. The 100k resistor going into the
: NPN transistor is a little bit on the conservitive side. Figure the
: NPN transistors will have anything from 20 to 200 for the amplification
: so worst case part it will only transfer something like (5V/100k)(20) amps
: or about 1 mamp. AFAIK, the lines in a lot of Atari stuff are pulled up so
: it may not be enough horse power to get the job done. Figure RS232 specs
: imply it's supposed to be able to drive a 3k load & maybe use a 3k-4k
: resistor to the base of the transistor.

Oops -- I made a typo there. The 100k resistor is supposed to be a 10K
resistor. A 3K resistor would also work.

: Also, a safer way to do what
: you have listed as a germanium diode would be to use either a zener or
: a zener in parallel with a germanium diode. With the current design, if
: the Mac put out a 12V signal, the data in port of the Atari would see
: +12V through the resistor. If you had a 5.1V zener, it would perform the
: same forward switching as the germanium diode <albiet not quite as well>
: and would limit the voltage on the Atari to the +5.1V, well within the

The Mac the I have only sends out about +/- 4 volts, so I thought it
would be OK to use a germanium diode. I don't have reason to believe
that any Mac puts out more than about 4.5 volts, but it's probably a
good safety measure.

: specs for TTL. Of course if you want to change the NPN to a Darlington
: transistor, that changes everything<grin>.
: Rick

Thanks. I'm no electrical engineer, so any corrections are
appreciated.
--
--- Lucius Kwok (lucius@astro.ocis.temple.edu) ---

2275. XFD files for Rainbow?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-23 00:00:00 UTC
From: rwilmott@mars.superlink.net
Message-ID: <41dutj$f80@earth.superlink.net>
Source record: 88992

Are there any XFD disk images available out there via ftp
for use with Rainbow (and XFormer)? I just took a look at
atari.archive.umich.edu and didn't see any in the atari/8bit
directories. (yes, I did find DISK2XFD in the Xf2 directory,
but I'm in search of some ready-made disk images to play with
until I get a rainy weekend to hook up the old 800xl, dig out
my old disks, and begin my massive conversion :-)

-Ray
(eagerly awaiting his registered version of Rainbow to arrive)

2276. Re: SIO2PC Building Troubles

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-23 00:00:00 UTC
From: dann@unconfigured.xvnews.domain
Message-ID: <DDrq10.HMs@nymt.reuter.com>
Source record: 88993

Actually, I've had problems building mine as well. If you could send me the schematics too, I'd really appreciate it.

Thanks.

Dan Noguerol
dann@nymt.reuter.com

2277. Do you remember this?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-23 00:00:00 UTC
From: jcampf@umd5.umd.edu
Message-ID: <jcampf-2308951218030001@192.0.2.1>
Source record: 88994

Anybody remember the real cool little program called "AppleKiller", where there's an Atari logo and an Apple logo. The Apple shoots a bullet at Atari which bounces off. It then retaliates by shooting a bullet at the Apple which slices it in half. Then the words "ATARI COMPUTERS" and "APPLE COMPUTERS" are printing on top of each other. The ATARI words crush the APPLE words into "APPLESAUCE" It's quite amusing! The irony is that I now work with Macs and still dream about the days of my 800!!!!

Larry

2278. SIO2PC Building Troubles

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-23 00:00:00 UTC
From: mbrown@fn1.freenet.edmonton.ab.ca
Message-ID: <41e65q$qve@news.sas.ab.ca>
Source record: 88995

Can anyone send me the scematics for the SIO2PC? I've downloaded the files in one of the FTPs which contains an ASCII representation of the file, and mentions that it comes with a GEM file of the schematic, but alas, its no where to be found. I've got text files explaining the two chip and single chip versions (I'd prefer to build the single chip version). But not be electrically inclined, I can't quite get everything straight in my mind, and on my circuit board. Soldering doesn't bother me, and as long as things are explained without too much electrical lingo, I feel confident enough to build the interface. Thanks. If someone could mail me the GEM file, or a PCX, GIF, TIFF, PS version of the schematic, that would be much appreaciated. Thanks again.

/\/\/\

2279. Re: 8 Bit Modifictions FAQ/List

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-23 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510101ac614b2366d9@[137.22.11.119]>
Source record: 88996

The 8-Bit Atari Modifications FAQ List was created by Dave Paterson,
d.paterson2@genie.geis.com around last winter or so. Dave isn't online
this summer, but we can expect him to reappear come fall.

It's a nice list. Unfortunately, I neglected to save a copy for myself.

Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

2280. Re: Atari 800 Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-23 00:00:00 UTC
From: rsalerno@linet01.li.net
Message-ID: <41fft7$7el@linet02.li.net>
Source record: 88997
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

In article <1995Aug22.092228.1@cstp.umkc.edu>
jsisul@cstp.umkc.edu writes:

> 2) Are there any other 8-bit Atari emulators out there? I'd like one
> that runs on a Mac, or one with source so I can try to compile it on
> the Mac.

"Rainbow" is an Atari emulator which runs on the Mac.

+-----------------+
| Russ Salerno |
| rsalerno@li.net |
+-----------------+

2281. System + software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-23 00:00:00 UTC
From: dhong@wam.umd.edu
Message-ID: <41filk$44j@cville-srv.wam.umd.edu>
Source record: 88998

I have the following for sale:
800XL(1), 600XL(1), 1050 diskdrive (1)
some game carts, + some original software (some with original box and manual)
Some highlights of the software

Dark Crystal (with manual)
Flight Simulator (with manual, box)
Refrogger '88 (with box, manual)
Panzer Grendier (with box, manual)
Mail Order Monster (Box)

Plus many more!

Write me if you are insterested.
I am looking at around $75 + shipping.
But you can always offer!

--
==
David Sze Yuen Hong Address 6837 Damsel Road | GO TERPS GO! |
Phone (301) 345 8350 Greenbelt, MD 20770 | GO TERPS GO! |
dhong@wam.umd.edu dhong@eng.umd.edu URL:http://www.wam.umd.edu/~dhong/ |

2282. Re: 1200XL info needed

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-23 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Aug23.204941.4002@wariat.UUCP>
Source record: 88999

(Ben Corr got a copy of his post, sorry Ben.
About 1200xl and if 1050 and 800xl pwr. supply work with 1200xl.)
Ben, and the guy who posted the question. The 1050 power supply will
work with either the 1200xl or the 1050. The 800xl has a different
plug. Don't try to make the 800xl pwr. supply plug into your 1200xl
power hole.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

2283. ****FS Atari XEGS & more****

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-23 00:00:00 UTC
From: dwood@teleport.com
Message-ID: <41g0fv$heo@linda.teleport.com>
Source record: 89000

I have an Atari XE game system I'd like to find a new home for It comes with a xf-551 disk drive,SX-212 modem,light gun,2 joy sticks more if I can find them,13 cartridges 7 are boxed with instructions,11 games on disk that are boxed and a bunch that aren't I have all the manuals for the hardware including Flight simulator & missile command.I also have a dozen Atari related mags.I'd like to sell all the hardware together I could sell the software seperatly for a list of the software & mags. e-mail me I'm taking offers at this point.

P.S.I live in Portland,Ore

--
dwood@teleport.COM Public Access User -- Not affiliated with Teleport
Public Access UNIX and Internet at (503) 220-1016 (2400-28800, N81)

2284. 800XL cheap

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-23 00:00:00 UTC
From: dwood@teleport.com
Message-ID: <41gbm4$f6q@linda.teleport.com>
Source record: 89001

```
800XL with power supply & Monitor cable,no joy sticks,no rf box,no
software but this unit looks like brand new $20 or best offer or trade
for ????

--
dwood@teleport.COM Public Access User -- Not affiliated with Teleport
Public Access UNIX and Internet at (503) 220-1016 (2400-28800, N81)
```

2285. for sale-maybe

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-23 00:00:00 UTC
From: tiger@gesupply.com
Message-ID: <41gdaf$2k3@news.blkbox.com>
Source record: 89002

I have an ATARI 800 plus an ATARI 400 w/ real keyboard and 48/64K. A percom dual drive (360K IBM big drives). Got probably an 850 and a PR connection too. Got graphics tab and just a ton of diskettes. Would like to see this stuff go to a good home and a little $$$ come my way.
Keeping my 300 baud Atari acoustic modem though.
I am in Houston, TX. If anyone is seriously interested in it as a LOT, e-mail me!
tiger@gesupply.com

2286. Re: 8 Bit Modifictions FAQ/List

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-23 00:00:00 UTC
From: buescher@shed.inel.gov
Message-ID: <BUESCHER.95Aug23165824@shed.inel.gov>
Source record: 89003

>>>>> "John" == John P O'Neil <joneil@infi.net> writes:
In article <41bme2$j05@allnews.infi.net> joneil@infi.net (John P. O'Neil) writes:

John> 800XL quality video would be fine for me! Do you know what the
John> missing components are or where I could find that info. My main
John> reason for doing this mod is I only have 1 montior for all my
John> Ataris' and no available TV.

Do the Super Video upgrade. It was published in Atari Classics in I think
December '93. It is well worth ordering a back issue. It will save you
the hassle of figuring out what components to replace since it gives
step-by-step instructions on how to install an upgraded video amplifier in
a 600XL from scratch. The results are much better than stock XL video.
You won't want to go back for anything.

Brent

2287. Re: SIO2PC Building Troubles

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-23 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.76.001A2436@mindspring.com>
Source record: 89004

In article <41e65q$qve@news.sas.ab.ca> mbrown@fn1.freenet.edmonton.ab.ca () writes:
>From: mbrown@fn1.freenet.edmonton.ab.ca ()
>Subject: SIO2PC Building Troubles
>Date: 23 Aug 1995 03:09:46 GMT

>Can anyone send me the scematics for the SIO2PC? I've downloaded the
>files in one of the FTPs which contains an ASCII representation of the
>file, and mentions that it comes with a GEM file of the schematic, but
>alas, its no where to be found. If someone
>could mail me the GEM file, or a PCX, GIF, TIFF, PS version of the
>schematic, that would be much appreaciated. Thanks again.

I attempted to email you the version I used, but the mail was returned. The
file name is sio319i.exe. It is available at Umich.

Bruce Willard
bwillard@mindspring.com

2288. Re: Do you remember this?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-23 00:00:00 UTC
From: cudabert@aol.com
Message-ID: <41fpe4$ogo@newsbf02.news.aol.com>
Source record: 89005

In article <jcampf-2308951218030001@192.0.2.1>, jcampf@umd5.umd.edu (Judy&Larry Campf) writes:

>Anybody remember the real cool little program called "AppleKiller", where >there's an Atari logo and an Apple logo. The Apple shoots a bullet at >Atari which bounces

Yeah! I still have it. Haven't ever seen a Mac program that does the opposite (flames the Atari)...guess they just didn't have the graphics capability at the time! >:-}

I also remember one similar that stomped on the IBM logo...I'll have to dig it out and run it on PC XFormer....

2289. Re: SIO2PC Building Troubles

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-24 00:00:00 UTC
From: rsalerno@li.net
Message-ID: <41go85$kb8@linet02.li.net>
Source record: 88861

```
> Can anyone send me the scematics for the SIO2PC?

I second that. Maybe posting here as a uuencoded file...

+---------------------+
| Russell Salerno |
| rsalerno@li.net |
| CIS: 73707,1105 |
+---------------------+
```

2290. Happy drives with SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-24 00:00:00 UTC
From: rsalerno@li.net
Message-ID: <41gp6s$lno@linet02.li.net>
Source record: 88862

First of all, I'm delighted to find this newsgroup. I can vividly remember the days of CLOADing Galactic �hase, fingers crossed, off the frigging cassette drive. Second, I have two Happy 810 drives (one a "real" Happy, one a clone from that loser Bob Gardner). Is it possible to utilize the Happy drives to create SIO2PC images of protected disks? It shouldn't be too difficult to simulate the error sectors and weird timing schemes that software houses once used. (In reality the only protected game I care about is M.U.L.E. - I loved it and even the original disk didn't always boot due to the heavy protection EA put on it.)

Russ rsalerno@li.net

2291. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-24 00:00:00 UTC
From: mstatz@cei.net
Message-ID: <41hmd6$laf@news.cei.net>
Source record: 88863

In <41d3mu$mir@charm.magnus.acs.ohio-state.edu>, rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:
>In article <41ce05$9uj@news.cei.net>, <mstatz@cei.net> wrote:
>>Just trying to stem the great flow toward Unix - but at this point there are
>>too many holes in the dike...
>
>You're about 20 years too late.
>
>Try it, you'll like it... :-)
>
>--

No thanks.

Mark Statzer
Team OS/2

2292. LYNX-Games

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-24 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <FHYQCJAFUP@data.rhein-main.de>
Source record: 88864

```
LYNX-Hard Drivin' 20 DM
LYNX-Cyberball 20 DM

Manuals inculde, no boxes
(To Sell oder Trade)

--

* * * robscha@data.rhein-main.de Tel/Fax/Modem: +49 (0)6103-67197
* * * Robert Schaffner@OF2.maus.de
* * * Machines: F030, 2 * 520ST, 64Bit-Jaguar LYNX 1 + 2, PC486
* * * Betatest: CrazySoundsII, Papyrus, Twilight, Pixart3
* * * GSZRZ, CoNnect, VideoText
```

2293. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-24 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <144179@cup.portal.com>
Source record: 88865

Rob Funk (email addresses below) writes:

>As I type this, I'm uploading the Atari-readable files to umich. No
>tar, gz, or Z for you to worry about.

Thanks. Very nice of you. :-)

>Maybe it's time to start thinking about writing "gunzip" and "untar"
>for the Ataris....

How hard would it be to compile the existing source code for these things
with something like CC65 ? I'd be willing to take a crack at it if I had the
time... not to mention the code (though I can probably scrape up something
resembling "untar" ...)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com / xetwnk@shell.portal.com
>--
>------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
> "A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
>Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
> -- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2294. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-24 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <144180@cup.portal.com>
Source record: 88866

Ivo writes:

>Well, I did a small unzipper in C (Lightspeed C) but bumped into a lack of
>memory. Same happened when I redid the thing in Action! a few months ago.

I keep hearing that the "lack of memory" is the big problem with implementing Zip/UnZip on the Atari. Although I've never looked at the Zip/UnZip algorithms myself, I assume that you simply need to maintain a large "code table" that grows as the Zip/UnZip operation proceeds. Wouldn't it be possible to maintain said table ON DISK instead? We DO have note-and-point "random access" to disk files, after all. Just instead of referring to code-table-array elements a la

array[element]

you would have to code a little more complicated expression like

paged_out_array(element)

You might have to add channel arguments or something, but maybe not; you could EASILY have a "transparent" disk-based-array-manager package that did all that for you. :-)

And yes, you'd suffer a performance hit with a disk-based "virtual memory" scheme like this, but hey, if it lets you get a job done that you otherwise COULDN'T DO AT ALL, -I- for one am certainly not going to complain! :-) Now HOW BIG a "scratch file" would you need? I only have floppies, here, no HD on the Atari. (Okay, so MY version of the disk-based-array-manager would have the ability to "split" the array over as many floppies as I could spare aside from the one(s) containing the actual "source" and "destination" files... :-)) Hmm, combine this with an SIO2PC-like "virtual disk," and you could do a LOT of things on the Atari! :-)

>I have written a small untar utility in Action! at about the same time I
>was working on the unzipper. If anyone is interrested, I could put it in
>my ftp directory...

I'd be interested. Please tell me/us where to pick it up. Thanks!

Chris Chiesa

2295. 'Util' a ques. about Ch. Marslett

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-24 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Aug24.171239.767@wariat.UUCP>
Source record: 88867

First of all do I spell Marslett correctly? I think I can spell
Charles. Second. Does the source code come with some versions of
'Util' ? Someone anonymous person sent me a 'util' with the source
code and I'm hoping/thinking that is ok. In other words, did Marslett
release his source code?
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

2296. Re: PC-xformer questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-24 00:00:00 UTC
From: ral@iglou.com
Message-ID: <ral.26.000C1973@iglou.com>
Source record: 88868

In article <1995Aug22.175550.478@grove.iup.edu> nltd@grove.iup.edu writes:
>Subject: PC-xformer questions
>From: nltd@grove.iup.edu
>Date: Tue, 22 Aug 1995 21:55:50 GMT

>I'm new with this group so please don't flame me too much for this question
>but where can I get a copy of pc-xformer 3.0 (the commercial version)? Also
>could someone tell me the cost of such a wonderful device? Finally, will I
>be able to use native ATARI 8-bit disks (of which I have about 200) that
>autoload or do I have to cvonvert them somehow to read them in. Any help
>you could give me would be greatly appreciated. Thanks.
>
>Cliff Friedel
>NLTD@grove.iup.edu

The address has already been posted, so I won't redo that. The XFormer (currently v3.2) doesn't read Atari disks directly. I simply DiskCommed the disks onto my 800xl's HD and then used BobTerm to Ymodem the whole lot enmass to my PC.

There are some problems, though, with games which want you to have multi disks, like some of the SSI games. Also, copy protection can be a problem as well.

2297. 2600/5200/7800/400/400 ATARI AUCTION

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-24 00:00:00 UTC
From: jrm8248@u.cc.utah.edu
Message-ID: <41ijoi$pu@news.cc.utah.edu>
Source record: 88869

2600/5200/7800/400/400 ATARI AUCTION

WELCOME TO THE ALL ATARI AUCTION

The 2600 cartridges have been sorted by company name and
alphabetically. If you are interested take the time to go
through the lists and sned me a bid for everything you want.

This Auction will end at Midnight Mountain Time on
Sunday September 3, 1995

The Rules follow this auction.

Please send all bids to jrm8248@u.cc.utah.edu

Happy Bidding!!

ATARI 2600-NEAR MINT W/BOX & DIRECTIONS

-Combat $3.00 min

-Missle Command $3.00 min

-Pac Man w/ Atari Pac Man Sticker on Box $3.00 min

Atari 2600-LOOSE GAMES, COLORED LABEL NO PICTURE

-Air-Sea Battle: cx-2602

-Backgammon: cx-2617

-Basic Math: cx-2661

-Basketball: cx-2624

-Brain Games: cx-2664

-Championship Soccer: cx-2616

-Circus Atari: cx-2630

-Dodgeem: cx-2637

-Football: Atari

-Golf: cx-2634

-Hunt & Score: cx-2642

-Indy 500: cx-2611

-Outlaw: cx-2605

-Space Invaders: cx-2632

-Space War: cx-2604

-Surround: cx-2641

Atari 2600-LOOSE GAMES, COLORED LABEL W/ PICTURE

-Adventure

-Asteroids

-Basketball*

-Breakout

-Circus Atari

-Demons to Diamonds: Atari

-Dodge em: Atari

-Football

-Golf

-Home Run

-Indy 500

-Math Gran Prix

-Missle Command

-Pac-Man

-Space Invaders

-Space War

-Star Raiders

-Warlords

-Yars Revenge

Atari 2600-LOOSE GAMES, SILVER LABEL W/ PICTURE

-Battlezone

-Centipede

-Dig Dug: Atari

-E.T.

-Ms. Pac-man

-Phoenix

-Pole Position

-Realsports Football

Atari 2600-LOOSE GAMES, M NETWORK

-Football

-Frogs & Flies

-Lock N Chase

-Space Attack

-Super Challenge Baseball

Atari 2600-LOOSE GAMES, ACTIVISION

-Grand Prix

-Kaboom
Damaged end label

-Laser Blast

-Pitfall

-River Raid

-Seaquest

-Skiing

-Stampede
-Missing end label

-Starmaster

Atari 2600-LOOSE GAMES, CBS

-Gorf

```
----------------------------------------
Atari 2600-LOOSE GAMES, COLECO
----------------------------------------

-Donky Kong

-Mousetrap

-Venture

----------------------------------------
Atari 2600-LOOSE GAMES, IMAGIC
----------------------------------------

-Atlantis

-Cosmic Ark

-Demon Attack

-Laser Gates

-Riddle of the Sphinx

-Star Voyager

-Trick Shot

------------------------------------------------------------
Atari 2600-LOOSE GAMES, PARKER BROTHERS
------------------------------------------------------------

-Amidar

-Frogger

-Q*Bert

-Reactor

------------------------------------------------------------
Atari 2600-LOOSE GAMES, SEARS TELEGAMES
------------------------------------------------------------

-Gunslinger

-Missle Command

-Race

-Space Invaders

-Tank Plus

----------------------------------------
Atari 2600-LOOSE GAMES, TELESYS
----------------------------------------

-Cosmic Creeps $2.00 min
```

-Fast Food $3.00 min

Atari 2600-LOOSE GAMES, US GAMES

-Piece O Cake

-Space Jockey

ATARI 5200-LOOSE GAMES

-Centipede, w/ overlay

-Defender

-Galaxian, w/ overlay

-Missle Command

-Ms. Pac Man

-Pac-Man

-Pole Position

-Qix, w/ overlay, w/ directions

-Q*Bert
label is torn

-Real Sports Soccer, w/ directions

-Soccer

-Space Invaders

-Super Breakout

ATARI 5200-BOXED GAMES W/ DIRECTIONS
*all boxes have some wear.

-Defender

-Qix

ATARI 7800-LOOSE GAMES

-Pole Position II

-Winter Games

MISCELLANEOUS CATALOGS
*all are in near mint condition

-ATARI FORCE Comic Book #2 $3.00 min

-ATARI FORCE Comic Book #3 $3.00 min

-ATARI Video Game Catalog $2.00 min

ATARI 400/800-LOOSE GAMES

-Atariwriter Word Processor: RX8036

-Basic Computing Language: CXL4002

-Defender: CXL4025 $2.00 min

-Popeye: Parker Brothers: W/ box & Directions $3.00 min

-Space Invaders: CXL4008 $2.00 min

-Star Raiders: CXL4011 $2.00 min

MISC. SYSTEMS-
*some systems say no cables but if you bid I will look for them,
but I will not guarantee that I find them. Shipping will vary
depending on the system.
MINIMUM BID INCREMENTS FOR ALL OF THE SYSTEMS
WILL BE $1

-Atari 2600 jr, no cables not working

-Atari 5200, 4 port, w/ manual, switchbox and joysticks $15.00 min

-Atari 800XL w/ power supply $8.00 min

-Atari Keyboard Controller

Send all bids to: jrm8248@u.cc.utah.edu

TRADES:

The only things that I will be willing to trade for are Sega Saturn Items.

HERE ARE THE RULES:

1. This auction is from Sunday, August 13th until Sunday, 20th
at midnight mountain time.

2. Current high bids will be posted every other day on this newsgroup and bidders will most likely be notified when they are outbid for an item.

3. High bidders will be posted by their email name unless otherwise specified.

4. When sending a bid, your subject must be ATARI BID .

5. Minimum bids will be $1 and bidding increments will be $.50 unless otherwise posted all in US Dollars.

6. If two people bid identical bids, then the person responding first will get credit for the bid.

7. Shipping will be $2.00 for the first cartridge + $.50 for each additional cartridge. Shipping and handling for systems will range between $6 and $10.00 depending on weight. Larger systems may be more. All cartridges and systems will be shipped through the US Postal System anywhere in the Continental US. Other areas will need to make special arrangements for shipping.

8. Following the auction, each bidder will be contacted individually for payment and shipping. Money Orders (sorry no personal checks) are the preferred form of payment, but cash is always accepted. Payment MUST be received within 7 days.

9. The will be no guarantee or warranty on anything purchased from this auction. Cartridges have been tested and do work, unless otherwise specified. Most systems have been tested and do work. The systems which may not work are the ones without cables or a power supply.

10. FINALLY, IF YOU ARE THE HIGH BIDDER YOU MUST PAY FOR YOUR ITEMS, OTHERWISE YOUR POSTMASTER WILL BE INFORMED AND YOU WILL BE BARRED FROM FUTURE AUCTIONS!!!

Your participation in this auction signifies your consent to follow these rules as stated.

2298. COLECO,INTV,ODYSSEY2,TI99/4A AUCTION

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-24 00:00:00 UTC
From: jrm8248@u.cc.utah.edu
Message-ID: <41ikio$pu@news.cc.utah.edu>
Source record: 88870

COLECO,INTV,ODYSSEY2,TI99/4A AUCTION

WELCOME TO THE VARIETY AUCTION

I am posting this auction here becuse I believe that some people who read
this
newsgroup are interested. Here is the order of the items in this
auction.
Please
take the time to look through this auction for things
you might want and then send me a bid on those items.

Colecovision
Intellivision
Odyssey 2
Commodore
Texas Instruments
Misc Systems

This Auction will end at Midnight Mountain Time on
Sunday September 3, 1995

The Rules follow this auction.

Please send all bids to jrm8248@u.cc.utah.edu

Happy Bidding!!

COLECOVISION-LOOSE GAMES

-Donkey Kong

-Donkey Kong Junior

-Pepper II $3.00 min

INTELLIVISION-LOOSE GAMES

-Armor Battle

-Auto Racing

-Baseball

-Boxing

-Carnival: Coleco

-Chess

-Frog Bog

-He-Man, The Power of He-Man

-Horse Racing

-Las Vegas Poker & Blackjack

-Major League Baseball

-Mission X

-NFL Football

-Night Stalker

-Poker

-Q*Bert: Parker Brothers

-Royal Dealers

-Skiing

-Triple Action

INTELLIVISION-Box+Directions
-Most boxes have some wear.
-$2.00 minimum for all these boxed cartridges

-Advanced Dungeons & Dragons

-Astrosmash: w/ overlays

-Atlantis: w/ overlay

-B-17 Bomber: Intellivoice cart. w/ overlay

-Beauty & The Beast: no docs

-Burgertime: no docs

-Donkey Kong

-Lock N Chase: w/overlay, no docs

-Night Stalker: w/ overlays, no docs

-Pitfall: no docs

-Reversi: no docs

-Sea Battle: w/ overlay

-Sea Battle

-Space Armada: w/ overlay

-Space Battle: w/ overlay

-Space Battle: w/ overlay

-Space Spartans: Intellivoice Cart., w/ overlay

-Space Spartans: Intellivoice Cart., w/ overlay

-Star Strike: w/ overlays

-The Electric Company: Word Fun

-TRON Deadly Discs: w/ overlays

-TRON Maze-A-Tron: no docs, w/ overlay

-Utopia: w/ overlay

MISCELLANEOUS CATALOGS
*all are in near mint condition

-INTELLIVISION Video Game Catalog: 1981 $2.00 min

-INTELLIVISION Video Game Catalog: 1982 $2.00 min

ODYSSEY2-loose games

-Alien Invaders-Plus, w/ box, w/ directions

-Alpine Skiing

-Baseball

-Blockout/Breakdown

-Bowling/Basketball, w/ box, w/ directions

-Casino Slot Machine

-Computer Golf

-Cosmic Conflict

-Football

-Freedom Fighters

-Invaders From Hyperspace

-Ive Got Your Number

-K.C. Munchkin

-Killer Bees

-Matchmaker/Buzzword/Logix

-Math-A-Magic/Echo

-Monkey Shines

-Nimble Numbers Ned

-Out of This World/Helicopter Rescue

-PT Barnum's Acrobats

-Showdown in 2100 A.D.

-Sid The Spellbinder

-Speedway/Spinout/Cryptologic, w/ box, w/ directions

-Sub Chase/Armored Encounter

-Type & Tell

-UFO

-War Of Nerves

COMMODORE 64-Loose Cartridges

-Centipede: Atarisoft

-Easy Calc

-Fast Load

-64 Forth: HesWare

-Grid Runner: HesWare

-Jungle Hunt: Atarisoft

-Jupiter Lander

-Kickman

-Linking Logic: Fisher Price

-Mach 5: Access

-Memory Manor: Fisher Price

-Mr. TNT: HesWare

-Omega Race

-Wizard of Wor

TEXAS INSTRUMENTS 99/4A-Loose Cartridges

-Adventure

-A-Maze-Ing

-Alligator Mix

-Beginning Grammar

-Blasto

-Burgertime

-Computer Math Games II

-Donkey Kong: Atari

-Dragon Mix

-Early Learning Fun

-Early Learning Logo Fun

-Equations

-Football

-Hangman

-Home Financial Decisions

-Household Budget Management

-Microsurgeon

-Multiplication

-Munchman

-Number Magic

-Numeration 1:

-Parsec

-Personal Real Estate

-Personal Record Keeping

-Terminal Emulator II $5.00 min

-The Attack

-TI Invaders

-Tombstone City

-Touch Typing Tutor

MISC. SYSTEMS-
*some systems say no cables but if you bid I will look for them,
but I will not guarantee that I find them. Shipping will vary
depending on the system.
MINIMUM BID INCREMENTS FOR ALL OF THE SYSTEMS
WILL BE $1

-Commodore 64 Computer, no cables, has been tested $8.00 min

-Colecovision/Adam Controllers: Black $2.00 min

-Nintendo Control Deck, no cables $8.00 min

-Texas Instruments 99/4A computer w/ rf switch $8.00 min

-Texas Instruments 99/4A Joysticks $2.00 min

-Blip Handheld Game by Tomy $4.00 min

-Intellivoice for Intellivision

-Intellivision system w/ controllers, power cord $10.00 min

Send all bids to: jrm8248@u.cc.utah.edu

TRADES:

The only things that I will be willing to trade for are Sega Saturn Items.

HERE ARE THE RULES:

1. This auction will end at Midnight on Sunday, September 3, 1995

at midnight mountain time.

2. Current high bids will be posted every other day on this
newsgroup and bidders will most likely be notified when
they are outbid for an item.

3. High bidders will be posted by their email name unless
otherwise specified.

4. When sending a bid, your subject must be VARIETY BID .

5. Minimum bids will be $1 and bidding increments will
be $.50 unless otherwise posted all in US Dollars.

6. If two people bid identical bids, then the person
responding first will get credit for the bid.

7. Shipping will be $2.00 for the first cartridge + $.50
for each additional cartridge. Shipping and handling
for systems will range between $6 and $10.00 depending
on weight. Larger systems may be more. All cartridges
and systems will be shipped through the US Postal
System anywhere in the Continental US. Other areas
will need to make special arrangements for shipping.

8. Following the auction, each bidder will be contacted
individually for payment and shipping. Money Orders
(sorry no personal checks) are the preferred form of
payment, but cash is always accepted. Payment
MUST be received within 7 days.

9. The will be no guarantee or warranty on anything purchased
from this auction. Cartridges have been tested and do work,
unless otherwise specified. Most systems have been tested and
do work. The systems which may not work are the ones without
cables or a power supply.

10. FINALLY, IF YOU ARE THE HIGH BIDDER YOU MUST
PAY FOR YOUR ITEMS, OTHERWISE YOUR POSTMASTER
WILL BE INFORMED AND YOU WILL BE BARRED FROM
FUTURE AUCTIONS!!!

Your participation in this auction signifies your consent
to follow these rules as stated.

\

2299. Code vs Code

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-24 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <144181@cup.portal.com>
Source record: 88871

1st Nick Kennedy's schematics
Atari: 232 PC:
DATA OUT 11\ 14 DATA IN
5 ĵ
> 2 (3)
Green / Black

4.7K
/\/\ +5 volts 232
Data in 12 / 13 DATA OUT
3 <
3 (2)
Orange \ White
shottky diode

232
COMMAND 10\ 7 R.I.
7 ij
> 9 (22)
Violet / Green

232
spare section 9 /8
RS232 to TTL <
\

SIO2PC SCHEMATIC pg 1 of 3

Atari: PC:

GROUND Ground
6 5 (7)
Black + Red
*
1 15 6 4 +
+ *
* MAX-232 or 5
ICL-232
0.1uF
disc 3 16 + 2
*

SIO2PC SCHEMATIC Page 2 of 3 Pin #'s @ PC are for 9 pin
by Nick Kennedy except (#) for 25 pin.

NOTES: (THIS IS THE NEW "ONECHIP VERSION" OF SIO2PC.)

There is one integrated circuit, all of the little triangle symbols belong
belong to it. The 232 sections convert TTL logic (Atari)
to RS232 logic (PC) levels and vice versa.

Atari SIO connector pin #'s are given on the left. The colors are what I
find when I cut a standard SIO cable in half. The pin #'s on the right are
for the PC's serial port connector. The colors are arbitrary. For some
troubleshooting, here's what I find when the interface is plugged into the
Atari but not the PC: (with respect to ground)
Pin 2 of PC connector: -9.4 volts (approx)
Pin 9 of PC connector: +9 volts; Pin 2 of 232: +10 volts;
Pin 6 of 232: -10 volts; Pin 16 of 232: +5 volts
Pin 15 of 232: 0 volts
1 2 3 4 5 2 4 6 8 10 12 WARNING: BUILD AND USE THIS
6 7 8 9 1 3 5 7 9 11 13 DESIGN AT YOUR OWN RISK!
View of the rear View of the SIO ACCEPT ALL RESPONSIBILITY OR
of the DB-9F connector jack on the Atari DO NOT BUILD THE INTERFACE
for the serial port of console. OR RUN THE SOFTWARE!
the PC.
SIO2PC SCHEMATIC pg 3 of 3

2300. Code vs Code

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-24 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <144182@cup.portal.com>
Source record: 88872

This is another one of those "While I was resting..." kind of things. Since the code to using the SDX PrintF routines from assembly got posted & since the Action! manual tells you your programs can run without the cartridge but doesn't tell you HOW to do it. Well the manual says you just can't call any of the routines in the CART, but I remember thinking at the time, "Well then, how the hell can you write a program?" Anyway:

```
DEFINE BPUT="$B"

PROC CIOV=$E456(BYTE A, X)
PROC MAIN()
;
;I'll just use channel 0 for
;command, buffer address, &
;buffer lenght since I know
;it's open. I could have used
;put text record <9> for the
;command, but you still have
;to make sure the buffer length
;is greater then the string you
;want to print & add the EOL to
;your string so...
;
BYTE ICCOM=$343
CARD ICBA=$344, ICBL=$348
BYTE ARRAY Message="Hello World"
ICCOM=BPUT
ICBA=Message+1
ICBL=Message(0)
CIOV(0,0)
```

This whole mess compiles to 81 byte file including the header & init info. Of course to run under SDX, you have to have to start with an RTS, but you'd have to do that with any binary file that uses the INIT vectors. OK, the two arguments people talk about, asm vs Action!, are speed and size of code are superior with a Macro Assembler, these people are either not familiar with how Action! works, don't know how to use the Macro functions of their MAC/65 cart, or bypass the macro functions to write tighter code. In simplest terms, let's say you have a MoveBlock macro defined that uses maybe 40 odd bytes, now let's say you have three blocks of data you want to move into postition for say P/M Graphics, Playfield, & character set, something like:

```
MoveBlock $4000, chardata, 1024
```

```
MoveBlock $8000, PMdata, 800
MoveBlock $9000, Playfield, 480
```
For each of those MoveBlocks, the assembler Expands the entire Macro! In other words, you've got three copies of the MoveBlock routine in memory at the same time taking up 120+ bytes! Of course you could write it tighter in pure assembler, but don't add the word MACRO in the same sentence! Just ain't so. A matter of semantics. It's possible to write macros that use subroutines, but in practice, I've never seen anybody that does it, probably because except for a few simple functions you lose speed when you do it that way. Even if you do use subroutines, the calling convention from Action! is such that you can not do it significantly faster using assembler. For example, let's say I'm writing a program that does a lot of I/O to the screen so I want the above to be generic, it then becomes:

```
;generic part
DEFINE BPUT="$B"
PROC CIOV=$E456(BYTE A, X)
PROC Aprint(BYTE POINTER Bptr)
BYTE ICCOM=$343
CARD ICBA=$344, ICBL=$348
ICCOM=BPUT
ICBA=Bptr+1
ICBL=Bptr^;ICBL=Bptr(0) works also
CIOV(0,0)
RETURN
;program
PROC Main()
Aprint("Hello World!")
Aprint(" How are you?")
```

The Aprint() routine just loads the AX regs with the address of the strings & JSRs to the print routine, tell me how you're going to pick the address of a string off faster in assembly? The print routine which is only about 70 bytes takes care of the rest. In other words, if you know what you're doing in Action! & aren't to sharp with your macro assembler, you aren't going to write tighter code or noticibly faster code either! As far as speed goes, I'm willing to bet dollars to donuts that the same routine written to call CIOV in Macro OR pure assembler would not be more then 10% faster then the Action! code. Why? Because all the time is spent in the CIOV routines, not the user code.

2301. Re: OS Listing Wanted..here!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-24 00:00:00 UTC
From: bmcbrine@hakatac.port.island.net
Message-ID: <41jof5$2t4@hakatac.port.island.net>
Source record: 88873

In article <bwillard.70.00134F31@mindspring.com>,
Bruce Willard <bwillard@mindspring.com> wrote:
>>I was reading Mapping the Atari last night (a great reference book) and it
>>referred to the OS Listing that was the commented source listing of the
>>8bit OS. It seemed like it was available for sale.... In any case, I would
>
>Seems to me the OS commented listing is in the Technical Reference Manual,
>which is available at http://nimitz.mcs.Kent.edu/~clisowsk/8bit.html.
>

I have the OS src on disk. Haven't peeked into it in a looonng time.
I can't remember what version it is, but i think it's B... I believe it's
in Synassembler format, but i could be out to lunch...

l8r...
--
--BILL McBRINE---in west canada--# EMAIL ME: ragtag@hakatac.almanac.bc.ca !!
!>> ragtag@hakatac.almanac.bc.ca | "My views are not necessarily that of any
-bmcbrine@{this-does-not-work!}__|_organization or any person living or dead."
-"What is genius? It is the power to be a boy again at will." J.M.Barrie-1897

2302. ATARI 8-bit OS and Rainbow

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-25 00:00:00 UTC
From: jackgold@panix.com
Message-ID: <41jkae$9f2@panix2.panix.com>
Source record: 88874

I read this after just downloading RAINBOW...

>;Voila! I was totally suprised when I saw the old Atari right there
>;in a window. I expected it would take hours of hacking the ROM
>;file, but it was effortless! What an impressive program.

Now I REALLY want to get this thing to work, but alas my trusty old 800xl
is DOA and sitting in a basement a state away. Is getting my 800xl up
and running and hooked up to a P:R: Connect the _only_ way I can get a
copy of the Atari OS ROMs? Any help would be appreciated...

Jack
jakcgold@panix.com

2303. SIO2PC Building Troubles

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-25 00:00:00 UTC
From: mbrown@freenet.edmonton.ab.ca
Message-ID: <41jilh$1gn@news.sas.ab.ca>
Source record: 88875

Its me again. I've got the SIO2PC board all assembled, and it passed the 'smoke test' (there wasn't any). But I can't get it to work. Firstly, all the voltage checks according to the docs work, but for one. On pin 9 of the PC connector, the output is -9.4v instead of 9.4v

Also, the schematic shows pins 8 and 9 of the '232 chip as an 'extra' circuit. Should these two pins be connected to something? Or to each other? Otherwise, everything seems to check out ok.

On the shokky diode (sp), there is a white band around one end of the diode. Which direction should this be orientated? Thanks, and sorry to bother those that are sick of seeing stuff like this...

/\
Michael 'Amra' Brown |==| To all the Smegheads, Metaldogs
mbrown@freenet.edmonton.ab.ca []-ww-[] and Hyboreans: Up The Irons!

2304. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <41jqf7$no8@nic-nac.CSU.net>
Source record: 88876

Eric - of course it'd be ran off of hard drive!

Ok, you quoted some outrageous numbers just now: $500-600 !?!?!

Let's see.. that $10 800XL
+ $70 Sweet16 CPU
+ $100 or less MIO2
+ $100 for 100MB of hard drive!
+ $50 or so probably for some RAM (256k maybe?) .. just a guess
---
$330

That's roughly 3/5th what you quoted...

Now, let's see.. a good simple GUI on the 8bit might take 128K ... that's 64K standard RAM plus another 64K above that.. Also, you said banked.. wrong. That'd be linear. ie, in this example, that'd be 128K of GUI system software right there for everyone to grab.. no screwy 64K-at-a-time baking going on at all..

Also, you said use PC Xformer as our "souped-up" 8bit.. Let me first say this is by NO means a new idea.. heck even I thought of it at one point.. BUT - NONE of the emulators compare in timing, compatibility, or ease-of-use (remapping the keyboards they way both Xformer and Rainbow did it are akward when so much software assumes you have a standard keyboard when it's telling you what to press - HyperIt!, for example, cannot access it's Un-CONTROLled arrow keys with Rainbow since the user would be pressing keys on the Mac keyboard which are at the same place as where they WOULD be on an Atari... great if you're used to the Atari keyboard layout back and front... but my brother is not... he must live without on his big ol' PowerMac)..

Whoa.. ANYWAY :) .. my point was, not only are none of these emulators CLOSE to perfect, but I'd be AMAZED to see them become 65816 CPU compatible any time soon...

FINALLY - you mentioned soldering irons... hmm.. let's see.. Sweet16.. Unplug 6502, plug in Sweet16... 1 minute or less installation time.

RAM upgrades - banked upgrades are pains.. but they work funny.. they're banked... they're more a hack than an upgrade ;) ... Sweet16 doesn't USE banked memory (it CAN, just like a regular 6502-using 8bit, but it can't use it as linear RAM because it's not wired up for it!). The MIO2 or Mars8 and/or other more specialized upgrades will add "big linear RAM" on 65816 units and I'm betting on it being as easy to install as the Sweet16 itself. Ah.. almost forgot: Yorky256K ... :) Richard, does that need any soldering? ;) Didn't think so! :)

Hard drives- hmmm... BlackBox - that's plug-n-play (when it comes to soldering anything). Same with MIO, right? MIO2 should be IIIIdentical.

SO - not only is a souped-up machine easy to make - I mean, although I had some help from Ben Corr (cuz I'm a wuss and also neither of us had the right sized pin extenders for the Sweet16), BUT it's PRETTY CHEAP!

(let's see.. $35 for a 256K 800XL + $70 for a Sweet16 + a free PC as a disk drive + a free SIO2PC cable which is worth $10-15 ... that's a grand total of $120 for my system - big disk access but no hard drive.. great CPU but no extra RAM for it.. so I'm guessing $200-$250 total once HD + RAM are added)

Anyway - so Eric - even though it KINDA sounds like you're almost for these neat hacks and a good OS (or OE) to go with it, I must say it wasn't at all a very encouraging post...

... hence my blathering above....

Take care

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2305. Re: APE FACE

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-25 00:00:00 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <DDusHM.8B8@freenet.carleton.ca>
Source record: 88877

Eric Sokolowsky (esok@park.uvsc.edu) writes:
> I just bought a $2 ape face adapter (direct Atari 13-pin SIO plug to
> centronics printer) today at a thrift store. I plugged it right in to
> my Atari 800, but when I tried to print something out in BASIC nothing
> came out. Is there a special handler for this beast? Or is mine just
> broken? I don't feed too sad if it has died, considering what I paid
> for it.
>
> I also note that it doesn't stay in the printer port AT ALL. I'd have to
> tape it for it to stay, and even then I wouldn't trust it very much.
> Does anyone else have one of these?
>

There was indeed a handler for the Ape Face. It generally came with the
hardware and was available at certain bbs'. Good luck trying to find one,
but if anyone in the world can help you, you are in the right place to do it!

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

2306. 8-bit hardware

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-25 00:00:00 UTC
From: The Kid <76371.40@CompuServe.COM>
Message-ID: <41jt30kbm1@mhadg.production.compuserve.com>
Source record: 88878

```
wanted: 1 1050 disk drive.
1 12-2400 baud modem
1 p.r connection

please include shipping ...

--Kid
```

2307. Re: Atari 800 Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-25 00:00:00 UTC
From: aa852@cleveland.Freenet.Edu
Message-ID: <41kisa$4ns@usenet.INS.CWRU.Edu>
Source record: 88879
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

In a previous article, exuadam@cnn.exu.ericsson.se (Adam Roach) says:

>In article <1995Aug22.092228.1@cstp.umkc.edu>, <jsisul@cstp.umkc.edu> wrote:
>>2) Are there any other 8-bit Atari emulators out there? I'd like one
>> that runs on a Mac, or one with source so I can try to compile it on
>> the Mac.
>>
>>I couldn't find any FAQs that answer these questions. Thanks for your help.
>
>Oh, for God's sake, don't act so f***ing helpless. By "I couldn't find any
>FAQs," do you mean something sane like, "I've been reading this group
>for a month (which is a typical amount of delay between posting FAQs)
>and haven't seen a FAQ posted," or, "I checked the FAQ archives at
>rtfm.mit.edu under comp.emulators.* and couldn't find a FAQ there;"
>or do you mean something demonstrating such a lack of intellegence
>that you may have to concentrate just to avoid drooling on yourself
>such as, "I just added this newsgroup to my .newsrc file and the
>FAQ didn't fall into my lap, so I decided there must not be one."

Good grief, he just asked for some help! Why don't you save your angst
for something more worthwhile?

>Both the comp.emulators.misc FAQ and the Apple II FAQ are archived at
>rtfm.mit.edu.
>
>And, before you ask, there's also a FAQ for Commodore 8-bit machines.
>
>Please, do some reading. You're reinforcing negative stereotypes about
>the intelligence of Macintosh users.

Oh, puh-LEEZ! Spare us the holier than thou bit... (I use both, before you
jump on me about *that*) %^)

Jim, check this newsgroup for Aug. 19. Bill Kendrick posted a very useful
FAQ which has the information you're looking for. There is a shareware
program called "Rainbow" which is an Atari 800 emulator for the Mac. You
can get it via anonymous ftp to info-mac... (I'm not sure of its exact
location there but it's up).

--

Barry Cantin
aa852@cleveland.freenet.edu

2308. SIO2PC Building Troubles

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-25 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <303e3d17@pianosa.demon.co.uk>
Source record: 88880

Whilst reading the usual rubbish I find here, mbrown@freenet.edmonton.ab.ca
wrote something interesting to All about SIO2PC Building Troubles:

Hi mbrown@freenet.edmonton.ab.ca,

I know nothing about SIO2PC, so can't help you with your voltage problems.

mfe> On the shokky diode (sp), there is a white band around one end of the
mfe> diode. Which direction should this be orientated? Thanks, and sorry to

This I can help with though.

The bar is the cathode end. Diodes are depicted like this in circuit diagrams:

```
_|\_
|/
```

The cathode is the pointed end. Find out where that connects to, and solder
the diode in place accordingly. If you've got a printed circuit board with
component idents printed on it, you should find the cathode end of the diode's
position marked. Perhaps with a solid bar, a dot or a plus sign (or something
else!)

```
_
Regards, /_) 2:251/48.15 39:134/16.15
/ _)rad brad@pianosa.demon.co.uk
```

... The day was sicky yellow, the night was so untight.
Peasant In The Big Shitty; The Stranglers

2309. Golf Tour 95!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-25 00:00:00 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <3BEBB4358D7@east-01.novell.leeds.ac.uk>
Source record: 88881

Its a good job I have a sense of humour and can take a joke, eh Bill!

Actually Golf Tour 95 started life as Golf Tour 94, so its even later than you think. The programmer working on the game is currently involved in his Gtracker/Clip Tracker software, updating and enhancing the software to use extra XE memory and play back two or more samples simultaneously, and I think Golf Tour 9x has been put on hold for the time being. Maybe I should remove it from my advert if it offends people that much?!

I do hope to eventually release the game, but I don't have any screen shots or a demo version to upload, sorry.

Richard Gore
chmrig@leeds.ac.uk

2310. Re: WANTED: "Atari Connection" circa 1983

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-25 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <41ktnh$gmo@bug.rahul.net>
Source record: 88882

A. Karl Heller (heller@cdnow.com) wrote:
: Tim Irvin (ziggy29@rahul.net) wrote:
: : etxansk@garbo.ericsson.se wrote:

: : : Does anybody know if any of the Atari Connection, Atari Age etc
: : : magazines are seen as collector's items today, which would make
: : : the price higher?

: : In general, no. These old mags seem to be selling for around
: : $1 each in most cases. There may be exceptions, but for most of
: : the magazines, it seems to be roughly the going rate.

: Thats not exactly true. You can get a good market value on the
: rec.games.video.classic group.. if the mag has game info etc...

I suppose that's true; it's also why I said "in general" rather than
treating it as an absolute.

Gamers seem more attached to their classic systems then any other
form of computer user. How many current Excel or Lotus 1-2-3 users
are longing to use Visicalc? How many Word, WordPerfect or Ami Pro
users are incredibly nostalgic about Atariwriter or WordStar? Yet
gamers--even those who appreciate the glamour, glitz and presentation
of today's massive games--still love to play those old games they
first experienced over ten years ago. To some degree, the same can
be said for software developers. If you've fallen in love with
programming on one platform, you'll probably always want to work
with that system, even after it's considered obsolete by the masses.

The point is this: Mass-produced, general-interest magazines
focussing on a particular platform are rarely prized highly by
people using the system for a specific use (i.e. gaming) which
usually gets only one or two columns, often about very
forgettable games.

Sure, the one which writes about a M.U.L.E. or an Ultima III
will be treasured by classic Atari gamers, but the one which
is mainly comprised of business software reviews and other
issues which few current Atarians consider exciting and romantic
(in my experience) is not likely to fetch much more than a buck
or two. (Not to say that the occasional gem with a particularly
prized article can't get $10, but I still think that *in
general* it's the exception.)

On that note, I picked up a few back issues of Computer Gaming
World, mostly from 1982 to 1986, a few weeks ago. There is a lot of
cool stuff in there! It reminds me of some of the titles I hope to

find someday...

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Beware of geeks bearing .GIFs! * GCS: !H s:+ !g au+ C++$ v++ w+ U+ N++
* softball 95: 28 games, 16-12, .584 * W po+ Y+ j++ B-- e+++ u** r+++ y+++

2311. Some (soft&hard)-ware

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-25 00:00:00 UTC
From: mvan4490@novell.karlin.mff.cuni.cz
Message-ID: <72367.mvan4490@novell.karlin.mff.cuni.cz>
Source record: 88883

Hello,

I saw (on some www page about hardware) that people out of Czech rep. know datarec. XC12 only in "standart" mode. I have a plan of board and programm for using it in "Turbo" mode: 2200-6500 Bd. Everyone uses it here - it's very practical. The files can have names, of course. (In standart no)

People in newsgroup think the SpartaDos is the best and anyone doesn't know TTDOS. This shortcut means "Turbo Tape and Disk Operating System". This DOS works with datarec. (with Turbo of course), diskdrive and ramdrive. It creates a small ramdrive "under ROM" on 800XL/XE. Everyone who knows it say it's the best DOS for ATARI.

I have a original "Atari klub Praha" plotter and I have a plan also. I have a bag of soft for it of course: hardcopy of screen, editor etc. It can move pen relative even absloute, write letters, change size, declination and direction of writing and some more functions.

"Turbo Monitor 2204" - programm for monitoring memory, it can disassemble a code, some functions with blocks of memory ("readress" also - it means move and change adresses after LDA,STA,JMP etc.), read&write to datarec. in standart and TURBO mode, diskdrive, ramdrive. I think the best what I saw. I wrote programms in machine code with this monitor... The last point about it: it's placed "under ROM" - it can be started from Basic etc. without loading (POKE 54017,0 or X=USR(64647)).

"Ramtur Copy" - a TURBOdatarec. copy prg. using ramdrive. You can load files up to all memory and save all after it. It's placed "under ROM" also.

I have everything what I wrote about, but I lost a prg. for transfering files ATARI->PC.

Milan

2312. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-25 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <144246@cup.portal.com>
Source record: 88884

Chris; I share some of your thoughts about ZIP for 8 bits. The older
PKUNZIP.COM files I have are only about 18k. Figure if you eliminate
the code that is superfluous like [extract to screen, recreate directories,
...] & I can't see the code taking up anywhere near 18k on an 8 bit.
I believe the code tables, I may be confusing this with LZW, contain
an definititions or simple look up tables. 14 bit tables would be equivalent
to a dictionary with 16k words. Most of these words are small, 3 or 4
characters, i.e. for something like "there are the three" there would
be a index code into the dictionary that would point to "the" "re" "ee"
so it would compress to something like "<index to "the"><index to "re ">
a<index to"re">... I haven't read all the rules, for instance I think
bye definition the first 256 characters in the dictionary are 8 bit
values or some such thing, but it's hard to believe you can't fit it on
an Atari. I frequently shell out from a terminal program to extract
a zip file & I seldom have more then 360k of free space left. Ditto if
I shell out from SIO2PC & all the ram is taken up by disk images. I'm
pretty sure I've gotten PKUNZIP to run with only about 128k available.
If people be a little more specific about just what the memory problems
are, it would help.
Rick

2313. Re: SIO2PC Building Troubles

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-25 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <144247@cup.portal.com>
Source record: 88885

Pin 9 is NOT an output of the PC, it's an input. The reason why you see the -9v there is all inputs are usually pulled to either V+ or V-, that way when you have nothing connected to the com port, the machine doesn't get confused & think the phone is ringing<g>. As far as the unused gate on the MAX232 chip goes, good eye! What can happen if you leave gates open is they go into oscillation with themselves. I've heard of at least one case, old Sanyo 550 MS DOS computer, where this oscilation can go into the 10s of MHz & cause huge power drains/chip failures. You wouldn't want to connect the output on an inverter to the input of that same inverter though. Just wire the input to either ground, 5V, V-, or V+ & leave the output pin open to avoid any problems. The band on the diode is equivalent to the out arrow i.e. ***:* on the diode is ---:>-- on the schematic.

2314. Re: Some (soft&hard)-ware

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <41lmqo$437@nic-nac.CSU.net>
Source record: 88886

You said TTDOS was better than SpartaDOS.

Does it do time/date stamping? Subdirectories? Hard drive and other
large-floppy access (up to 16MB for example, with SpartaDOS).

Is it compatible with Atari DOS (MyDOS is, feature-wise, identical to
SpartaDOS except it is Atari DOS compatible (file system and memory (mainly)),
except it doesn't do time/date stamping).

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2315. Re: APE 1.04 is here!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-26 00:00:00 UTC
From: classics@nacs.net
Message-ID: <41m2bv$gn5@bab5.nacs.net>
Source record: 88887

mike begley (spam@iastate.edu) writes:
: In <41db15$3vg@bab5.nacs.net> classics@nacs.net (Steven J Tucker) writes:
:
: >After much much more work than I ever thought I would put into this
: > project, APE (The Atari Peripheral Emulator) version 1.04 is ready
: > for public release!
:
: hoo-rah! sounds very cool. I'm thrilled to see this sort of
: development for the atari...
:
: A few questions about your product:
:
: Is source available?

No.

: Is it possible to add in new devices to be emulated, if someone were to
: want to (without source editing & recompiling)?

So far im upto R:, P:, Atari D:, Happy SIO, Supermax High speed, Us Doubler,
and a new high speed variant. Im not sure what other SIO devices there
are to emulate, but if there is a signifigant need it would be possible to
create a kind of SIO 'lincon-logs' kit for defining device responses.

: And the main thing: Is it possible to get this to run under NetBSD (UNIX)?

I doubt it, unless you run a DOS emulator that can handle a program banging
on the com ports.

: I have no DOS systems running in the house right now; I would prefer not
: to have such creatures around, on moral grounds... :)
:
: This is the main reason I ask about source. What language did you
: write it in?

Borland Turbo Pascal 7.0 and Turbo Assember.

: I am very certainly going to have to have a look at this system

It still has not appeared at atari.archive.umich.edu, so anyone interested
in the shareware 1.04 still needs to e-mail me for a copy :) 1.05 is
coming along and includes some new com routines, a built in dcm->atr
converter and a few other new goodies.

There may also me a new revision of 1.04 to resolve some serial bugs. Anyone
who was tested the modem functions please let me know how they performed
for you (or didnt perform :).

Steve

2316. Re: Atari Peripheral Emulator by Steven Tucker

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-26 00:00:00 UTC
From: classics@nacs.net
Message-ID: <41m2j5$gn5@bab5.nacs.net>
Source record: 88888

: >EXCELLENT work Steven! Keep it up! I'm pretty set on switching from the
: >old, now archaic SIO2PC software to this GREAT new powerful interface!
: >
: >WOW! :)

Thanks! ;)

: >kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu

: Where

E-mail me @ classics@nacs.net for a uuencoded copy, it has not appeared yet
at atari.archive.umich.edu

: HowMuch

Check out REGISTER.DOC in the APE104D.ZIP archive, but it costs nothing to
try out the shareware version.

WhenWhenWhen???

Now now now ;)

Steve

: Mark Statzer
: mstatz@cei.net

2317. Re: SpartaDos X 4.22 update

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-26 00:00:00 UTC
From: James Bradford <masstorage@closer2.brisnet.org.au>
Message-ID: <41m9oq$224@bne2.design.net.au>
Source record: 88889

I have mine because i asked for it and downloaded it from his bbs then burn't 2 roms.

Where can mike be contacted?? He was supposed to send me some stuff for about a year now but i haven't got it yet.

2318. **** Ch.A.O.S. ****

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-26 00:00:00 UTC
From: Jeffrey Wood <woodzy@delphi.com>
Message-ID: <RLPg7hx.woodzy@delphi.com>
Source record: 88890

Hi, and welcome to Ch.A.O.S. Country. Welcome to the revolution. The Cheyenne Area Orphaned Systems, or Ch.A.O.S., is a club devoted solely for the preservation of classic non-IBM systems, such as ours, and for the defeat of Microsoft. If we wanted IB
M compatability, we would have abandoned our systems long ago. Those of us who do have IBMs, but still use our classics, only bought them out of necessity, such as for work or school.��This is not a political organization. We do not hold any specific r
ight wing or left wing political views. We do believe in fair competition and Microsoft is NOT fair. We spent all that time and money on our respective systems because the performed the task or tasks we bought them for. Wether it be for gaming, educat
ion, office, or whatever, our classic systems performed upto our expectations, and in some cases, beyond the original design. Why should we abandoned everything we put into our systems?��I have been working on the designs of two programs that I feel wou
ld unite all of our systems, yet retain the sovereignty or flavor of each individual system:��1. A terminal shell with game maker to allow two or more non-compatable systems to play games over the modem or in a mini-network. Of course, standard protoco
ls will have to be set between computers to ensure game play. But, graphics between two different systems wont have to be the same because screen data wont be sent, just tiny info packets. The games would take full advantage of the graphics and sound c
apabilities of each individual system. The games would be played as close to real time as possible.��2. A DEVICE OPERATING SYSTEM (DOS) desgined on a bi-level format: The primary level is a whole new computer that provides cross-platform compatability
between our classic systems. The computer will be based on the PowerPC. This will allow each classic system to be enhanced to that of at least a 486. Without losing much compatability with the existing sytems. Full compatability is not guaranteed be
cause of the new enhancements to each individual operating system. But, at least you wont have to abandon your whole classic system! The secondary level is a whole new disk operating system for the original classic. This will allow direct disk access
communication between ALL systems. Yes, even IBM. Just imagine, a C64 computer operating system with 38k free RAM, can now have as much as 3.75 Meg free RAM on a 4 Meg System! This is directly accessable without bankswitching or even use as a RAMDISK!
Just imagine the fresh, new applications that can be developed that retained the original C64s flavor. No, this is not limited to the C64, but to all classic systems, such as the Atari, Tandy CoCo, VIC20 (YES!), Apple, etc.��All of our classic systems
have their own uniqueness, their own distinctiveness. That is why we refused to follow the industry or marketing trends. This would allow us to preserve our systems and at the same time develop a cross-platform industry standard. Who says we have to
follow the Microsoft standard? Lets follow a standard, sure, but we should also be allowed to keep our systems we have devoted so much time and energy into!���Cheyenne Area Orphaned Systems�c/o Jeffrey Wood�813 Covered Wagon Drive�Cheyenne, Wyoming 820
07-1671�

2319. **** VERY IMPORTANT! ****

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-26 00:00:00 UTC
From: Jeffrey Wood <woodzy@delphi.com>
Message-ID: <RPJhLf9.woodzy@delphi.com>
Source record: 88891

Hi, and welcome to Ch.A.O.S. Country. Welcome to the revolution. The Cheyenne Area Orphaned Systems, or Ch.A.O.S., is a club devoted solely for the preservation of classic non-IBM systems, such as ours, and for the defeat of Microsoft. If we wanted IB
M compatability, we would have abandoned our systems long ago. Those of us who do have IBMs, but still use our classics, only bought them out of necessity, such as for work or school.��This is not a political organization. We do not hold any specific r
ight wing or left wing political views. We do believe in fair competition and Microsoft is NOT fair. We spent all that time and money on our respective systems because the performed the task or tasks we bought them for. Wether it be for gaming, educat
ion, office, or whatever, our classic systems performed upto our expectations, and in some cases, beyond the original design. Why should we abandoned everything we put into our systems?��I have been working on the designs of two programs that I feel wou
ld unite all of our systems, yet retain the sovereignty or flavor of each individual system:��1. A terminal shell with game maker to allow two or more non-compatable systems to play games over the modem or in a mini-network. Of course, standard protoco
ls will have to be set between computers to ensure game play. But, graphics between two different systems wont have to be the same because screen data wont be sent, just tiny info packets. The games would take full advantage of the graphics and sound c
apabilities of each individual system. The games would be played as close to real time as possible.��2. A DEVICE OPERATING SYSTEM (DOS) desgined on a bi-level format: The primary level is a whole new computer that provides cross-platform compatability
between our classic systems. The computer will be based on the PowerPC. This will allow each classic system to be enhanced to that of at least a 486. Without losing much compatability with the existing sytems. Full compatability is not guaranteed be
cause of the new enhancements to each individual operating system. But, at least you wont have to abandon your whole classic system! The secondary level is a whole new disk operating system for the original classic. This will allow direct disk access
communication between ALL systems. Yes, even IBM. Just imagine, a C64 computer operating system with 38k free RAM, can now have as much as 3.75 Meg free RAM on a 4 Meg System! This is directly accessable without bankswitching or even use as a RAMDISK!
Just imagine the fresh, new applications that can be developed that retained the original C64s flavor. No, this is not limited to the C64, but to all classic systems, such as the Atari, Tandy CoCo, VIC20 (YES!), Apple, etc.��All of our classic systems
have their own uniqueness, their own distinctiveness. That is why we refused to follow the industry or marketing trends. This would allow us to preserve our systems and at the same time develop a cross-platform industry standard. Who says we have to
follow the Microsoft standard? Lets follow a standard, sure, but we should also be allowed to keep our systems we have devoted so much time and energy into!���Cheyenne Area Orphaned Systems�c/o Jeffrey Wood�813 Covered Wagon Drive�Cheyenne, Wyoming 820
07-1671�

2320. A question about 'util'

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-26 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Aug26.085727.17712@wariat.UUCP>
Source record: 88892

I asked this before and didn't get an answer. Do some versions of
'util' come with the source code? I mean did C. Marslett realease his
source code?
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

2321. Re: APE FACE

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-26 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <41nbfs$l4p@blackice.winternet.com>
Source record: 88893

> potter@sunny3.DAB.GE.COM (Jeff Potter) writes:
> In article <416h5l$mm1@park.uvsc.edu>, esok@park.uvsc.edu (Eric Sokolowsky) writes:
> |> I just bought a $2 ape face adapter (direct Atari 13-pin SIO plug to
> |> centronics printer) today at a thrift store. I plugged it right in to
>
> I used to own one of these, until I got a P:R:C. No special driver is
> required. Make sure no other printers are connected that would handshake
> when you send something to "P:". I seem to remember some conflicts between
> the cassette buffer and printer under Atari BASIC (?), so clearing one
> may help the other work (I'm trying to remember from 8 years ago). Also
> try printing/copying directly from DOS (like in DOS 2.5, use "C" to copy
> a text file directly to the printer).
>
>
>>>>
I remember that you can't just send a BASIC listing to the printer. First,
all the ESCAPE codes cause havoc as do a few others. Second, some of the
extended characters will not print the same character. You need a special driver
installed. It was called 'G:' . Came from a Atari Magazine way back in about
1982 - 1983. With this driver installed, you could send the LISTING to G: and
then it was sent to the printer in graphics mode.
Look around for an OLD program called something like 'G:' or maybe
'GPRINT'. Something like that.

Rich Mier

2322. Re: SIO to Mac info

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-26 00:00:00 UTC
From: dabell@wco.com
Message-ID: <dabell-2608950734280001@merc1.calon.com>
Source record: 88894

In article <41efhf$gie@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu
(William Kendrick) wrote:

>
> WHAT DO YOU MEAN SIO2Mac doesn't have much demand!? >I< demand it!
> I want to see APE for the Mac and an SIO2Mac cable so that >I< can get
> RID of PC's once I get a Mac!!
>

To which I can only reply: yesyesyesyesyesyesyesyesyes!!!!!

And in case I didn't make myself entirely clear--

YY YY EEEEEE SSSS !!!
YY YY EE SS SS !!!
YYYY EEEE SS !!!
YY EE SSSS !!!
YY EE SS !!!
YY EE SS SS
YY EEEEEE SSSS !!!

Ooops, was I shouting? Tsk, tsk. Sorry about that.

Alan

--

ALAN BELL 3768 Sonoma Avenue Santa Rosa, California 95405
===============<dabell@wco.com>=707-546-6988===============

2323. ATARI 8-BIT COMMERCIAL SOFTWARE

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-26 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <41nidb$9gk@ixnews7.ix.netcom.com>
Source record: 88895

American Techna-Vision has a huge stock of first rate commercial software for your Atari 8-bit. Examples: Alternate Reality the Dungeon - $5.00. Video Title Shop with MicroPainter - $5.00. Great American Cross Country Road Race - $3.00. INFOCOM Adventures in original deluxe packaging: $3.00 each, including Sea Stalker, Zork 1, Infidel, Moonmist, Bally Hoo and Cut Throats. All prices plus shipping. MUCH, MUCH MORE! For a complete listing of Software, Replacment Parts and Books E-MAIL us your Street Address, or phone 510-352-3787. -- Ralph

2324. ATARI 8-BIT COMMERCIAL SOFTWARE

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-26 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <41nigq$9gk@ixnews7.ix.netcom.com>
Source record: 88896

American Techna-Vision has a huge stock of first rate commercial software for your Atari 8-bit. Examples: Alternate Reality the Dungeon - $5.00. Video Title Shop with MicroPainter - $5.00. Great American Cross Country Road Race - $3.00. INFOCOM Adventures in original deluxe packaging: $3.00 each, including Sea Stalker, Zork 1, Infidel, Moonmist, Bally Hoo and Cut Throats. All prices plus shipping. MUCH, MUCH MORE! For a complete listing of Software, Replacment Parts and Books E-MAIL us your Street Address, or phone 510-352-3787. -- Ralph

2325. Re: SIO to Mac info

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-26 00:00:00 UTC
From: lymang@acpub.duke.edu
Message-ID: <lymang-2608951534060001@async63.async.duke.edu>
Source record: 88897

In article <41efhf$gie@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu
(William Kendrick) wrote:

>W W H H AAA TTT ???
>W W H H A A T ?
>W W W HHH AAA T ???
> W W H H A A T
> W W H H A A T ?
>
>WHAT DO YOU MEAN SIO2Mac doesn't have much demand!? >I< demand it!
>I want to see APE for the Mac and an SIO2Mac cable so that >I< can get
>RID of PC's once I get a Mac!!
>
>:)
>
>-bill!
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
>William (Bill) Kendrick / | \ ** New Breed Software **
>http://zippy.sonoma.edu/~kendrick

Agreed!!!
I just sent out my money to Chris for Rainbow, and I now I guess I need to
purchase an 850, so I can move over all my Atari stuff to my mac. I
DEFINITELY see a need, and would purchase a kit from someone if they made
them.

My 9500 _needs_ to have my 800xl attached to it. It's begging for it!

Lyman

--
"When the whole thing washes away, don't run to me.."-Soundgarden

2326. Re: XFD files for Rainbow?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-26 00:00:00 UTC
From: lymang@acpub.duke.edu
Message-ID: <lymang-2608951535500001@async63.async.duke.edu>
Source record: 88898

In article <41ef19$gas@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu
(William Kendrick) wrote:

>You don't need DISK IMAGES to use EITHER Rainbow or XFormer.. you can
>simply access raw files from either of them.
>
But you need to have a registered Rainbow for this, correct?

>There are of course bootable disk images for Ataris out there (how else
>would bootable game disks and DOSes and the like be transferred?).
>These are DCM images. Either use DCM2ATR (PC or Unix) or DCM2DISK (PC)
>or DiskCommunicator 3.2 (Atari).
>
This doesn't do me much good, if I don't have a PC or a UNIX machine.

--
"When the whole thing washes away, don't run to me.."-Soundgarden

2327. Wanted: an 850 or equivalent

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-26 00:00:00 UTC
From: lymang@acpub.duke.edu
Message-ID: <lymang-2608951537450001@async63.async.duke.edu>
Source record: 88899

I am looking for an 850, so that I can have it up and running and waiting for the registered copy of Rainbow which I have just sent away for. If anyone has one and feels they can part with it for a reasonable sum of money, I'd be grateful. Let me know!

Lyman

--
"When the whole thing washes away, don't run to me.."-Soundgarden

2328. Re: XFD files for Rainbow?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-26 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199508262003.NAA02176@zippy.sonoma.edu>
Source record: 88900

Well, hopefully someone will compile a copy of DCM2ATR to work on the Mac.
Also, I'm pretty sure the unregistered version of Rainbow supports inclusion
of raw files, just like PC Xformer, except it's done differently (they are
added to the current D1: disk, if there's room available). I kind of hope
this method changes, since sometimes D1: is pretty full and I don't want
to go through all the trouble of finding or making an emptier disk image
just to, say, extract files out of an ARC (which will then be deleted
off of my drive!)

Anyway, perhaps when I get some time at school and get used to Code
Warrior, I'll see if I can get DCM2ATR working on Mac's...

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2329. Atari8 User Wants Home Page

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-26 00:00:00 UTC
From: bosco@yab.com
Message-ID: <41o185$q0f@news.yab.com>
Source record: 88901

Arghhh! Okay, so here goes... My Pee-Cee is down. I'm using my 800XL
to get on here. I'm having a rough go at constructing a WWW homepage.

Is there any kind person out there who can help me (i.e., do it for me)
with making one? Someone with Word For Windows or Netscape? I'd supply
the text, links and gifs, and you do the construction? I want to set up
a homepage for my club NWPAC.

Thanks in advance.


```
**********************************************************************
* bosco@host.yab.com * The Northwest Phoenix Atari Connection *
* John Collins * P.O. Box 67511 Phx, AZ 85082 *
* Editor & Librarian * Atari 8-bit (ONLY!) User Group *
**********************************************************************
* *
* "Wherever you go, there you are..." - Buckaroo Banzai *
* *
**********************************************************************
```

2330. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-26 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <41mmsv$1vl@nnrp3.primenet.com>
Source record: 88902

The mortal Chris_F_Chiesa@cup.portal.com wrote:
: I keep hearing that the "lack of memory" is the big problem with implementing
: Zip/UnZip on the Atari. Although I've never looked at the Zip/UnZip algo-
: rithms myself, I assume that you simply need to maintain a large "code table"
: that grows as the Zip/UnZip operation proceeds. Wouldn't it be possible to
: maintain said table ON DISK instead? We DO have note-and-point "random ac-
: cess" to disk files, after all. Just instead of referring to code-table-array
: elements a la

Yes, this is the main problem. But only Sparta has fast relative note
and point. That's why you have custom disk structures with index files
for stuff like Diskbase, to get around AtariDOS/MYDOS' lackings. The
only fast note and point with MYDOS is absolute sector/byte offset
addressing.

2331. XE Game System HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-26 00:00:00 UTC
From: jyoung57@delphi.com
Message-ID: <h5HgLpw.jyoung57@delphi.com>
Source record: 88903

Help! I just bought a XE game system second hand but no power supply.
Can anyone give me specs on which kind to use..

Thanks,
Jeff

2332. Wanted: SYNCROMESH software

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-26 00:00:00 UTC
From: classics@nacs.net
Message-ID: <41nuo3$7m4@bab5.nacs.net>
Source record: 88904

Ive been unable to locate a copy of Syncromesh, the software for the enhanced Indus disk drive. If anyone still has a copy of this laying around please let me know, I would love to get a copy to test on APE.

Thanks

Steve

2333. Need more help on ULTIMA III

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-27 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.809487283@gmi.edu>
Source record: 88905

Thanks to all those who responded to my first post about Ultima III, the help was very useful.

However, now I'm in need of some more help (pretty pathetic, huh?)

I am now in Exodus castle. I have found what appears to be the panels with which I am supposed to insert the cards into. However, I cannot get across the bridge because the floor panels continuously attack, not even allowing me one move.

So, what do I do to get to the panels? Or, is there some other strategy I should try in this castle to win the game? I've been in there several times, and I can't figure this out.

Any help on this last hurdle in Ultima III will be appreciated.

/Kevin

2334. FS/FT: Atari 800xl Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-27 00:00:00 UTC
From: numsix@news.gate.net
Message-ID: <41ovgk$25bj@navajo.gate.net>
Source record: 88906

** Atari 800 Computer Equipment for Sale **

1) Atari 800xl Home Computer, w/1050 Disk Drive. Includes Disk Drive Cables, And Both Power Supplies. Also includes RF cable for TV hookup. I picked this up at a School auction so it has some serial numbers, and some small tape scarring. I did test both the computer and the disk drive, and they both seem to work fine.

Price $60 (Includes Shipping)

2) Atari 1050 Disk Drive w/Power Supply. (Same info as above)

Price $25 (Includes Shipping)

3) Atari 800xl Power Supply (Tested)

Price $5 (Plus Shipping)

** Misc **

I have quite a few sets of the above. I also have printers, misc. cables, basic carts, and other misc. atari 800 stuff.

** TRADES **

Willing to accept almost anything in trade that relates to classic computer and/or video game systems, or for 800 carts/disks, etc! Thanks!

Send mail to numsix@gate.net

Thanks!

2335. Bitter Reality, ok on XE/GS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-27 00:00:00 UTC
From: classics@nacs.net
Message-ID: <41q3kl$f0m@bab5.nacs.net>
Source record: 88907

Ive been trying to load the bitter.dcm disk file from both ATR images and real floppy disks (unmodified 1050) without luck. It just locks up while loading. Ive tried it on a 64K XEGS and a 130XE. Any ideas?

Steve

2336. Re: Bitter Reality, ok on XE/GS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-27 00:00:00 UTC
From: bosco@yab.com
Message-ID: <41q70u$1n2@news.yab.com>
Source record: 88908

Steven J Tucker (classics@nacs.net) wrote:
: Ive been trying to load the bitter.dcm disk file from both ATR images and
: real floppy disks (unmodified 1050) without luck. It just locks
: up while loading. Ive tried it on a 64K XEGS and a 130XE. Any
: ideas?

: Steve

You've got a bad copy! It's one of the few "Mega-demos" that works
nearly flawlessly all the way thru! Download it again. It works on my
256k-800XL and the 1200XL.

****
* bosco@host.yab.com * The Northwest Phoenix Atari Connection *
* John Collins * P.O. Box 67511 Phx, AZ 85082 *
* Editor & Librarian * Atari 8-bit (ONLY!) User Group *
****
* *
* "Wherever you go, there you are..." - Buckaroo Banzai *
* *
****

2337. Re: Need more help on ULTIMA III

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-27 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <144325@cup.portal.com>
Source record: 88909

Kevin; Believe it or not, if you try to leave Death Castle without breaking Exodus, the grass attacks you the same way! I can't rememer for sure, but I think there may be two waves of floor attacks. The best way to take care of it is by having at least 2 mass damage spells worth of points left. Next to that, a defensive position something like:

```
**********
* *
* *
*xxxx *
**********
```

Works fairly well. Just wait until you start getting attacked then return fire. In general most of the enemies will end up straigth in front of you so you won't walk into an area where you will be surounded & attacked. When you do move forward vs hitting an opponent, attack sideways to clear out the last floor tiles.
Rick

2338. Re: Need more help on ULTIMA III

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-27 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <41q8vn$snf@bug.rahul.net>
Source record: 88910

Kevin Haley (khaley@nova.gmi.edu) wrote:
: Thanks to all those who responded to my first post about Ultima III,
: the help was very useful.

: However, now I'm in need of some more help (pretty pathetic, huh?)

: I am now in Exodus castle. I have found what appears to be the panels
: with which I am supposed to insert the cards into. However, I cannot
: get across the bridge because the floor panels continuously attack,
: not even allowing me one move.

They're not continuous. They *will* eventually end.

: So, what do I do to get to the panels? Or, is there some other
: strategy I should try in this castle to win the game? I've been in
: there several times, and I can't figure this out.

You will fight (I think) three groups of floors and/or grass. You will
not see them. Your best bet is to back up, close ranks tightly (all four
characters lined up together) and keep attacking straight ahead until all
eight are dead. (You *do* have Exotics, don't you?)

--
ziggy29@rahul.net is Tim Irvin--husband, system administrator, grad student.
His "I'll finish it and put graphics in it someday" Web page can be found
at http://www.rahul.net/ziggy29. **********
Softball '95: 29 games, 16-13, .603

2339. Re: Need more help on ULTIMA III

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-27 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <41q96f$snj@bug.rahul.net>
Source record: 88911

Rick_Michael_Cortese@cup.portal.com wrote:
: Kevin; Believe it or not, if you try to leave Death Castle without breaking
: Exodus, the grass attacks you the same way! I can't rememer for sure, but
: I think there may be two waves of floor attacks. The best way to take care of
: it is by having at least 2 mass damage spells worth of points left. Next to
: that, a defensive position something like:
: **********
: * *
: * *
: *xxxx *
: **********

I always stayed more in the middle, but yes, *definitely" move to the back rank and move close together--this way, none of the attackers will hit you from the sides. They'll be straight ahead, where you can whomp them.

If you have a cleric, make sure you have at least 70 magic points left. Wizards should have at least 75. That way, they can both cast their most potent offensive spells. But I save them for dragons/wyverns/griffons and balrons/devils/????? (what was their 3rd name?).

And having a horse is nice, too; you can avoid several battles by outrunning groups of would-be attackers.

: Works fairly well. Just wait until you start getting attacked then return
: fire. In general most of the enemies will end up straigth in front of you
: so you won't walk into an area where you will be surounded & attacked.
: When you do move forward vs hitting an opponent, attack sideways to clear
: out the last floor tiles.

Yep. That's why it's best to back up, move together and wait for them to move *right at you*.

--
ziggy29@rahul.net is Tim Irvin--husband, system administrator, grad student.
His "I'll finish it and put graphics in it someday" Web page can be found
at http://www.rahul.net/ziggy29. **********
Softball '95: 29 games, 16-13, .603

2340. 2600/5200/7800/400/800 ATARI AUCTION DAY 4

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-27 00:00:00 UTC
From: jrm8248@u.cc.utah.edu
Message-ID: <41q6qv$ffk@news.cc.utah.edu>
Source record: 88912

2600/5200/7800/400/400 ATARI AUCTION

WELCOME TO THE ALL ATARI AUCTION

The 2600 cartridges have been sorted by cmpany name and
alphabetically. If you are interested take the time to go
through the lists and sned me a bid for everything you want.

This Auction will end at Midnight Mountain Time on
Sunday September 3, 1995

The Rules follow this auction.

Please send all bids to jrm8248@u.cc.utah.edu

Happy Bidding!!

ATARI 2600-NEAR MINT W/BOX & DIRECTIONS

-Combat $3.00 min

-Missle Command $3.00 min

-Pac Man w/ Atari Pac Man Sticker on Box $4.00 bnohj

Atari 2600-LOOSE GAMES, COLORED LABEL NO PICTURE

-Air-Sea Battle: cx-2602

-Backgammon: cx-2617 $1.00 rhett

-Basic Math: cx-2661

-Basketball: cx-2624

-Brain Games: cx-2664

-Championship Soccer: cx-2616

-Football: Atari

-Golf: cx-2634

-Hunt & Score: cx-2642 $1.00 lonadar

-Indy 500: cx-2611

-Outlaw: cx-2605

-Space Invaders: cx-2632

-Space War: cx-2604

-Surround: cx-2641

Atari 2600-LOOSE GAMES, COLORED LABEL W/ PICTURE

-Adventure

-Asteroids

-Basketball*

-Breakout

-Circus Atari

-Demons to Diamonds: Atari

-Dodge em $1.00 rhett

-Football

-Golf

-Home Run

-Indy 500

-Math Gran Prix

-Missle Command

-Pac-Man

-Space Invaders

-Space War

-Star Raiders

-Warlords $1.00 rhett

-Yars Revenge

Atari 2600-LOOSE GAMES, SILVER LABEL W/ PICTURE

-Battlezone

-Centipede

-Dig Dug: Atari

-E.T.

-Ms. Pac-man

-Phoenix

-Pole Position

-Realsports Football

Atari 2600-LOOSE GAMES, M NETWORK

-Football

-Frogs & Flies

-Lock N Chase $2.00 rhett

-Space Attack

-Super Challenge Baseball

Atari 2600-LOOSE GAMES, ACTIVISION

-Grand Prix

-Kaboom
Damaged end label

-Laser Blat

-Pitfall

-River Raid

-Seaquest $1.00 lonadar

-Skiing

-Stampede
-Missing end label

-Starmaster

Atari 2600-LOOSE GAMES, CBS

-Gorf $1.00 rhett

Atari 2600-LOOSE GAMES, COLECO

-Donky Kong

-Mousetrap

-Venture

Atari 2600-LOOSE GAMES, IMAGIC

-Atlantis

-Cosmic Ark

-Demon Attack

-Laser Gates $3.00 keita

-Riddle of the Sphinx

-Star Voyager

-Trick Shot

Atari 2600-LOOSE GAMES, PARKER BROTHERS

-Amidar

-Frogger

-Q*Bert

-Reactor

Atari 2600-LOOSE GAMES, SEARS TELEGAMES

-Gunslinger

-Missle Command

-Race

-Space Invaders

-Tank Plus $3.00 keita

Atari 2600-LOOSE GAMES, TELESYS

-Cosmic Creeps $2.00 min

-Fast Food $3.00 min

Atari 2600-LOOSE GAMES, US GAMES

-Piece O Cake

-Space Jockey

ATARI 5200-LOOSE GAMES

-Centipede, w/ overlay

-Defender

-Galaxian, w/ overlay

-Missle Command

-Ms. Pac Man

-Pac-Man

-Pole Position

-Qix, w/ overlay, w/ directions

-Q*Bert
label is torn

-Real Sports Soccer, w/ directions

-Soccer

-Space Invaders

-Super Breakout

ATARI 5200-BOXED GAMES W/ DIRECTIONS
*all boxes have some wear.

-Defender

-Qix

ATARI 7800-LOOSE GAMES

-Pole Position II

-Winter Games $2.00 rhett

MISCELLANEOUS CATALOGS
*all are in near mint condition

-ATARI FORCE Comic Book #2 $3.00 min

-ATARI FORCE Comic Book #3 $3.00 min

-ATARI Video Game Catalog $2.00 min

ATARI 400/800-LOOSE GAMES

-Atariwriter Word Processor: RX8036

-Basic Computing Language: CXL4002

-Defender: CXL4025 $4.00 luis

-Popeye: Parker Brothers: W/ box & Directions $4.00 luis

-Space Invaders: CXL4008 $4.00 luis

-Star Raiders: CXL4011 $2.00 min

MISC. SYSTEMS-
*some systems say no cables but if you bid I will look for them,
but I will not guarantee that I find them. Shipping will vary
depending on the system.
MINIMUM BID INCREMENTS FOR ALL OF THE SYSTEMS
WILL BE $1

-Atari 2600 jr, no cables not working

-Atari 5200, 4 port, manual, switchbox and joysticks, no power supply
$35.00
emory

-Atari 800XL w/ power supply $15.00 luis

-Atari Keyboard Controller

Send all bids to: jrm8248@u.cc.utah.edu

TRADES:

The only things that I will be willing to trade for are Sega Saturn Items.

HERE ARE THE RULES:

1. This auction will end on Sunday, September 3, 1995 at
Midnight Mountain Time.

2. Current high bids will be posted every other day on this
newsgroup and bidders will most likely be notified when
they are outbid for an item.

3. High bidders will be posted by their email name unless otherwise specified.

4. When sending a bid, your subject must be ATARI BID .

5. Minimum bids will be $1 and bidding increments will be $.50 unless otherwise posted all in US Dollars.

6. If two people bid identical bids, then the person responding first will get credit for the bid.

7. Shipping will be $2.00 for the first cartridge + $.50 for each additional cartridge. Shipping and handling for systems will range between $6 and $10.00 depending on weight. Larger systems may be more. All cartridges and systems will be shipped through the US Postal System anywhere in the Continental US. Other areas will need to make special arrangements for shipping.

8. Following the auction, each bidder will be contacted individually for payment and shipping. Money Orders (sorry no personal checks) are the preferred form of payment, but cash is always accepted. Payment MUST be received within 7 days.

9. The will be no guarantee or warranty on anything purchased from this auction. Cartridges have been tested and do work, unless otherwise specified. Most systems have been tested and do work. The systems which may not work are the ones without cables or a power supply.

10. FINALLY, IF YOU ARE THE HIGH BIDDER YOU MUST PAY FOR YOUR ITEMS, OTHERWISE YOUR POSTMASTER WILL BE INFORMED AND YOU WILL BE BARRED FROM FUTURE AUCTIONS!!!

Your participation in this auction signifies your consent to follow these rules as stated.

2341. Re: Bitter Reality, ok on XE/GS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <41qhk1$243@nic-nac.CSU.net>
Source record: 88913

It could be a bad disk image. I know your APE program doesn't like
Bitter Reality, but SIO2PC does. It worked fine with my NTSC 800XL,
and even better with my PAL 800XL.

I heard from Itay Chamiel that "I'm lucky it works at all with SIO2PC"
because he said it uses some very funky disk I/O routines- he knows this
because it complained to him "Use a 1050!" when he tried loading it from
some other disk drive.

I could send you a copy of the working ATR I have, if ya want! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2342. Re: Need more help on ULTIMA III

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-27 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.809544321@gmi.edu>
Source record: 88914

ziggy29@rahul.net (Tim Irvin) writes:

>: So, what do I do to get to the panels? Or, is there some other
>: strategy I should try in this castle to win the game? I've been in
>: there several times, and I can't figure this out.

>You will fight (I think) three groups of floors and/or grass. You will
>not see them. Your best bet is to back up, close ranks tightly (all four
>characters lined up together) and keep attacking straight ahead until all
>eight are dead. (You *do* have Exotics, don't you?)

Yeah, I have exotics, all the marks, all the cards. I know there are at
least 2 rounds of attacks, because I went that far and then thought
that maybe it just went on forever (and that there was some other
thing you had to do to get through).

Ok, I'll try it again, now that I know what this is about. Thanks
everyone for the help and hints.

/Kevin

>--
>ziggy29@rahul.net is Tim Irvin--husband, system administrator, grad student.
>His "I'll finish it and put graphics in it someday" Web page can be found
>at http://www.rahul.net/ziggy29. **********
> Softball '95: 29 games, 16-13, .603

2343. Re: Atari 800 Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-27 00:00:00 UTC
From: "Ernest.R.Schreurs" <ernest@pi.net>
Message-ID: <41q9pt$nug@neptunus.pi.net>
Source record: 88915
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

jsisul@cstp.umkc.edu wrote:
2) Are there any other 8-bit Atari emulators out there? I'd like one
> that runs on a Mac, or one with source so I can try to compile it on
> the Mac.

I downloaded the source code to ST-xformer version 3.0. If you are
interested in what it takes to build an emulator, it is something you
might want to look at. It is available from one of the pages of Brasoft.

2344. Re: A question about 'util'

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-27 00:00:00 UTC
From: un55@rzstud1.rz.uni-karlsruhe.de
Message-ID: <41qfk8$16h@rzstud1.rz.uni-karlsruhe.de>
Source record: 88916

In article <1995Aug26.085727.17712@wariat.UUCP>,
Russ Gilbert <Russ.Gilbert@apk.wariat.org> wrote:
>I asked this before and didn't get an answer. Do some versions of
>'util' come with the source code? I mean did C. Marslett realease his

Yes, some versions of 'util' come with some source code. One part of it is an
assembler source and I think there's another part in 'c'.

Unfortunately the name of the archive the source is in escaped from my memory,
but you can find it on umich and its mirrors. As I vaguely recall there was
some statement as to the status of the source inside the archive. C. Marslett
called it PD, but don't nail me to this, it's been a very long time since I've
looked at the code.

Hope this helps,

-Marek

Marek.Tomczyk@stud.uni-karlsruhe.de
Marek Tomczyk

2345. MULE

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-27 00:00:00 UTC
From: coopfnd@aol.com
Message-ID: <41qk91$cr3@newsbf02.news.aol.com>
Source record: 88917

Have you seen the game MULE?

It came out in the '80s....I want it for my PC in the '90s

If you know where I can download it, ftp it, or get it attached... let me know

Thanx

2346. SIO2PC Timings?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-27 00:00:00 UTC
From: Allan Palmer <100644.1040@CompuServe.COM>
Message-ID: <41qr9f$2b2$1@mhadg.production.compuserve.com>
Source record: 88918

Hi - can anyone help me in getting SIO2PC to run between my 130XE
and Compaq Presario CDS742 (486DX4)? It looks like the timing
values need adjustment as the default values don't allow the
transfer to work - can anyone supply any advice about adjusting
these values? what rules are there for determing likely values?
Thanks in advance...
AJP

2347. Re: SIO2PC Timings?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <41qtiu$c8i@nic-nac.CSU.net>
Source record: 88919

There should SERIOUSLY be some better instructions and/or a table for
SIO2PC timing setups.

What type of timing support and/or problems does APE (the other SIO2PC
software, in the works by Steven Tucker (classics@nacs.net)) have???

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2348. Re: MULE

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-27 00:00:00 UTC
From: jackgold@panix.com
Message-ID: <41r1fb$t2q@panix2.panix.com>
Source record: 88920

In <41qk91$cr3@newsbf02.news.aol.com> coopfnd@aol.com (Coop FND) writes:

>Have you seen the game MULE?
>It came out in the '80s....I want it for my PC in the '90s
>If you know where I can download it, ftp it, or get it attached... let me
>know

Was a Mac version ever made?

Jack

2349. Re: Wanted: an 850 or equivalent

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-27 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <144360@cup.portal.com>
Source record: 88921

"Lyman" somebody writes:

>I am looking for an 850, so that I can have it up and running and waiting
>for the registered copy of Rainbow which I have just sent away for.

Okay, it's display-my-ignorance time again. This is the second post I've
read in the last ten minutes that mentions "Rainbow." What is it?

Chris

2350. Re: Atari 800 Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-27 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <144361@cup.portal.com>
Source record: 88922

```
Oops, never mind; I've read a little further and FOUND OUT what "Rainbow" is.
:-)
```

2351. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199508270749.AAA08010@zippy.sonoma.edu>
Source record: 88923

Since the unZIPper would be CREATING this "on-disk lookup table", it would
KNOW where to look for things, and when it has to, the NOTE/POINT data
will be perfect, whether you're in SpartaDOS or MyDOS...

Make sense?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2352. Re: Atari8 User Wants Home Page

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199508270753.AAA08083@zippy.sonoma.edu>
Source record: 88924

Why do you need Netscape or Windows to do your home page construction?
All you need is to run Lynx from off your *nix account while dialed up
with IceT or FlickerTerm.

Since you said you already have the GIFs/etc. to put on the thing, it's
not like you'll need a paint package for the XL. :)

I've done all of my home page stuff for the past 3 months without EVER
getting a chance to look at it with Netscape.. and I simply edit it all
up under emacs (no big hefty word-processor here!)

Hmmm - I just had a thought!.. DD3 text -> HTML ... oops, that's
another story though!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2353. Re: SIO2PC Building Troubles

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-27 00:00:00 UTC
From: steve@proaxis.com
Message-ID: <steve-2708951847220001@bugs.proaxis.com>
Source record: 88925

In article <41jilh$1gn@news.sas.ab.ca>, mbrown@freenet.edmonton.ab.ca () wrote:

> Its me again. I've got the SIO2PC board all assembled, and it passed the
> 'smoke test' (there wasn't any). But I can't get it to work. Firstly, all
> the voltage checks according to the docs work, but for one. On pin 9 of
> the PC connector, the output is -9.4v instead of 9.4v

I have the EXACT same problem! What's up? I have an Atari 800xl.

> Also, the schematic shows pins 8 and 9 of the '232 chip as an 'extra'
> circuit. Should these two pins be connected to something? Or to each
> other? Otherwise, everything seems to check out ok.

This doesn't matter.

> On the shokky diode (sp), there is a white band around one end of the
> diode. Which direction should this be orientated? Thanks, and sorry to
> bother those that are sick of seeing stuff like this...

The band on the diode goes on the right of this symbol --->|---

Also, what diodes can be substituted for the 1N5817 listed?

Thanks,

Steve

--
Steve Roderick ProAxis Communications, Inc.
steve@proaxis.com Internet Access Provider
(503) 757-0248 http://www.proaxis.com/

2354. 5200 Joystick Woe

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-27 00:00:00 UTC
From: ericb@esl1.tamu.edu
Message-ID: <27AUG199522115937@vms2.tamu.edu>
Source record: 88926

Anyone know how to reassemble a 5200 joystick?

Eric B.
ericb@esl1.tamu.edu

2355. Re: SIO2PC Timings?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-27 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <144363@cup.portal.com>
Source record: 88927

Allan; You aren't running it with any form of OS/2 or Windows are you?
If you are, you may be able to 'barely' get it functioning in a full
screen DOS window, but that's about it. SIO2PC works best under some
flavor of DOS like 3.2-6.2 versions. The main problem in my guessimate
is Nick Kennedy used the ring indicator for signaling the Atari wants
some data. I'm checking the schematics for an IBM serial port right now,
& I'm not sure if that particular line is the best choice. For instance,
I believe the CD has the highest priority & can generate an interupt
regardless of what else is going on with the 8250.
Rick

2356. Need Help with Atari Editor/Assembler cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-28 00:00:00 UTC
From: riebman@eskimo.com
Message-ID: <DDzvrK.91E@eskimo.com>
Source record: 88928

Greetings All

I recently picked up an Atari 800 and a copy of
the old Atari Editor/Assembler cartridge. I have
some old cassettes with programs on them that I
saved many years ago using the Editor/Assembler
cartridge. So I want to read them back from
tape. But the Editor/Assembler didn't come with
the manual and I've forgotten the commands.
Does anybody know the command to read from cassette?
Is there any information on the net about using
the old Editor/Assembler? Are there any books
that cover the Editor/Assembler? And last, but
hardly least, could some generous person send
me a list of some of the commonly used commands
and assembler switches?

Thanks very much.

Robert Riebman
riebman@eskimo.com

--

2357. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-28 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <41tf81INNcgf@duncan.cs.utk.edu>
Source record: 88929
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $100 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

2358. Xmission FTP site

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-28 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <41saak$6nu@news.xmission.com>
Source record: 88930

Just in case anybody cares...

My Xmission FTP site is back online and better than ever! Almost
TWICE as many files available.

ftp.xmission.com /pub/users/j/jeking

Uploads go in the "new" directory

2359. Re: Wanted: SYNCROMESH software

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-28 00:00:00 UTC
From: James Bradford <masstorage@closer2.brisnet.org.au>
Message-ID: <41scbf$dij@bne2.design.net.au>
Source record: 88931

I have it here somewhere. The sio speed byte is $6 which is about 78000 baud. the usd etc sio
byte is $A which is about 63000 baud. SDX can do the indus syncromesh.

2360. Re: 8 Bit Modifictions FAQ/List

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-28 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510100ac6775e28a5b@[137.22.11.119]>
Source record: 88932

My apologies if you've seen this posting already. I never saw it in the Digest, so I'm posting it again.

The 8-Bit Atari Modifications FAQ List was created by Dave Paterson, d.paterson2@genie.geis.com around last winter or so. Dave isn't online this summer, but we can expect him to reappear come fall.

It's a nice list. Unfortunately, I neglected to save a copy for myself.

Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

2361. Re: 5200 Joystick Woe

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-28 00:00:00 UTC
From: btomlin@crl.com
Message-ID: <41sl7u$p7h@crl3.crl.com>
Source record: 88933

Bruce Willard (bwillard@mindspring.com) wrote in comp.sys.atari.8bit:
>Remove the plastic cover over the start, pause and reset buttons.

This is IMPORTANT. If you don't do this before opening the joystick, you could ruin the flex circuit. There are two types of covers. The "tall" kind needs to be opened from the side with a small screwdriver, but the more common 45 degree kind can be opened with three or four fingernails and a bit of practice. There are enough broken sticks that I throw all my tall covers into the spare parts box.

BTW, for 5200 stuff, check out rec.games.video.classic instead.

2362. Atari Support number

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-28 00:00:00 UTC
From: rife@aarlo.moffitt.usf.edu
Message-ID: <41shik$l43@mother.usf.edu>
Source record: 88934

My father is having problems with his Atari 800XL, he cann't print. He has isolated the problem to his 850 interface or his printer. He gets a device error when printing from Basic. His printer does pass its self test.

He has a 800 number for Atari, but it no longer is a working number. Does anyone have a number?
Does anyone have a number of a repair service shop that they would recommend? He lives in Canton,
Ohio, but may be willing to mail his interface to have it fixed.

Any help appreciated. Thanks

2363. Atari 8-bit Monitors and connectors

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-28 00:00:00 UTC
From: apatpgpauman@apa.apa.co.at
Message-ID: <41st6q$b05@news.Austria.EU.net>
Source record: 88935

Hey !

Is anybody able to tell me what the video signals
on the Atari Monitor connector exactly are (there
are three of them) :
-) composite luminance (used for monochrome monitor)
-) composite video (used for color monitor)
-) composite chroma (?)
I'm also interested in the former connector standards
(I only know a european standard I think which was called
FBAS for a color monitor with two cinch plugs. One for
video the other for audio).
I saw that the Amiga Monitor 1083 or so uses FBAS too.
Does this mean that I can use this monitor with my ATARI?
Can I connect every FBAS monitor to my ATARI or do I have
to take into account special specifications (frequencies,
resolutions,...).
I also saw an very old announcment of an philips monitor
which could be connected to the Amiga or to the Atari ST.
Does that also mean that I can connect a Atari ST monitor
(SM124 or SC1224) to the 8-bit brother?
I would like to know what connectors and signal-types (FBAS?)
the Atari ST Monitors are using.

Thanx for your time to read this,
mario

2364. non-atari floppies

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-28 00:00:00 UTC
From: apatpgpauman@apa.apa.co.at
Message-ID: <41stka$b05@news.Austria.EU.net>
Source record: 88936

Hello Oldies !

Can anybody remember the old non-atari floppies? I have some old antic's and analog's where they are advertised. There were dropped names like Indus GT, Astra or Percom. Is anyone able to tell me more about these or maybe other non-atari floppy-drives ?

Thanx for your remembering, keepsake mario

2365. Re: Idea for .ATR format

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-28 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <41stuu$43s@nic-nac.CSU.net>
Source record: 88937

The problem with double-sided DCM files is that they'd be too big to
store on a standard floppy - which is one of the reasons DCMs are
compressed, and also is the reason you can break them up into peices.

Also, if you become a programmer, I suggest MAE, Action! and TurboBASIC XL.
:)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2366. SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-28 00:00:00 UTC
From: sknox@us.oracle.com
Message-ID: <41sut7$fh3@inet-nntp-gw-1.us.oracle.com>
Source record: 88938

Help!

Im having problems using SIO2PC with Double Density disks.

If I 'load' a DD disk and try to via it through my 800, it tells me there are 0000 sectors free. If I create a DD disk through my 800 and try to view it under xf3.0a, it tells me there are 0000 secotrs free. I can view these disks under the 'computer' they were created on(ie, ones created under xf3.0a work fine)

Any help appreciated

Also,
I have alot of originial software I would like to run under xf, but there is copy protection on the disks. Is there something I can buy that will 'unprotect' these? Specifically, Id like to get my Ultima disks converted (II, III, IV)

Please respond via EMAIL

Thanks
Steve

2367. Zaxxon, Frogger, Red Barron, & M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-28 00:00:00 UTC
From: andris@rahul.net
Message-ID: <andris-2808951019000001@137.rahul.net>
Source record: 88939

Does anyone know of any ftp sites, someone who could send to me, or a way to obtain files of the above 4 games that will run under Rainbow emulation on the Mac. I got the emulator working, I think, but those 4 games are the only real reason to do it. The greatest games ever!!!

Many Thanks,
Bob

2368. Re: A question about 'util'

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-28 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <144386@cup.portal.com>
Source record: 88940

Marek.Tomczyk@stud.uni-karlsruhe.de writes:

>In article <1995Aug26.085727.17712@wariat.UUCP>,
>Russ Gilbert <Russ.Gilbert@apk.wariat.org> wrote:
>>I asked this before and didn't get an answer. Do some versions of
>>'util' come with the source code? I mean did C. Marslett realease his
>
>Yes, some versions of 'util' come with some source code. One part of it is an
>assembler source and I think there's another part in 'c'.

I believe I was one of the first people, if not THE first person, if not
the ONLY person, to put 'Util' on Umich. At the time -I- posted it, yes,
it DID come with source code. The mainline is in C, and the low-level I/O
is in assembly.

Chris
Chris_F_Chiesa@cup.portal.com / xetwnk@shell.portal.com

2369. Idea for .ATR format

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-28 00:00:00 UTC
From: rziegler@sover.net
Message-ID: <41rkc3$olt@thrush.sover.net>
Source record: 88941

Hello all, I just had an idea that could help unclutter IBM directories. I am tired of having two disk images for disks that were originally "flippies". Could we add a new .atr format that would contain both sides of the "flippie" in one file? It seems to me that it would be easy enough to implement. Perhaps an option in APE or SIO2PC that would "flip" the disk. We could press "F" or the key associated with flipping the disk and be prompted with the drive # to be flipped. That is a heck of a lot easier than swapping images all the time, and could un clutter our directories. A similar enhancement could be added to the dcm format; when the first sides end is reached, Disk Communicator could ask you to flip the disk. Can Bob Puff be bothered to do this though? Or should somebody else pick up the ball?

I'm not a programmer (yet :), but I've seen a lot of innovation in this group the past few months and I'm sure the people here are capable. Anybody else find this interesting?

2370. Re: 5200 Joystick Woe

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-28 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.77.00190D85@mindspring.com>
Source record: 88942

In article <27AUG199522115937@vms2.tamu.edu> ericb@esl1.tamu.edu writes:
>From: ericb@esl1.tamu.edu
>Subject: 5200 Joystick Woe
>Date: 27 Aug 1995 22:11 CDT

> Anyone know how to reassemble a 5200 joystick?

>Eric B.
>ericb@esl1.tamu.edu

I just did it the other day.

Remove the plastic cover over the start, pause and reset buttons.
Turn the joystick stick down.
Line up the pegs on the potentiometers so that they look as if they are ready to go in the holes of the sliders.
put the bottom cover on slowly, and jiggle it a little, while feeding the plastic strip through the slot to the top of the joystick.
At this point, I usually load in missile command to make sure I have control in all directions.
Screw down the cover.
Now lie the plastic strip flat and push the cover over it until it locks in place.

Good Luck. I've seen few things as prone to breaking and as difficult to get back together!

Bruce Willard
bwillard@mindspring.com

2371. Role of .rom files in PC XF 2.x

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-28 00:00:00 UTC
From: madaras@kosice.upjs.sk
Message-ID: <41rp7r$qi6@sun.uakom.sk>
Source record: 88943

Downloading package with XF 2.5 (xf25.zip) , there were several .rom files. But, in the package with XF 2.52 there were no .rom files. When I deleted .rom files from subdirectory with XF 2.5, where all package was installed, nothing has changed - program worked well also without .rom files. Hence, my question is: for what are they there, then? If there is some way, how to use them (f.e. after modification) in version 2.x, how to do it?

Thanks for any advice.

Tommy Madaras

2372. Re: Atari Peripheral Emulator by Steven Tucker

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-28 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <144384@cup.portal.com>
Source record: 88944

I'm about ready to bite the bullet and get me an SIO2PC while the hardware can still be had :-) . Bill, can you tell me precisely who to contact, and how, to get one PRE-BUILT for me? Thanks in advance.

Chris Chiesa

2373. Re: Zaxxon, Frogger, Red Barron, & M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-28 00:00:00 UTC
From: murakami@earthlink.net
Message-ID: <murakami-2808951510120001@murakami.earthlink.net>
Source record: 88945

Congratulations on getting Rainbow working. The main reason I want to get it is also to run MULE so I could try to make an exact copy of it to the Macintosh. Is there any chance I could get you to mail me your Atari ROM files?

Brandon

2374. ����� WANTED: 2600 MARIO BROS , PLEASE!! ����

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-28 00:00:00 UTC
From: dizzy@netaxs.com
Message-ID: <dizzy-2808952358580001@downtown1-2.slip.netaxs.com>
Source record: 88946
Cross-posted to: rec.games.video.classic,,alt.atari.2600,rec.games.video.marketplace,comp.sys.atari.8bit

If you have this game, make it easy for me and mail me.

Thank you!

--
dizzy@netaxs.com

2375. FS: P:R: Connection In box $40 OBO OR TRADE

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-28 00:00:00 UTC
From: mbates@stocko.com
Message-ID: <mbates-2808952352420001@ppp12.stocko.com>
Source record: 88947

Yes, forlks I have a P:R: Connection new in the box with docs and
everything for $40 or best offer.

I *REALLY* would rather trade it away for some cartridges I don't have or
something like that.

Let me know!

I also have a complete 400/800 Soucre Code listing for sale $10 plus shipping

-Marlin
---------- ---*** All hail the
Fuji!
---*** Do the MATH!
---*** OLD E-MAIL: MBATES@NETCOM.COM New email: mbates@stocko.com
--*-*-* Marlin Bates, IV Digital Graphics Rep. Taylor Made & Canon
-*--*--* For a current list of Classic Home VideoGames I own & have
------* for trade check out: http://www.stocko.com/Fujidom

2376. River Raid

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-29 00:00:00 UTC
From: p2kamins@undergrad.math.uwaterloo.ca
Message-ID: <DE36t7.9MI@undergrad.math.uwaterloo.ca>
Source record: 88806

Where on the Internet can I find game River Raid? I'm using PC Xformer 3.0, so I cannot use cartidges, but if someone would sell me the disk version (he would also have to transfre it to PC diskette because I don't have access to Atari disk drives).

Patryk Kaminski
p2kamins@undergrad.math.uwaterloo.ca
:x

--
Patryk

Patryk Kaminski
Honourous Computer Science with Electrical Engineering Electives

2377. Looking for info on Crossfire

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-29 00:00:00 UTC
From: wintdavi@panix.com
Message-ID: <41vp9i$ein@panix3.panix.com>
Source record: 88807

I'm looking for information on the game Crossfire. Vender/ftp (hope)/demise:<

Thanks for any help

maw

2378. Formatting single density

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-29 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Aug29.194818.25795@wariat.UUCP>
Source record: 88808

Marek Tomcyk has been most helpful in information about
sector 'skew's or sector ordering for formatting a A8 disk.
I'm looking for a RELIABLE way to read/write/format single
density A8 disks on the pc. Altering the sector skew just
seems to effect the speed at which A8 and pc drives find
given sectors, due to the timing I guess. Here's my
question:
Is there an optimum sector skew and most importantly
inter-sector gap for formatting disks on the pc? I'm about
to give up. I've used a box of 25 disks experimenting and
still haven't gotten reliable reads on either the A8 or pc.
(Where's R. Dell when you need him?) Any one? Please jump
in or e-mail me.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

2379. US+ OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <41vuf5$tkg@link.xs4all.nl>
Source record: 88809

```
j >From: jeking@xmission.com (James King)
j >Subject: US+ OS
j >Date: 3 Aug 1995 13:37:42 GMT
j >
j >How many of you folks have Bob Puff's US+ OS upgrade installed in one of
j >your machines? Do you like it? Do you find it a valuable asset to your
j >8bit computing?
j >
j >I just bought one, and havent had any luck installing it in my upgraded
j >XE so far.. works great in my stock XL, but since theres no ramdisk
j >in that machine, I cant try out or take advantage of the built in
j >ramdisk handler(s).

Howdy James

I have one in my 130XE (I had somebody install it for me years ago (he wrote
the date on the inside of the case, lemmy see. 160189 it sais. Which would
be January 16th 1989 )). If somebody wants to take it out, (s)he'll have
to fight me to the death.

I really like it, if it wasn't as expensive, my 800XE would have one too.
I use MyDOS 4.53/3 and don't really know if and how the US+ RAMdisk handlers
work.

I do like the fact that;

- Option is reversed (Boot WITH "Option" to enable BASIC)
- Most of the function keys the 1200XL had, are available. With the standard
keyboard (no-mods)
- With all DOSses except Sparta (except 4.2 I hear) you can swap drives.
- One extra switch makes it possible to Boot from your RAMdisk (don't have
that one)
- The cursor moves faster (can be disabled)
- On board XL/XE OS
- On board 400/800 OS (can eve be copied to RAM if need be)
- On board MachDOS (a mini-mine DOS, you don't need a separate DOS)
- Cold-Boot without switching off the power. And if your DOS allows it, even
without losing the contents of your RAMdisk.

That's just what I know of the top of my head.

O yeh, if you want to get rid of it, I'll exchange it for $25 bucks incl.
postage :-)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl
```

```
---
* PabQwk 2.0 *
```

2380. IDE Drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <41vuf6$tkk@link.xs4all.nl>
Source record: 88810

```
b >From: bjcorr@delphi.com (Ben Corr)
b >Subject: IDE Drive
b >Date: 4 Aug 1995 02:10:26 GMT

b >Hmmmm..... And you lose half the drive
b >capacity due to the 8-bits 8 byte data bus.

Isn't it possible to split 16 bytes into two 8 byte chuncks???

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS I'm not hindered by knowledge, so please don't ask me how.

---
* PabQwk 2.0 *
```

2381. Mydos and autorun.sys

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <41vuf6$tkm@link.xs4all.nl>
Source record: 88811

```
b >From: bjcorr@delphi.com (Ben Corr)jcorr
b >Subject: Mydos and autorun.sys
b >Date: 4 Aug 1995 06:17:54 GMT
b >
b >Gentelmen I have a problemn.
b >
b >I have a small autorun.sys that copies my os from ROM to RAM then enables the
b >RAM os. Works fine under 2.0s, but won't work under Mydos 4.53. I looked at
b >the file sectors, normal FF FF header with the start and end address's after
b >the FF. Normal run address load vector into E) and E! at the end. Does Mydos
b >use a different name for it's autorun.sys file? I couldn't find one in the
b >manual. Anyone?

Howdy Ben

Don't know if it's MyDOS 4.53 or RB6C.* but on my system, I have to use
the following:
FILENAME.ARx

Where x is 0 to 9. Start with 0 and don't jump over a number.

Isn't that the way SmartDos also uses it's AutoBoot files.

So what used to be AUTORUN.SYS now read like e.g. ROM2RAM.AR0

I like this system.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

2382. Re: *** Ch.A.O.S. ***

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <41vuf6$tkp@link.xs4all.nl>
Source record: 88812

```
w >From: Jeffrey Wood <woodzy@delphi.com>
w >Subject: Re: *** Ch.A.O.S. ***
w >Date: Mon, 7 Aug 95 02:36:39 -0500
w >
w >Robert Doell <rdoell@mcs.com> writes:
w >
w >>Capitol Hill Atari Owners Society...
w >
w >cool.

Are Bill and Hillary members???? :-)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

2383. Re: Great-8 BBS?/8-Bit BB

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <41vuf7$tkt@link.xs4all.nl>
Source record: 88813

```
b >From: ba930@FreeNet.Carleton.CA (Chris Brown)
b >Subject: Re: Great-8 BBS?/8-Bit BBS li
b >Date: Wed, 9 Aug 1995 05:45:18 GMT
b >
b >Mathy Van Nisselroy (mathniss@link.xs4all.nl) writes:
b >> n >From: nathan355@aol.com (Nathan355)om!not-for-mail
b >> n >Subject: Great-8 BBS?/8-Bit BBS list
b >> n >Date: 27 Jul 1995 14:44:45 -0400
b >> n >
b >> n >Does anyone know if Great-8 BBS still exists? Is there a current list o
b >> n >Atari 8-bit BBS's? Thanks.
b >
b >I know of one, sitting here in my very own basement.
b >
b >The XE Group BBS (613)225-0901
b >Uses BBS Express! Pro

Howdy Chris

You're not exchanging mail with other BBS's are you?
Would you be interested to join the IAN and the USF-net?
Maybe Bernard Kok (SysOp Bernard of BecoTel in Amsterdam) could send you his
Node list, so you can find out if one of them is close to you, so you can
go an see if you like the idea.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

2384. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <41vuf8$tkv@link.xs4all.nl>
Source record: 88814

```
b >From: bjcorr@delphi.com (Ben Corr)
b >Subject: Re: Iomega Zip FAQ 1.4
b >Date: 10 Aug 1995 08:56:06 GMT
b >
b >> What is this ZIP thing?
b >> How does it work?
b >> What's cost?
b >>
b >> Cu Mathy Van Nisselroy mathniss@link.xs4all.nl
b >
b >Iomega's latest removable media mass storage toy. 100 megs on a removable
b >3.25" disk cardtridge for $200 (??) SCSI interface.

Has anybody tried it with MyDOS already?

If this would work, it would be great. I could have ONE mech. and two carts
(if this is affordable), one for MyDOS and one for Sparta.

I LOVE MyDOS, I sometimes need Sparta.

Would an average computer hardware store have them in stock. I HATE it
when I ask questions when nobody knows what I'm talking about. Happen WAY
too often.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

2385. Re: IDE Drive int. $10! A

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <41vuf9$tl2@link.xs4all.nl>
Source record: 88815

```
b >From: bjcorr@delphi.com (Ben Corr)
b >Subject: Re: IDE Drive int. $10! ARIGHT!
b >Date: 10 Aug 1995 08:56:51 GMT
b >
b >Don't think so. The only way I can think of to access the lower 256 bytes of
b >each sector would be to latch them, in essence, you'd have to read each secto
b >twice. Once for the upper 256 bytes, move it onto the buss, then again for th
b >lower 256 bytes. Big slowdown there. But wait. With more logic you could trea
b >the lower 256 bytes of all the sectors as a second drive couldn't you? That
b >makes more sense I think. Come to think of it, Bob first thought of that I
b >believe...

Why not use some form of cache. Place one sector into the cache. Then
read the first part first, then the second part. Isn't that the way the
BlackBox does it?

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

2386. Re: Copy Cartridge to Dis

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <41vufa$tl8@link.xs4all.nl>
Source record: 88816

```
t >From: tatkins@unix1.sncc.lsu.edu (Atkins)unix1.sncc.lsu.edu!unix1.sncc.lsu.ed
t >Subject: Re: Copy Cartridge to Disk - how?
t >Date: 14 Aug 1995 23:36:49 -0500
t >
t >Um, aren't the copyrights up on those old carts? Atari Inc. is no more
t >so there would be no one to sue you right?
t >--Atkins

Guess again. Don't know if it's Atari, Inc. or Atari Corp. but they just
sued SEGA and made more money that way then they did selling computers.
(OK so maybe I exaggerated a bit, but they made a pretty bundle of money)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

2387. DE RE ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <41vufa$tla@link.xs4all.nl>
Source record: 88817

t >From: tatkins@unix1.sncc.lsu.edu (Atkins)!not-for-mail
t >Subject: DE RE ATARI
t >Date: 15 Aug 1995 20:32:58 -0500
t >
t >I really, *really* want the book "De Re Atari" published by Atari Corp.
t >circa 1982. Anyone have a copy or know where I may look?
t >Thanks.

Doesn't Best Electronics sell those?

Wait for the Vendor/Developer list comes by or ask Micheal Current how you
can get it sooner (the list that is).

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

2388. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <41vuff$tma@link.xs4all.nl>
Source record: 88818

```
i >From: ipoorten@cs.vu.nl (Ivo van Poorten)
i >Subject: Re: New 8bit OS
i >Date: Wed, 16 Aug 1995 12:47:20 GMT
i >
i >on top of the notes I made about new MODPlayer and underneath the JPEG decode
i >notes :-) But seriously, I believe it is possible to make a multitasking

I know you're not serious, but...

Hey, JPEG decoder.

I could use a utility like that! As long as it isn't one of those
"finger practises" like one of your other programs (MODplayer???).

Better keep ^ those for the bed room.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

2389. ATARI to VGA ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <41vuff$tme@link.xs4all.nl>
Source record: 88819

a >From: apatpgpauman@apa.apa.co.at (Mario Paumann)
a >Subject: ATARI to VGA ?
a >Date: Wed, 16 Aug 95 18:17:06 GMT
a >
a >Hi everybody,
a >
a > Does anybody know if it is possible to
a >connect an ATARI (130XE) to an VGA-Screen ?
a >
a >I have an CTX1785 with two Video-Inputs :
a >VGA plug and R/G/B/H/V (5 coax plugs).
a >My VGA plug is connected to my PC but the
a >available plugs could be used for my
a >ATARI, couldn't they ? Does anybody know
a >how to connect to a VGA-plug or even to the
a >R/G/B/H/V plugs ?
a >
a >Thanx, mario

Howdy Mario

Contact Atari Classics (see Vendor/developer list, or wait till Bob Woolley answers your message or send Bob an Email message at rwoolley@ix.netcom.com) and ask if they still have the Video Issue. Guess it is sold out, but maybe he can help you anyhow.

It is possible!

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

2390. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <41vufg$tmg@link.xs4all.nl>
Source record: 88820

```
m >From: mstatz@cei.net
m >Subject: Re: Weekly Posting of New Atari Stuff
m >Date: 19 Aug 1995 20:57:38 GMT
m >
m >>> -rw------- lenn 201161 Aug 13 05:49 ./8bit/Demos/ussr.tar.gz
m >>> -rw------- lenn 157021 Aug 13 05:43 ./8bit/Demos/other.tar.gz
m >>> -rw------- lenn 44679 Aug 13 05:38 ./8bit/Demos/wfmh.tar.gz
m >>
m >>
m >>Maybe it's time to start thinking about writing "gunzip" and "untar"
m >>for the Ataris....
m >
m >Now wait just a minute - There's enough of this *nix $@#*&% running
m >rampant everywhere else - for heaven's sake, do we *really* need to
m >join in?
m >
m >Sheesh! I'm still contented with *.ALF!
m >
m >Mark Statzer

Isn't there a way to "on-line un-whatever"? Since the computers these files
are on are way better then the classic Atari, this shouldn't take too long.

BTW now that Cray is bankrupt, can we buy some of their machines?
Hmm, SIO2CRAY sounds cool.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS the part about the online un whatever was meant seriously!

---
* PabQwk 2.0 *
```

2391. ZIP (was Re: Weekly Posting of New Atari Stuff)

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-29 00:00:00 UTC
From: cbbrown@io.org
Message-ID: <4209ob$moq@ionews.io.org>
Source record: 88821

Efficient algorithms for processing Ziv-Lempel compressed data generally
use hash tables to store the information about the expansions that are
in use.

In order to get both:
a) cross-references to other codes, and
b) references to character values,

the 14 (or up to 16) bits require a couple or 4 bytes of storage apiece.

The compression schemes in use are generally designed with the assumption
that you've got 64K of RAM to use as a hash table.

And that's the whole of the problem. A 6502 only has 64K of addressable
RAM altogether. Bank switching can alleviate the problem slightly, but
the scheme *really expects* that you have 64K of RAM to burn. If you
don't, as is *certainly* the case for a 65XE system or less, then life
gets a whole lot more difficult.
--
Christopher Browne - Email:<cbbrown@io.org>, WWW:<http://www.io.org/~cbbrown/>
Q: What's the fastest Windows acceleration? A: 9.8m/s^2

2392. Re: Zaxxon, Frogger, Red Barron, & M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-29 00:00:00 UTC
From: lovegrov@twain.oit.umass.edu
Message-ID: <41u3as$d8e@nic.umass.edu>
Source record: 88822

Brandon Murakami (murakami@earthlink.net) wrote:
: Congratulations on getting Rainbow working. The main reason I want to get
: it is also to run MULE so I could try to make an exact copy of it to the
: Macintosh. Is there any chance I could get you to mail me your Atari ROM
: files?

I remember playing MULE and really liking it, but only vaguely recall the premise. I'd suggest writing to the creators (Electronic Arts?) and asking them if they might share the details of how things are calculated on a high level. Much easier than reverse-engineering it, I'm sure. I'd almost volunteer to help you port it if I didn't have about 50 other projects to work on.

Mike White

p.s. I found Frogger on an Atari site somewhere. Sure brings back memories!

p.p.s. You can get those ROM files by downloading PC XFormer from UMich archives.

2393. Re: APE FACE

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-29 00:00:00 UTC
From: lovegrov@twain.oit.umass.edu
Message-ID: <41u28u$d8e@nic.umass.edu>
Source record: 88823

Vince Grienti (ai542@FreeNet.Carleton.CA) wrote:
: Eric Sokolowsky (esok@park.uvsc.edu) writes:
: > I just bought a $2 ape face adapter (direct Atari 13-pin SIO plug to
: > centronics printer) today at a thrift store. I plugged it right in to
: > my Atari 800, but when I tried to print something out in BASIC nothing
: > came out. Is there a special handler for this beast? Or is mine just
: > broken? I don't feed too sad if it has died, considering what I paid
: > for it.
[snip]
: There was indeed a handler for the Ape Face. It generally came with the
: hardware and was available at certain bbs'. Good luck trying to find one,
: but if anyone in the world can help you, you are in the right place to do it!

I had an Ape Face, but I don't remember any sort of drivers for it. Of
course this was about 8-10 years ago... I'll have a look through my old
floppies though...

Mike White

2394. Selling an Atari 800 Computer

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-29 00:00:00 UTC
From: AFFZ82A@prodigy.com
Message-ID: <41tnlp$lk2@usenetw1.news.prodigy.com>
Source record: 88948

I have an atari 800 computer and want to sell it..I have two 5 1/4
floppy disks, number device...lots of software for young children...games
for kids...and lots of other stuff for this computer.....

-
SPENCER GORDON AFFZ82A@prodigy.com

2395. Re: XFD files for Rainbow?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-29 00:00:00 UTC
From: rziegler@sover.net
Message-ID: <41u06e$fd8@thrush.sover.net>
Source record: 88949

lymang@acpub.duke.edu (Lyman C. Green, Jr.) wrote:

>This doesn't do me much good, if I don't have a PC or a UNIX machine.

>--
If your at Duke, you probably have access to a Unix machine from where
you were sitting when you wrote this last message. Telnet to a Unix
machine on campus, FTP the dcm2atr for Unix, and see if it will run on
that machine. If it does, than you are set. Just retrieve the atr
file the Unix box created.

2396. Re: Idea for .ATR format

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-29 00:00:00 UTC
From: rziegler@sover.net
Message-ID: <41tv9g$eln@thrush.sover.net>
Source record: 88950

kendrick@zippy.sonoma.edu (William Kendrick) wrote:

>The problem with double-sided DCM files is that they'd be too big to
>store on a standard floppy - which is one of the reasons DCMs are
>compressed, and also is the reason you can break them up into peices.

With a hard drive setup it is too easy to forget. But what about the
atr? They would mostly be used on a PC, and a program to create a
"double sided" .atr from two .dcm files could be written. That should
be the easy part compared to deciding on file format etc. Is there
even interest?

2397. Wanted: Atari 7800 Console [Melb, Aus]

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-29 00:00:00 UTC
From: astaude@silas.cc.monash.edu.au
Message-ID: <41u4dl$cf6@harbinger.cc.monash.edu.au>
Source record: 88951

Wanted: Either Information leading to the purchase of an Atari 7800 or
someone willing to part with THEIR Atari 7800.

Will only consider local sellers (ie. around Melbourne) and console
must be in excellent condition...
Also looking for Gauntlet and Impossible Mission for Atari 7800...

_ _
(\-/)_.-'"``-._ "My Cat, Wolfy"
o o `| -._ )-;-,_`)
=(v_,)= _)--\\ ``-' astaude@silas.cc.monash.edu.au
_.- _..-_/ / ((_/ (Anthony Staude)
((_.-' ((_/ ((_/

2398. Re: MULE

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-29 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DE2ow9.JHx@aston.ac.uk>
Source record: 88952

;>Have you seen the game MULE?
;>It came out in the '80s....I want it for my PC in the '90s
;>If you know where I can download it, ftp it, or get it attached... let me
;>know

;Was a Mac version ever made?

Nope but look out for a new Atari 400/800/800XL emulator for the Mac called
Rainbow. The demo is at

ftp.amug.org in info-mac/app

or

http://www.aston.ac.uk/~lamcw/emulators.html

MULE works on it fine. If you get the sharware version, you can play with
4 players!

2399. 2600/5200/7800/400/400 ATARI AUCTION DAY 7

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-29 00:00:00 UTC
From: jrm8248@u.cc.utah.edu
Message-ID: <41v8rp$o3i@news.cc.utah.edu>
Source record: 88953

2600/5200/7800/400/400 ATARI AUCTION DAY 7

WELCOME TO THE ALL ATARI AUCTION

The 2600 cartridges have been sorted by company name and
alphabetically. If you are interested take the time to go
through the lists and send me a bid for everything you want.

This Auction will end at Midnight Mountain Time on
Sunday September 3, 1995

The Rules follow this auction.

Please send all bids to jrm8248@u.cc.utah.edu

Happy Bidding!!

ATARI 2600-NEAR MINT W/BOX & DIRECTIONS

-Combat $3.00 min

-Missle Command $3.00 min

-Pac Man w/ Atari Pac Man Sticker on Box $4.00 bnohj

Atari 2600-LOOSE GAMES, COLORED LABEL NO PICTURE

-Air-Sea Battle: cx-2602

-Backgammon: cx-2617 $2.00 rhett

-Basic Math: cx-2661

-Basketball: cx-2624

-Brain Games: cx-2664 $1.00 rfulton

-Championship Soccer: cx-2616

-Football: Atari

-Golf: cx-2634

-Hunt & Score: cx-2642 $1.00 lonadar

-Indy 500: cx-2611

-Outlaw: cx-2605 $1.00 allan

-Space Invaders: cx-2632

-Space War: cx-2604

-Surround: cx-2641 $1.00 ltravis

Atari 2600-LOOSE GAMES, COLORED LABEL W/ PICTURE

-Adventure

-Asteroids

-Basketball*

-Breakout $1.00 gjpaters

-Circus Atari

-Demons to Diamonds: Atari

-Dodge em $1.00 rhett

-Football

-Golf

-Home Run

-Indy 500

-Math Gran Prix

-Missle Command

-Pac-Man

-Space Invaders

-Space War

-Star Raiders

-Warlords $1.00 rhett

-Yars Revenge

Atari 2600-LOOSE GAMES, SILVER LABEL W/ PICTURE

-Battlezone

-Centipede $1.00 gjpaters

-Dig Dug: Atari $1.00 gjpaters

-E.T.

-Ms. Pac-man $1.00 gjpaters

-Phoenix

-Pole Position $1.00 ltravis

-Realsports Football

Atari 2600-LOOSE GAMES, M NETWORK

-Football

-Frogs & Flies

-Lock N Chase $2.00 rhett

-Space Attack

-Super Challenge Baseball

Atari 2600-LOOSE GAMES, ACTIVISION

-Grand Prix

-Kaboom $1.00 rfulton
Damaged end label

-Laser Blast

-Pitfall

-River Raid

-Seaquest $1.00 lonadar

-Skiing

-Stampede
-Missing end label

-Starmaster

Atari 2600-LOOSE GAMES, CBS

-Gorf $2.00 rhett

Atari 2600-LOOSE GAMES, COLECO

-Donky Kong

-Mousetrap

-Venture

Atari 2600-LOOSE GAMES, IMAGIC

-Atlantis

-Cosmic Ark

-Demon Attack

-Laser Gates $7.00 timg

-Riddle of the Sphinx

-Star Voyager

-Trick Shot

Atari 2600-LOOSE GAMES, PARKER BROTHERS

-Amidar

-Frogger

-Q*Bert $1.00 gjpaters

-Reactor

Atari 2600-LOOSE GAMES, SEARS TELEGAMES

-Gunslinger

-Missle Command

-Race $2.00 timg

-Space Invaders

-Tank Plus $3.00 keita

Atari 2600-LOOSE GAMES, TELESYS

-Cosmic Creeps $2.00 rpribish

-Fast Food $3.00 rpribish

Atari 2600-LOOSE GAMES, US GAMES

-Piece O🏻 Cake $3.00 rpribish

-Space Jockey

ATARI 5200-LOOSE GAMES

-Centipede, w/ overlay

-Defender

-Galaxian, w/ overlay $2.50 gmofley

-Missle Command

-Ms. Pac Man $2.50 gmofley

-Pac-Man

-Pole Position

-Qix, w/ overlay, w/ directions $2.50 gmofley

-Q*Bert
label is torn

-Real Sports Soccer, w/ directions

-Soccer

-Space Invaders

-Super Breakout

ATARI 5200-BOXED GAMES W/ DIRECTIONS
*all boxes have some wear.

-Defender

-Qix

ATARI 7800-LOOSE GAMES

-Pole Position II

-Winter Games $2.00 rhett

MISCELLANEOUS CATALOGS
*all are in near mint condition

-ATARI FORCE Comic Book #2 $3.00 min

-ATARI FORCE Comic Book #3 $3.00 min

-ATARI Video Game Catalog $2.00 min

ATARI 400/800-LOOSE GAMES

-Atariwriter Word Processor: RX8036

-Basic Computing Language: CXL4002

-Defender: CXL4025 $4.00 luis

-Popeye: Parker Brothers: W/ box & Directions $4.00 luis

-Space Invaders: CXL4008 $4.00 luis

-Star Raiders: CXL4011 $2.00 min

MISC. SYSTEMS-
*some systems say no cables but if you bid I will look for them,
but I will not guarantee that I find them. Shipping will vary
depending on the system.
MINIMUM BID INCREMENTS FOR ALL OF THE SYSTEMS
WILL BE $1

-Atari 2600 jr, no cables not working

-Atari 5200, 4 port, manual, switchbox and joysticks, no power supply
$46.50
gmofley

-Atari 800XL w/ power supply $15.00 luis

-Atari Keyboard Controller

Send all bids to: jrm8248@u.cc.utah.edu

TRADES:

The only things that I will be willing to trade for are Sega Saturn Items.

HERE ARE THE RULES:

1. This auction will end on Sunday, September 3, 1995 at
Midnight Mountain Time.

2. Current high bids will be posted every other day on this
newsgroup and bidders will most likely be notified when
they are outbid for an item.

3. High bidders will be posted by their email name unless otherwise specified.

4. When sending a bid, your subject must be ATARI BID .

5. Minimum bids will be $1 and bidding increments will be $.50 unless otherwise posted all in US Dollars.

6. If two people bid identical bids, then the person responding first will get credit for the bid.

7. Shipping will be $2.00 for the first cartridge + $.50 for each additional cartridge. Shipping and handling for systems will range between $6 and $10.00 depending on weight. Larger systems may be more. All cartridges and systems will be shipped through the US Postal System anywhere in the Continental US. Other areas will need to make special arrangements for shipping.

8. Following the auction, each bidder will be contacted individually for payment and shipping. Money Orders (sorry no personal checks) are the preferred form of payment, but cash is always accepted. Payment MUST be received within 7 days.

9. The will be no guarantee or warranty on anything purchased from this auction. Cartridges have been tested and do work, unless otherwise specified. Most systems have been tested and do work. The systems which may not work are the ones without cables or a power supply.

10. FINALLY, IF YOU ARE THE HIGH BIDDER YOU MUST PAY FOR YOUR ITEMS, OTHERWISE YOUR POSTMASTER WILL BE INFORMED AND YOU WILL BE BARRED FROM FUTURE AUCTIONS!!!

Your participation in this auction signifies your consent to follow these rules as stated.

2400. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-29 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <41vgsn$jet@no-names.nerdc.ufl.edu>
Source record: 88954

darkforc@tiac.net (Eric Palm) wrote:

>I hope your not planning on loading all these modules from Floppy? Or
>on the SIO bus at all. I figure the single most limiting factor on
>the 8-bit Atari's is still the serial based floppy drives. An OS like
>this will Require (an MSDOS terminalogy?) a minimum of 1 meg of
>banked, rom, the 6581? chip and a PBI based hard drive. That's alot
>of demand on a system most people look on as nostalgic, wouldn't you
>think. Sound like around $500 - $600 of additional investment over
>the $10 800XL someone picks up at a flea market or tagsale.

It will load from floppy. It will not be that slow. The OS will NOT require 1meg
of banked RAM. The OS will work on a 6502. A hard disk will be OPTIONAL.
(I think I got everything there).

In short, it should run decently on a 130XE or better with at least a floppy drive.
I don't think that's too much to ask.

>Has anyone though of thePC Xformer solution. I know you guys are
>talking aboutmaking a killer 8/16 bit hardware solution, but how about
>a super version of PC Xformer that does all this that you want. Get
>the system laid out in software, see if it's doable, before laying
>hands on a soldering iron. The market would be trmendous, and the
>average consumer wouldn't have to invest in $600 worthof dedicated
>Atari-brandlike hardware, and run their multi-tasking, super OS on his
>Pentium or whatever. You can have every addition for the Atari you
>need there. An XEP-80 emulation made for PX Xformer 5.0 (or
>whatever). Specific drivers that will only work with PC Xformer, but
>not required by the software, only as much as enhancements for a
>better feel.

Buying a PC to emulate an Atari 8-bit is not an acceptable solution, in my opinion.
Fact is, I don't WANT a PC. I'm quite happy with my many Ataris and my Macintosh.
The reason I am considering this new OS idea is because I feel that there is
unfinished business on the Atari side of things. Atari's cool machines
have long suffered from a lack of software, and in the case of the 8-bit, the
computer never lived up to its potential. I'd like to see it do that -- and
it DOESN'T need help from a PC.

-Michael Ellis

2401. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-29 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <41vh2v$jon@no-names.nerdc.ufl.edu>
Source record: 88955

darkforc@tiac.net (Eric Palm) wrote:

>I hope your not planning on loading all these modules from Floppy? Or
>on the SIO bus at all. I figure the single most limiting factor on
>the 8-bit Atari's is still the serial based floppy drives. An OS like
>this will Require (an MSDOS terminalogy?) a minimum of 1 meg of
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>average consumer wouldn't have to invest in $600 worthof dedicated
>Atari-brandlike hardware, and run their multi-tasking, super OS on his
>Pentium or whatever. You can have every addition for the Atari you
>need there. An XEP-80 emulation made for PX Xformer 5.0 (or
>whatever). Specific drivers that will only work with PC Xformer, but
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have long suffered from a lack of software, and in the case of the 8-bit, the
computer never lived up to its potential. I'd like to see it do that -- and
it DOESN'T need help from a PC.

-Michael Ellis

2402. sw for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-30 00:00:00 UTC
From: trek@ihgp2.ih.att.com
Message-ID: <DE3o7F.Gso@ssbunews.ih.att.com>
Source record: 88824

Here's some of the best classics for the Atari 8 bit. All have docs,
package unless otherwise noted. (Shipping not included for single item
purchases - in US will probably be $3)

Educational Software
++++++++++++++++++++
Atari Logo Manuals-Ref & Intro Atari - NOTE manuals only $3

Entertainment Software
++++++++++++++++++++++
Pinball Construction ECA $10
The Seven Cities of Gold ECA,unopened $10
Hacker Activision $5
Seastalker Infocom,unopened $7
Conflict in Vietnam MicroProse $7
Zaxxon Datasoft $5
The Keys of Acheron,unopened (need Hellfire Warrior) $3
Slime Synapse,disk only $2

System Software
+++++++++++++++
DOS 2.5 Atari,disk & manual $3

Magazines
+++++++++ price for the bunch
2 Analogs (4/86, 9/87) $1
4 Computes (7/86, 10/86, 11/86, 12/86) $1
8 AIM Magazines (ST & 8 Bit) (10/90, 11/90, 1-6/92) $3
9 Current Notes (ST & 8 bit) (6/89, 7-8/90, 9/90, 10/90, 11/90,
4/91, 5/91, 7-8/91, 9/91 $4

Let's Make a Deal!

Wayne Booth phone: (708) 979-3304 email: trek@ihgp.ih.att.com

2403. Loading 2-disk games with Xformer 2.52

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-30 00:00:00 UTC
From: David Schmidt <davids@interport.net>
Message-ID: <421qcd$tu@park.interport.net>
Source record: 88825

Does anyone know how to load a game from 2 disk images with
Xformer 2.52?

Thanks!

2404. Rainbow an M.U.L.E. HELP!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-30 00:00:00 UTC
From: fnjah@aurora.alaska.edu
Message-ID: <421bqm$9pc@news.alaska.edu>
Source record: 88826

I got the demo version of Rainbow and the 800 OS. It runs all the demo stuff and I got it to run Donkey Kong, but it won't run anything else. It either just shows a black screen as with Jumpman, or shows a title screen and then crashes as with Ms Pac Man.
What I really want it for is to run M.U.L.E. which the demo version should run. I have a disk XFD image of MULE, but it won't accept it. It says it is only supported in the shareware version. I changed it to an ATR type and it still doesn't work. I bought MULE for my atari years ago and still have the disk. But I have no way of getting the image to my mac. Could somebody please mail me a UU encoded disk image that Rainbow will be able to read? I would like to see how mule runs before getting the full program of Rainbow.
Any help is greatly appreciated.
Jim (fnjah@aurora.alaska.edu)

2405. FOR SALE (UK ONLY)

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-30 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <4229ri$dd@dux.dundee.ac.uk>
Source record: 88827

I have the following software for the Atari 800/XL/XE series for sale:

ALL PRICES IN UK pounds.

All are in their boxes and with manuals/instructions.

Disks
Decision in the Desert TurboBasic & ACE C
Digidrum II Blue Max
Druid Pole Position
Questron Mini Office 2

All above disks are 25 (incl postage)

Tapes
Boulderdash IV + Construction Kit
Henry's House, Blinky's Scary School, Spy VS Spy, Kenny Dalgleish,
Ghost Busters,World Soccer,Side Winder II, Mirax force,
Encounter,Spell Bound, Mercenary

All above Tapes for 15 (incl postage)

Rom

Rescue on Fractalus 4

EVERYTHING for 40

I'm open to offers, but please bare in mind the above includes P&P
in the UK.

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
ex-President, University of Dundee, Dramatic Society

2406. Re: New 8bit OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-30 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <DE4nzB.AtF.0.-s@cs.vu.nl>
Source record: 88828

mathniss@link.xs4all.nl (Mathy Van Nisselroy) writes:

>i >From: ipoorten@cs.vu.nl (Ivo van Poorten)

>i >on top of the notes I made about new MODPlayer and underneath the JPEG decode
>i >notes :-) But seriously, I believe it is possible to make a multitasking

>I know you're not serious, but...

Well, in fact I _have_ seriously considered writing a JPEG decoder for the
Atari XL... lack of time is the _only_ reason that it isn't made yet...

>Hey, JPEG decoder.

>I could use a utility like that! As long as it isn't one of those
>"finger practises" like one of your other programs (MODplayer???).

Is this a flamebait or what?

I guess I'd better quit this editorsession now...

>Better keep ^ those for the bed room.

>CU Mathy Van Nisselroy mathniss@link.xs4all.nl

Ivo

2407. Still more 'util' stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-30 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Aug30.163752.28622@wariat.UUCP>
Source record: 88829

(Nobody commenting except Marek, but I'll give benefit of my
experience.)
From what I've learned so far, I know I could use 'util' more
effectively, and maybe Rick Cortese's 'mule'. I don't know mule,
haven't tried it. The FAQ says it is a 180k transfer utility.
Anyway, use a FRESH, 2s,2d disk, (not hd). Or, do like I do on already
formatted, experimented on, disks and put the disk inbetween a couple
of very strong electromagnets (mine's hooked up to a model train
transformer). Anyway, a FRESH disk. And format USING THE PC, not the
Atari drive (1050 or whatever.) You'll probably get good results using
'util' and maybe 'mule'. If 'util' does 'snarks', that is you can hear
the head repositioning, forget it and start over.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

2408. Re: APE 1.04 . will not work for me.

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-30 00:00:00 UTC
From: James Bradford <masstorage@closer2.brisnet.org.au>
Message-ID: <421hd4$ml5@bne2.design.net.au>
Source record: 88830

Hmmmm. I cannot get ape to work for me. I use comm port 4 and the 2 chip sio2pc interface. It
all works for sio 2 pc but not ape. My com port has a 16550 and am running it from dos. Thought
command line required inverting but that didn,t work. What is wrong?? BTW. my computer is PAL.
Will that have any thing to do with it?

Glad to see that superdos works with it. Superdos also supports usd sio rates.I hope to one day support indus gt sio speed as well. It is simillar to xf551 commands except sio speed is
much faster..

2409. Best Electronics

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-30 00:00:00 UTC
From: cmarr@gold.interlog.com
Message-ID: <421jrn$jl0@steel.interlog.com>
Source record: 88831

Can someone post the phone number and/or e-mail id (web site?) for
Best Electronics?

Much Appreciated...

--
Colin Marr (cmarr@interlog.com)

2410. Re: Role of .rom files in PC XF 2.x

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-30 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <422og7$kk6@news1.halcyon.com>
Source record: 88832

In article <41rp7r$qi6@sun.uakom.sk>, Tommy <madaras@kosice.upjs.sk> wrote:
>Downloading package with XF 2.5 (xf25.zip) , there were several .rom
>files. But, in the package with XF 2.52 there were no .rom files. When I
>deleted .rom files from subdirectory with XF 2.5, where all package was
>installed, nothing has changed - program worked well also without .rom
>files. Hence, my question is: for what are they there, then?

Like in some earlier versions of ST Xformer, the idea of the .ROM files
is to allow the user to patch Atari BASIC or the OS with custom code, in
much the same way people copy their Atari 800XL ROMs into RAM and apply
patches. For example you can dump any 8K cartridge to a file and rename
it to ATARIBAS.ROM and then Xformer will boot up with that cartridge
instead of with BASIC. Or change the READY prompt to something else.
Etc.

After releasing PC Xformer 2.0 and getting absolutely ZERO feedback
from anyone regarding any cool modifications they made I decided to
nuke the files in the later releases to reduce the size of the ZIP file.

The feature is still in there, and certainly anyone who has the
technical background to modify BASIC or the OS has the know how on
creating the files in the first place (you just write a one line Atari
BASIC program to dump BASIC or the OS to a disk file).

So to answer your question, if you don't know what to do with the files,
you don't need them.

- Darek

--
==========
Darek Mihocka, email:brasoft@halcyon.com http://www.halcyon.com/brasoft/
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 Compuserve:73657,2714 AOL:brasoft

2411. More A8 & pc format single density

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-30 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Aug30.104603.28212@wariat.UUCP>
Source record: 88833

(I sent the following two msgs. to an address I had for Richard Dell.
The msgs. bounced so I'm posting here. Marek Tomczyk also said post my
questions here.)
Marek Tomcyk has been most helpful in information about
sector 'skew's or sector ordering for formatting a A8 disk.
I'm looking for a RELIABLE way to read/write/format single
density A8 disks on the pc. Altering the sector skew just
seems to effect the speed at which A8 and pc drives find
given sectors, due to the timing I guess. Here's my
question:
Is there an optimum sector skew and most importantly
inter-sector gap for formatting disks on the pc? I'm about
to give up. I've used a box of 25 disks experimenting and
still haven't gotten reliable reads on either the A8 or pc.
(Where's R. Dell when you need him?) Any one? Please jump
in or e-mail me.
(Msg #2)
Mr. Dell,
I hope this gets thru to you. I sent a previous message
asking for info about single density A8 disks
reading/writing/formatting on a pc. I thought if I told you
some of what I learned experimenting that you might have
some insight.
I get reliable results double density formatting on the pc
with the sector skew from C. Marslett's 'util'. I do change
the inter-sector gap for read/write and format from
Marslett's 28 and 24 to 14 and 24.
Now I'm trying to get reliable results in single density.
Again, the pc will not find the address mark (track) of an
A8 formatted disk. My best results are formatting single
density on the pc using the same sector skew and
inter-sector gaps as for double density. I just change the
bytes per sector parameter in the disk base table. The pc
will read the sectors up to 16 reliably. At 16, the pc has
trouble finding the sector. The Atari will read the first
18 sectors, but then doesn't move the read/write head for
the next track and can't read sector 19. Thanks, Russ
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point

****

2412. Looking for ATARI 800 & peripherals

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-30 00:00:00 UTC
From: kubatm@infi.net
Message-ID: <42210o$9lp@allnews.infi.net>
Source record: 88834

I would like to borrow/rent an Atari 800/800XL computer with a compatible
floppy drive and Atari Writer to print out some old files written in Atari Writer.
I live in Virginia Beach, Virginia, and am willing to travel a bit to use the beastie
in place or pick it up for travel home.

Anyone out there able to accommodate me? If so, please call Michael at
(804) 473-8656 or respond to kubatm@infi.net.

Many thanks in advance.

2413. Re: Wanted: an 850 or equivalent

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-30 00:00:00 UTC
From: lymang@acpub.duke.edu
Message-ID: <lymang-3008951938150001@async89.async.duke.edu>
Source record: 88835

In article <144360@cup.portal.com>, Chris_F_Chiesa@cup.portal.com wrote:

>"Lyman" somebody writes:
>
>>I am looking for an 850, so that I can have it up and running and waiting
>>for the registered copy of Rainbow which I have just sent away for.
>
>Okay, it's display-my-ignorance time again. This is the second post I've
>read in the last ten minutes that mentions "Rainbow." What is it?
>
>Chris

It's an Atari 800/800XL shareware emulator for the Macintosh.

--
"When the whole thing washes away, don't run to me.."-Soundgarden

2414. 2600/5200/7800/400/800 ATARI AUCTION DAY 9

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-30 00:00:00 UTC
From: jrm8248@u.cc.utah.edu
Message-ID: <42290n$oob@news.cc.utah.edu>
Source record: 88836

2600/5200/7800/400/400 ATARI AUCTION DAY 9

WELCOME TO THE ALL ATARI AUCTION

The 2600 cartridges have been sorted by company name and
alphabetically. If you are interested take the time to go
through the lists and send me a bid for everything you want.

This Auction will end at Midnight Mountain Time on
Sunday September 3, 1995

The Rules follow this auction.

Please send all bids to jrm8248@u.cc.utah.edu

Happy Bidding!!

ATARI 2600-NEAR MINT W/BOX & DIRECTIONS

-Combat $3.00 min

-Missle Command $3.00 min

-Pac Man w/ Atari Pac Man Sticker on Box $4.00 bnohj

Atari 2600-LOOSE GAMES, COLORED LABEL NO PICTURE

-Air-Sea Battle: cx-2602

-Backgammon: cx-2617 $2.00 rhett

-Basic Math: cx-2661 $1.00 allan

-Basketball: cx-2624

-Brain Games: cx-2664 $1.50 kcwillia

-Championship Soccer: cx-2616

-Football: Atari

-Golf: cx-2634 $1.00 kcwillia

-Hunt & Score: cx-2642 $1.50 kcwillia

-Indy 500: cx-2611 $1.00 kcwillia

-Outlaw: cx-2605 $1.00 allan

-Space Invaders: cx-2632

-Space War: cx-2604

-Surround: cx-2641 $1.00 ltravis

Atari 2600-LOOSE GAMES, COLORED LABEL W/ PICTURE

-Adventure $1.00 bdoug

-Asteroids

-Basketball*

-Breakout $1.00 gjpaters

-Circus Atari

-Demons to Diamonds: Atari $1.00 kcwillia

-Dodge em $1.00 rhett

-Football

-Golf

-Home Run

-Indy 500

-Math Gran Prix $1.00 allan

-Missle Command

-Pac-Man

-Space Invaders

-Space War

-Star Raiders

-Warlords $1.00 rhett

-Yars Revenge

Atari 2600-LOOSE GAMES, SILVER LABEL W/ PICTURE

-Battlezone $1.00 bdoug

-Centipede $1.00 gjpaters

-Dig Dug: Atari $1.00 gjpaters

-E.T.

-Ms. Pac-man $1.00 gjpaters

-Phoenix $1.00 kcwillia

-Pole Position $1.50 gjpaters

-Realsports Football

Atari 2600-LOOSE GAMES, M NETWORK

-Football

-Frogs & Flies $1.00 bdoug

-Lock N Chase $2.00 rhett

-Space Attack $1.00 kcwillia

-Super Challenge Baseball

Atari 2600-LOOSE GAMES, ACTIVISION

-Grand Prix

-Kaboom $1.00 rfulton
Damaged end label

-Laser Blast

-Pitfall

-River Raid $1.00 bdoug

-Seaquest $1.00 lonadar

-Skiing

-Stampede $1.00 bdoug
-Missing end label

-Starmaster

Atari 2600-LOOSE GAMES, CBS

-Gorf $2.00 rhett

Atari 2600-LOOSE GAMES, COLECO

-Donky Kong

-Mousetrap

-Venture

Atari 2600-LOOSE GAMES, IMAGIC

-Atlantis $1.00 kcwillia

-Cosmic Ark

-Demon Attack

-Laser Gates $7.00 timg

-Riddle of the Sphinx $1.50 kcwillia

-Star Voyager

-Trick Shot $1.50 kcwillia

Atari 2600-LOOSE GAMES, PARKER BROTHERS

-Amidar $1.00 kcwillia

-Frogger

-Q*Bert $1.50 kcwillia

-Reactor $1.00 kcwillia

Atari 2600-LOOSE GAMES, SEARS TELEGAMES

-Gunslinger $1.00 bdoug

-Missle Command

-Race $2.50 kcwillia

-Space Invaders

-Tank Plus $3.00 keita

Atari 2600-LOOSE GAMES, TELESYS

-Cosmic Creeps $2.00 rpribish

-Fast Food $3.50 kcwillia

Atari 2600-LOOSE GAMES, US GAMES

-Piece O Cake $5.00 rpribish

-Space Jockey

ATARI 5200-LOOSE GAMES

-Centipede, w/ overlay

-Defender

-Galaxian, w/ overlay $2.50 gmofley

-Missle Command $1.00 bdoug

-Ms. Pac Man $2.50 gmofley

-Pac-Man

-Pole Position

-Qix, w/ overlay, w/ directions $2.50 gmofley

-Q*Bert
label is torn

-Real Sports Soccer, w/ directions $1.00 bdoug

-Soccer

-Space Invaders

-Super Breakout

ATARI 5200-BOXED GAMES W/ DIRECTIONS
*all boxes have some wear.

-Defender

-Qix

ATARI 7800-LOOSE GAMES

-Pole Position II

-Winter Games $2.00 rhett

MISCELLANEOUS CATALOGS
*all are in near mint condition

-ATARI FORCE Comic Book #2 $3.00 min

-ATARI FORCE Comic Book #3 $3.00 min

-ATARI Video Game Catalog $2.00 min

ATARI 400/800-LOOSE GAMES

-Atariwriter Word Processor: RX8036

-Basic Computing Language: CXL4002

-Defender: CXL4025 $4.00 luis

-Popeye: Parker Brothers: W/ box & Directions $4.00 luis

-Space Invaders: CXL4008 $4.00 luis

-Star Raiders: CXL4011 $2.00 min

MISC. SYSTEMS-
*some systems say no cables but if you bid I will look for them,
but I will not guarantee that I find them. Shipping will vary
depending on the system.
MINIMUM BID INCREMENTS FOR ALL OF THE SYSTEMS
WILL BE $1

-Atari 2600 jr, no cables not working

-Atari 5200, 4 port, manual, switchbox and joysticks, no power supply
$46.50
gmofley

-Atari 800XL w/ power supply $15.00 luis

-Atari Keyboard Controller

Send all bids to: jrm8248@u.cc.utah.edu

TRADES:

The only things that I will be willing to trade for are Sega Saturn Items.

HERE ARE THE RULES:

1. This auction will end on Sunday, September 3, 1995 at
Midnight Mountain Time.

2. Current high bids will be posted every other day on this
newsgroup and bidders will most likely be notified when
they are outbid for an item.

3. High bidders will be posted by their email name unless otherwise specified.

4. When sending a bid, your subject must be ATARI BID .

5. Minimum bids will be $1 and bidding increments will be $.50 unless otherwise posted all in US Dollars.

6. If two people bid identical bids, then the person responding first will get credit for the bid.

7. Shipping will be $2.00 for the first cartridge + $.50 for each additional cartridge. Shipping and handling for systems will range between $6 and $10.00 depending on weight. Larger systems may be more. All cartridges and systems will be shipped through the US Postal System anywhere in the Continental US. Other areas will need to make special arrangements for shipping.

8. Following the auction, each bidder will be contacted individually for payment and shipping. Money Orders (sorry no personal checks) are the preferred form of payment, but cash is always accepted. Payment MUST be received within 7 days.

9. The will be no guarantee or warranty on anything purchased from this auction. Cartridges have been tested and do work, unless otherwise specified. Most systems have been tested and do work. The systems which may not work are the ones without cables or a power supply.

10. FINALLY, IF YOU ARE THE HIGH BIDDER YOU MUST PAY FOR YOUR ITEMS, OTHERWISE YOUR POSTMASTER WILL BE INFORMED AND YOU WILL BE BARRED FROM FUTURE AUCTIONS!!!

Your participation in this auction signifies your consent to follow these rules as stated.

2415. Re: Loading 2-disk games with Xformer 2.52

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-30 00:00:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19950830113800MIS0160@MVS.UDEL.EDU>
Source record: 88837

In article <421qcd$tu@park.interport.net>,
David Schmidt <davids@interport.net> writes:
>
>Does anyone know how to load a game from 2 disk images with
>Xformer 2.52?
>
>Thanks!
>
I assume you mean a game that asks for a disk change in mid-stream.
As far as I know, only the commercial versions (3.0, 3.0a, 3.2 or 4.0)
have that feature (as well as player-missile graphics, sound, etc).
I bought version 3.0 and am pleased. It's not perfect, but does a
good job for a reasonable price.

Roger

2416. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-30 00:00:00 UTC
From: jduersto@kendall.mdcc.edu
Message-ID: <4238ph$9c@kendall.mdcc.edu>
Source record: 88838

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:

: Right, so when somebody has their some Atari stuff stored on a Unix
: machine already (because that's what they use for everything else),
: they start to tar and gzip without thinking, because that's easier for
: them (and better in some ways, which doesn't matter if you can't
: decode it).
: But it's a BIG pain for everybody else.

: I'm certainly not saying that we should start using tar.gz for Atari
: stuff, just that we should be able to decode it.

Assuming you have tar and gzip on the local or remote system, you can do
several things to get around this without too much difficulty.

If the site is using wu-ftpd, on a file called "file.gz", you can "get file"
and it will decompress it on the fly.

If you have gzip locally, you can "get file.gz |gzip\ -dc\ >file" and it
will do the same thing. Note that the backslashes are necessary to make
the ftp client think it's all one command.

Similarly, with file.tar, you can "get file.tar |tar\ xvf\ -" to extract
the files as you download it. On "file.tar.gz", you can
"get file.tar.gz |tar\ -xzvf\ -" the produce the same results.

Converting the files to the .arc format is up to you, but there is a unix port
of arc available.

Anyhow, that concludes the "nifty FTP tricks" lesson for today. :)

Jason Duerstock
jduersto@kendall.mdcc.edu
jasond@mdcs2.cs.mdcc.edu

2417. Re: MULE

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-30 00:00:00 UTC
From: jgoodman@tiac.net
Message-ID: <jgoodman-3008950231260001@supercell.tiac.net>
Source record: 88839

> Nope but look out for a new Atari 400/800/800XL emulator for the Mac called
> Rainbow. The demo is at
>
> ftp.amug.org in info-mac/app
> http://www.aston.ac.uk/~lamcw/emulators.html
>
> MULE works on it fine. If you get the sharware version, you can play with
> 4 players!

...and my money is in the mail.

But in the meantime, what is the best way to get the entire M.U.L.E. disk
over to the Mac?
Or any game disk, for that matter? I have an 810 with The Chip (tm) in it,
will that help?

After 13 or 14 years I'm a bit rusty...

--
John V. Goodman
jgoodman@tiac.net

2418. Re: XFD files for Rainbow?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-30 00:00:00 UTC
From: lymang@acpub.duke.edu
Message-ID: <lymang-3008951940560001@async89.async.duke.edu>
Source record: 88840

In article <41u06e$fd8@thrush.sover.net>, rziegler@sover.net wrote:

>lymang@acpub.duke.edu (Lyman C. Green, Jr.) wrote:
>
>
>>This doesn't do me much good, if I don't have a PC or a UNIX machine.
>
>>>--
>If your at Duke, you probably have access to a Unix machine from where
>you were sitting when you wrote this last message. Telnet to a Unix
>machine on campus, FTP the dcm2atr for Unix, and see if it will run on
>that machine. If it does, than you are set. Just retrieve the atr
>file the Unix box created.

well mr. smarty pants, so maybe you're right. I do have access to a UNIX machine (ok, SEVERAL Unix machines.). I just would rather NOT use it. :) But if I have to, I shall.

Besides, I hope to avoid all that by just transferring directly all my atari stuff to my mac. I have a seller for an 850, now I just need to work on getting the right cable from the 850 to a mac, before I actually buy it from him.

Lyman

--
"When the whole thing washes away, don't run to me.."-Soundgarden

2419. ***Indus GT disk drive***

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-31 00:00:00 UTC
From: Jason Hedrick <102416.675@CompuServe.COM>
Message-ID: <4233adhqn1@mhade.production.compuserve.com>
Source record: 88841

Hi. I need help with the Indus GT disk drive. I've had it for a while,
and just got around to hooking it up to test it. It seems to work ok, except
for the following.
Upon bootup with SpartaDOS X, using its built-in INDUS.SYS driver,
the drive reads Ultra-speed Double-density just fine. However, whenever you
go to do anything to do with writing to the disk, such as formatting, it
slips into regular speed mode. The weird thing is, if you're formatting an
Ultra Speed DD disk, it writes the boot sectors and such in low speed, but
on another Ultra Speed compatable drive, the disk reads as Ultra Speed!
Of course, once the Indus slips into this mode, it won't read ultra speed
correctly, or write it.
If anyone has any idea how to correct this, PLEASE! Oh, PLEASE post a
message, or E-mail me, if you like.
Thanks,
--

Jason Hedrick

2420. Re: IDE Drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-31 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9508310024591.DLITE.bjcorr@delphi.com>
Source record: 88842

>b >From: bjcorr@delphi.com (Ben Corr)
>b >Subject: IDE Drive
>b >Date: 4 Aug 1995 02:10:26 GMT
>
>b >Hmmmm..... And you lose half the drive
>b >capacity due to the 8-bits 8 byte data bus.
>
>Isn't it possible to split 16 bytes into two 8 byte chuncks???
>
>CU Mathy Van Nisselroy mathniss@link.xs4all.nl
>
>PS I'm not hindered by knowledge, so please don't ask me how.

Yes, quite possible and Mike (FTE) did this for the MIO II. I asked Bob about this and he said that:

1) It would greatly slow down disk access (you'd have to read each 512k sector twice) for the current interface.

2) You could re-do the interface, but in all 16 data lines and either latch the two halves of the 512k sector, or use the second half of the sector as another drive (interesting...) but that would make the interface more complex. The return for the investment (more disk space) wasn't worth it in his opinion with the low cost of IDE drives at the moment and the rather small demand on disk space of most Atari programs. I have to admit, more than 20meg or so seems like overkill (except for a BBS) for the average user of an Atari 8 bit. But the idea will probably be worked out if there is demand for it. I don't even know how popular the idea of building your own IDE interface is to the general Atari community.

Bob still has my setup, when it's done (smart socket installed) I'll let you all know if this thing can cut it.

bjcorr@delphi.com

2421. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-31 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/faq_809883114@rtfm.mit.edu>
Source record: 88843
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List

Revised 31-Jul-95

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

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when given.

The Atari 8-Bit Computers Frequently Asked Questions List was created to
provide answers to many commonly asked questions found in the Internet's
comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group. It is in
a constant state of development, and comes with no guarantees. If you
see any problems, I need to hear from you!

--- Where to get the latest copy of the 8-bit Atari FAQ List ---

The home of many FTP archive sites, automatically updated monthly:
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq

The World Wide Web hypertext version, automatically generated monthly:
http://www.smartpages.com/faqs/atari-8-bit/faq/faq.html

WWW "flat hypertext" versions, automatically generated monthly:
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.faq.html

Usenet newsgroups where this FAQ list is automatically posted monthly:
news:comp.sys.atari.8bit news:comp.answers news:news.answers

You can also get the latest version by e-mail.
mailto:mail-server@rtfm.mit.edu message says:
send usenet/news.answers/atari-8-bit/faq
quit
```

Subject: 0.1) Table of contents

0.1) Table of contents

Introduction
1.1) What is an Atari 8-bit computer?

Usenet
2.1) What is comp.sys.atari.8bit?
2.2) What is comp.sys.atari.announce?
2.3) What is comp.sys.atari.advocacy?
2.4) What is comp.sys.atari.programmer?
2.5) What is comp.emulators.misc?
2.6) What is comp.emulators.announce?

E-Mail
3.1) What is the Info-Atari8 Digest?
3.2) What is INFO-A8?
3.3) How can I access the Merit/UMich Archive by e-mail?
3.4) How can I retrieve files from FTP sites by e-mail?
3.5) How can I post to Usenet newsgroups by e-mail?
3.6) How can I access the World Wide Web by e-mail?

FTP
4.1) How can I access the Merit/UMich Archive by FTP?
4.2) What is the Boston Archive?
4.3) What is the PVV Archive?
4.4) What is the ClarkNet Archive?
4.5) What is the Gatekeeper's Archive?
4.6) What is the Closer To Home Archive?

Telnet
5.1) What is the Cleveland Free-Net Atari SIG?
5.2) What is the Youngstown Free-Net Atari SIG?
5.3) What is the National Capital Free-Net Atari SIG?
5.4) What is the Closer To Home BBS?
5.5) How can I access the World Wide Web by Telnet?

Gopher
6.1) How can I retrieve files from the Merit/UMich Archive through Gopher?

World Wide Web
7.1) What WWW pages support the 8-bit Atari?

Prospero
7.8) How can I access the Merit/UMich Archive by AFS?

IRC
7.9) What IRC channels discuss the 8-bit Atari?

Online Magazines
8.1) What is the CAIN Newsletter?

File Formats
9.1) What's this UUEncoding stuff (.uu, .uue files) all about?
9.2) What is an .arc file?
9.3) Okay, how about a .dcm file?
9.4) What is an .xmo file?

Emulation
10.1) What 8-bit Atari emulators exist for other computing platforms?

File Transfer Solutions
11.1) What are the best terminal emulators available?
11.2) Can I read/write 8-bit Atari disks on an IBM-PC?
11.3) Can I read/write MS-DOS disks on an 8-bit Atari?
11.4) How do I transfer files using a null modem cable?

Storage Media
12.1) What 5.25" floppy disk drives are available?
12.2) How can I use 3.5" floppy disks with my 8-bit Atari?
12.3) What do I need to connect a hard drive to my 8-bit Atari?
12.4) How can I use an IBM-PC as a storage device for my Atari?

General Interest
13.1) What's the best DOS for the Atari?
13.2) What hardware has Atari created in the 8-bit computer line?
13.3) What are the power-supply requirements for my Atari components?
13.4) What are the pinouts for the...?
13.5) What BBS software can be used on the Atari?
13.6) What version of Atari BASIC do I have?
13.7) What are the Standards for Used 8-Bit Stuff?

Other Documents of Interest
14.1) What vendors, developers, or publishers support the 8-bit Atari?
14.2) Where is my nearest 8-bit Atari BBS?
14.3) Where is my nearest 8-bit Atari user group?
14.4) How do I use my new or emulated Atari?
14.5) What prominent Atarians are reachable by e-mail?

Subject: 1.1) What is an Atari 8-bit computer?

In order of their release, the Atari 8-bit computers include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System. The 400/800 models were first shown publicly in November 1978 and first sold in 1979. The final machine, the XE Game System, was released in 1987. Atari Corp. officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

The following text was written by Chris Crawford and appears in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. It has been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM,

ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

GTIA is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

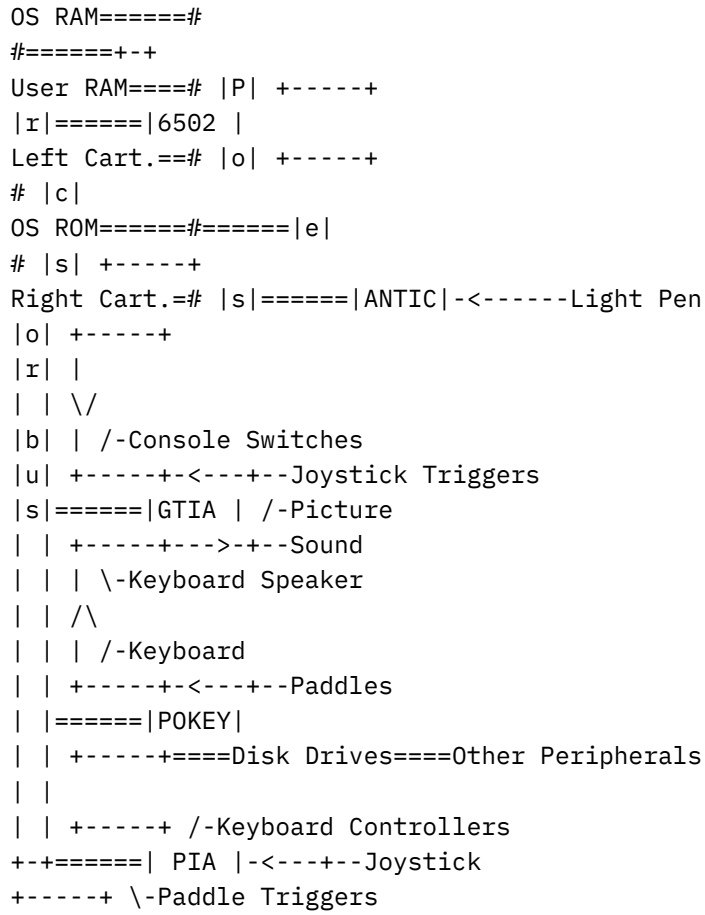
POKEY is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The 130XE and XEGS contain a small additional LSI called FREDDIE, a RAM address multiplexor. . According to mailto:masstorage@closer.brisnet.org.au (Masstorage), "Freddy is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. Freddy also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a freddy but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from freddy, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to freddy for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say freddy does the bank switching is beyond me. An 800XL

can look like a 130XE with that 16-pin chip installed (That's right NO freddy)
and an extra 8 RAM chips."

Hardware Arrangement



Beginners at using the 8-bit Atari platform may wish to contact Bill
Kendrick, mailto:kendrick@sonoma.edu, for his Newbie/Emulator FAQ.

The following is taken from Bill's Newbie/Emulator FAQ.
Graphics:
The Atari has maximum resolution of 320 x 192 (standard, non-overscanned
screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4,
160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are also
supported. 40 x 24 x 256-character (128 normal, 128 inverse, character
set indirection available) text mode is standard (2 colors).
40 x 24 x 128-multi-colored-character (4 colors per character allowed,
the other 128 characters have 4th changed into a color 5) and
40 x 12 x 128-multi-colored-character screen modes are available.
GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-only,
and 80 x 192 x 9 color screen modes.
Graphics Modes Summarized:
Mode Horiz.xVert.xColors text/graphics
0 40 x 24 x 2 text
1 20 x 24 x 5 text

2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 2 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Normal (bordered), narrow (underscanned), and wide (overscanned) screen modes are available.
Screen modes can be mixed (by lines) down the screen using the Display List (a program which is executed by the ANTIC graphics chip every screen refresh (60 times per second on real NTSC Ataris).
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.
All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

Sound:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.

[I'd like more system spec's here.]

Subject: 2.1) What is comp.sys.atari.8bit?

If you have Usenet newsgroup access you can access this discussion group through news:comp.sys.atari.8bit. This is an unmoderated newsgroup for discussion about the 8-bit Atari 400/800/XL/XE computing platform. All postings to news:comp.sys.atari.8bit automatically appear in the Info-Atari8 Digest and in INFO-A8.

comp.sys.atari was split into comp.sys.atari.8bit and comp.sys.atari.st in approximately 1986. To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

news:comp.sys.atari.8bit is archived by the INFO-A8 listserv.

Subject: 2.2) What is comp.sys.atari.announce?

news:comp.sys.atari.announce is the moderated Usenet newsgroup for news items and announcements related to all Atari computing platforms. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari announcements. Moderated by Yat Siu from mailto:lexicor@world.std.com

----

Subject: 2.3) What is comp.sys.atari.advocacy?

news:comp.sys.atari.advocacy is the unmoderated Usenet newsgroup for advocating for or against the various Atari computing platforms. If you enjoy making comparisons between Atari 8-bit and other computing platforms, this is the place to do it.

Subject: 2.4) What is comp.sys.atari.programmer?

news:comp.sys.atari.programmer is the unmoderated Usenet newsgroup for topics in programming on the various Atari computing platforms, including the Atari 8-bit.

Subject: 2.5) What is comp.emulators.misc?

news:comp.emulators.misc is the unmoderated Usenet newsgroup for the discussion of emulating computing platforms on other computing platforms. All emulator discussion that does not involve the Apple][, the Commodore 64, or the WINE MS-Windows emulator (which each have their own emulator groups) may be found on news:comp.emulators.misc.

Subject: 2.6) What is comp.emulators.announce?

news:comp.emulators.announce is the moderated Usenet newsgroup for news items about emulating one computing platform on another. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari emulator announcements. The moderator may be contacted at mailto:emulators-request@qualcomm.com

----

Subject: 3.1) What is the Info-Atari8 Digest?

If you have Internet e-mail access you can access this discussion group through the Info-Atari8 Digest.

The Info-Atari8 Digest originates from

mailto:atari8@netcom.com

Subscription requests should be sent to the above address with the subject:

SUBSCRIBE | UNSUBSCRIBE (that is, one or the other)

The first line of the body of the letter should be the person's full name followed by his/her mailing address. For example:

Mike Todd snyder10@convex1.tcs.tulane.edu

To contribute to discussion threads in the Info-Atari8 Digest, send your posting to mailto:comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on news:comp.sys.atari.8bit and in INFO-A8.

Note that any posting sent to mailto:atari8@netcom.com will NOT be cross-posted to news:comp.sys.atari.8bit. The Moderator is presently working to correct this.

The Info-Atari8 Digest is archived by the INFO-A8 listserv.

Recent copies are also kept at ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason Duerstock.

The Info-Atari8 Digest Moderator is Mike Todd, mailto:snyder10@convex1.TCS.Tulane.EDU

Subject: 3.2) What is INFO-A8?

If you have BITNET or Internet e-mail access you can access this discussion group through INFO-A8.

The BITNET subscription commands are:
tell listserv at marist register <your real full name>
tell listserv at marist subscribe info-a8

The Internet subscription command is:
mailto:listerv@vm.marist.edu where the message says
subscribe info-a8 <your real full name>

To contribute to discussion threads in INFO-A8, send your posting to mailto:comp-sys-atari-8bit@cs.utexas.edu . Postings sent here automatically appear on news:comp.sys.atari.8bit and in the Info-Atari8 Digest.

Any postings sent to mailto:info-a8@vm.marist.edu or to INFO-A8@MARIST will not reach news:comp.sys.atari.8bit, so don't send your postings there.

You may leave the list at any time by sending a "SIGNOFF INFO-A8" command to LISTSERV@MARIST, or by sending a message to mailto:listserv@vm.marist.edu that says "unsubscribe info-a8". Please note that this command must NOT be sent to INFO-A8@MARIST nor to mailto:info-a8@vm.marist.edu .

The archive of comp.sys.atari.8bit, the Info-Atari8 Digest, and INFO-A8:

You can obtain a list of the available archive files by sending an "INDEX INFO-A8" command to LISTSERV@MARIST or by sending a message to mailto:listserv@vm.marist.edu that says "index info-a8". These files can then be retrieved by means of a "GET INFO-A8 filetype" command, or by using the database search facilities of LISTSERV. Send an "INFO DATABASE" command for more information on the latter.

Recent copies are also kept at ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason Duerstock.

The INFO-A8 Moderators are:
HARRY@MARIST (A Harry Williams)
mailto:ravi@mcnc.org (Ravi Subrahmanyan)
mailto:billw@score.stanford.edu (Bill Westfield)

INFO-A8 was created on December 9, 1986.

Subject: 3.3) How can I access the Merit/UMich Archive by e-mail?

For more information on the Merit/UMich archive, see the section of this FAQ list on accessing this archive by FTP.

Downloading - BART

Brode's Archive Retrieval Thang - the Merit/UMich Archive e-mail file server

To learn about using BART to access the Merit/UMich Archive, send e-mail to: mailto:atari@atari.archive.umich.edu . The subject of the message doesn't matter, but let the body of your message be:

help
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes), try including a line of this form:

path [your e-mail address]

BART automatically uuencodes binary files (so they may be mailed over the Internet) and splits up large files into parts of about 30K or less.

Uploading

Simply uuencode the file, (please split it into parts of 60 K or less) and mail the result to mailto:lenn@atari.archive.umich.edu (Jody Lenn). Please

name the parts in the subject line. This is really helpful as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description of
the file, etc. Shar files are also acceptable, but uuencoded is preferred.

Subject: 3.4) How can I retrieve files from FTP sites by e-mail?

There are several general-purpose FTP mail-servers. These may be used to
retrieve any files available from anonymous FTP sites on the Internet.

1) mailto:ftpmail@decwrl.dec.com with no subject line, and two-line
body with line 1 help and line 2 quit

2) mailto:ftpmail@grasp.insa-lyon.fr (body: help) Please, European
users only.

3) mailto:bitftp@pucc.princeton.edu (body: help or ftplist for a
list of anonymous ftp sites)

Of the mail-servers listed here, I recommend this "BITFTP" server. To help you
get started using it, try this example of retrieving files from the Merit/Umich
Software Archives (through the barnone.citi.umich.edu mirror site). Send a
message to bitftp@pucc.princeton.edu that says exactly:

```
ftp barnone.citi.umich.edu
user anonymous
cd /afs/umich.edu/group/itd/archive/atari/8bit
dir
cd Telecomm
dir
get ft80v037.txt
get icet.txt
binary
get ft80v037.arc
get icet.arc
quit
```

4) mail BITFTP@DEARN or to mailto:BITFTP@vm.gmd.de (body: help or
ftplist for a list of anonymous ftp sites) (Europe only)

Subject: 3.5) How can I post to Usenet newsgroups by e-mail?

There are a several 'public' mail/News gateways. Each one has their own
ways for addressing syntax. The three most common ones are:

Site: cs.utexas.edu
Syntax: newsgroup-name@cs.utexas.edu
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp-sys-atari-8bit@cs.utexas.edu

Site: newbase.cs.yale.edu
Syntax: newsgroup.name-news@newsbase.cs.yale.edu
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Site: decwrl.dec.com
Syntax: newsgroup.name@decwrl.dec.com
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp.sys.atari.8bit@decwrl.dec.com

Mail-to-news gateways of this sort tend to be overloaded.
Therefore, please do not use these gateways or any other similar
gateways if you can post to Usenet directly.

Subject: 3.6) How can I access the World Wide Web by e-mail?

Swiped from the WWW FAQ, which is maintained by mailto:boutell@netcom.com
(Thomas Boutell), here is how to access a web page by email:

mailto:server@mail.w3.org (preferred) or to
mailto:listserv@info.cern.ch (older address) containing
the following single line. (What you put on the subject line doesn't
matter; blank is OK. This line should go in the text of the message.)
You will receive as a reply a simple page intended to help you learn
more about the Web.

send http://www.earn.net/gnrt/www.html

Subject: 4.1) How can I access the Merit/UMich Archive by FTP?

The Merit/University of Michigan Software Archives hold a huge number
of files for many computing platforms, including the Atari 8-bit
computers. Our 8-bit Atari Archivist is Jody Lenn,
mailto:lenn@atari.archive.umich.edu ; the Atari Archive as a whole is
maintained by mailto:boydm@atari.archive.umich.edu (Mickey Boyd).

The convention for Anonymous FTP sites is to accept "anonymous" as your
username, and your e-mail address as your password. All of the
FTP sites mentioned in the FAQ list follow this convention.

Downloading (Try the site nearest you first)
----
a) ftp://atari.archive.umich.edu/atari/8bit (141.211.120.11, United States)

b) ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit
(128.252.135.4, United States)

c) ftp://src.doc.ic.ac.uk/computing/systems/atari/umich/8bit
(146.169.2.10, United Kingdom)
d)

ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit
(129.69.8.13, Germany)

e) ftp://ftp.orst.edu/pub/mirrors/archive.umich.edu/atari/8bit
(128.193.4.2, United States)

f) ftp://barnone.citi.umich.edu/afs/umich.edu/group/itd/archive/atari/8bit
(141.211.128.22, United States)

g) ftp://phlem.ph.kcl.ac.uk/pub/Atari8bit (137.73.4.24, United Kingdom)

h) ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
(147.70.146.36, United States)

Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

Uploading

Place uploads in ftp://atari.archive.umich.edu/atari/8bit/New

No uploads may be made to the Archive's mirror sites.

Remember to set file type to BINARY when uploading non-text files
(.arc, .com, .dcm, etc.) by FTP. Also, please upload a short .text file
describing what your upload is, so our 8-Bit Archivist will be sure to place
it in an appropriate permanent directory.

Note that the 8bit/New directory is "write-only."

Newly uploaded items may be found in the 8bit/Newitems subdirectory.

Subject: 4.2) What is the Boston Archive?

Here's an 8-bit Atari FTP site located at Boston University. It is
maintained by Adam Bryant, mailto:adb@albert.bu.edu . This site seems to
have seen no uploads for years, but there are some files here that aren't
on any of the other sites.

ftp://cs-ftp.bu.edu/PC/ATARI (128.197.13.20)

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by Eyvind Bernhardsen,
mailto:eyvind@lise.unit.no . PVV stands for ProgramVareVerstedet, or The
Software Workshop, a student society at the University of Trondheim, Norway.

ftp://nova.pvv.unit.no/pub/Atari/8bit (129.241.36.207)

Uploads go to ftp://nova.pvv.unit.no/incoming/atari/8bit; Eyvind moves
them to the appropriate directory. Please include a .readme file with
each upload, so people know what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

This smallish 8-bit Atari FTP site is maintained by Kevin Atkinson,
mailto:kevina@clark.net .

ftp://ftp.clark.net/pub/atari (168.143.0.2)

Write to Kevin for uploading instructions.

A mirror of the ClarkNet Archive, kept by Jason Duerstock:
ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari
8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The
Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the Closer To Home Archive?

Here is a fairly large FTP site in Australia kept by
mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears).

ftp://closer.brisnet.org.au/pub/archive1/8_bit (203.4.149.97)

Support site for James Bradford's Super 8-bit Products including SuperDos,
SuperRam, Super800<->XL and much more.

Uploads go in ftp://closer.brisnet.org.au/pub/incoming

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

The Cleveland Free-Net is the hub system of the NPTN, the National
Public Telecomputing Network. It can be accessed by any of the following:
telnet://freenet-in-a.cwru.edu, telnet://freenet-in-b.cwru.edu, or
telnet://freenet-in-c.cwru.edu (129.22.8.32 or 129.22.8.51).
Type "go atari" to reach the Atari SIG.

Those who add their names to the Atari SIG user directories are
automatically members of the official Atari user group C.A.I.N. - Central
Atari Information Network.

The Cleveland Free-Net Atari SIG publishes the CAIN Newsletter, maintains
the CAIN Home Page on the WWW, and keeps the "Who's Who in the Atari
Community E-Mail Directory" listing. Send correspondence and press
releases to mailto:xx004@cleveland.freenet.edu .

Subject: 5.2) What is the Youngstown Free-Net Atari SIG?

Youngstown Free-Net (Youngstown, Ohio USA)
telnet://visitor@yfn.ysu.edu (192.55.234.27)

Type "go atari" to reach the Atari SIG. Write to
mailto:xx140@yfn.ysu.edu for more information.

Subject: 5.3) What is the National Capital Free-Net Atari SIG?

National Capital Free-Net (Ottawa, Canada)
telnet://guest@freenet.carleton.ca (134.117.1.25)

Type "go atari" to reach the Atari SIG. Write to Christopher Browne at
mailto:aa454@Freenet.carleton.ca for more info.

Subject: 5.4) What is the Closer To Home BBS?

Kept by mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears), this is a
BBS in Australia which supports the 8-bit Atari.

telnet://guest@closer.brisnet.org.au (203.4.149.97)

Subject: 5.5) How can I access the World Wide Web by Telnet?

This section swiped from the WWW FAQ, which is kept by
mailto:boutell@netcom.com (Thomas Boutell).

An up-to-date list of these is available on the Web as
http://info.cern.ch/hypertext/WWW/FAQ/Bootstrap.html and should be
regarded as an authoritative list.

telnet://telnet.w3.org
A telnettable browser provided by the W3 coalition.

telnet://www@www.cc.ukans.edu
Offers Lynx, a full screen browser which requires a vt100
terminal. Log in as www. Does not allow users to "go" to
arbitrary URLs, so GET YOUR OWN COPY of Lynx and install it on
your system if your administrator has not done so already. The
best plain-text browser, so move mountains if necessary to get
your own copy of Lynx!

telnet://www@www.njit.edu
(or telnet 128.235.163.2) Log in as www. A full-screen browser
in New Jersey Institute of Technology. USA.

telnet://www@www.huji.ac.il
A dual-language Hebrew/English database, with links to the rest
of the world. The line mode browser, plus extra features. Log
in as www. Hebrew University of Jerusalem, Israel.

telnet://sun.uakom.cs
Slovakia. Has a slow link, only use from nearby.

telnet://www@info.funet.fi
(or telnet 128.214.6.102). Log in as www. Offers several
browsers, including Lynx (goto option is disabled there also).

telnet://www@fserv.kfki.hu
Hungary. Has slow link, use from nearby. Login is as www.

Subject: 6.1) How can I retrieve files from the Merit/UMich Archive through
Gopher?

The Merit/UMich Archive has a native Gopher server. Try

gopher://gopher.archive.merit.edu:7055/11/atari/8bit

to connect directly to the Merit/UMich Archive's 8-bit Atari directory. I
personally recommend this method for downloading from the Merit/UMich
Archive.

There are also several mirror archive sites with Gopher servers:

gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit

gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit

gopher://gaia.ucs.orst.edu:70/11/g-i-s/computer/zftparea/mirrors/archive.umich.
edu/atari/8bit

Subject: 7.1) What WWW pages support the 8-bit Atari?

Atari 8-Bit Computers FAQ and Vendor/Developer Lists
Michael Current, mailto:mcurrent@carleton.edu
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq.html

Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://www.cs.vu.nl/~ipoorten/Atari.8bit.Homepage/index.html

Atari 8-Bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~un55/8bit.html

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://www.uci.agh.edu.pl/student/airgrp/tatar/public_html/Atari/hp.html

Central Atari Information Network
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Rob Funk's pages
http://www.cis.ohio-state.edu/~funk/

CompuCat BBS
Neal Kinney, mailto:nkinney@netcom.com
ftp://ftp.netcom.com/pub/nk/nkinney/html/compucat.html

Classic Computer and Video Game Systems
http://www.gate.net/~cmwagner/atari8.html

Subject: 7.8) How can I access the Merit/UMich Archive by AFS?

If your local system supports AFS, this method of accessing the Merit/UMich Archive is a breeze.

Downloading

Just copy files from file:///afs/umich.edu/group/itd/archive/atari/8bit/

Uploading

Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

Subject: 7.9) What IRC channels discuss the 8-bit Atari?

#Atari8 - Just for 8-bit Atari users!

#classic - Classic Games and Systems Collectors.

Subject: 8.1) What is the CAIN Newsletter?

The Central Atari Information Network Newsletter is the monthly online magazine of the Cleveland Free-Net Atari SIG. The editor is Mark Leair of the Atari SIG. 8-bit computers support is provided by Michael Current and Craig Lisowski. For information, write to the Atari SIG at mailto:xx004@cleveland.freenet.edu .

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
Merit/UMich: Archivers/uudecode.bas, Archivers/uudecode.doc
Boston: comm/uudecode.lst, comm/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
Merit/UMich: Archivers/yau.arc
Boston: comm/yau.uue, comm/yaue.uue, comm/yau.doc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
Merit/UMich: Utilities/uue.arc

Dumas UU-coder by John Dunning - should work w/BART-style split files.
Merit/UMich: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that is common in the MS-DOS world. This is done to make the file shorter, so it takes up less space on your disk and it takes less time to transfer between computers. The archives contains several 8-bit Atari archivers fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
Merit/UMich: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc
Boston: {comm,util}/superarc.uue, {comm,util}/superarc.doc

Subject: 9.3) Okay, how about a .dcm file?

A .dcm file is a format unique to the 8-bit Atari which is used to convert entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff.
Merit/UMich: Archivers/dskcom32.arc or Archivers/diskcomm.arc (same thing!)
Boston: {util,comm}/diskcomm.uue

Subject: 9.4) What is an .xmo file?

.xmo stands for XMODEM. The idea was that the file was not plain text, but was a binary file. As a binary file, it had to be downloaded using a file transfer protocol such as XMODEM. The use of ".xmo" as a filename extender was popular once, but has been discouraged for years.

Subject: 10.1) What 8-bit Atari emulators exist for other computing platforms?

These are the emulators that are usable.

1) ST Xformer 2.55, from Branch Always (see companion Vendor/Developer List for complete contact info). A freeware 8-bit Atari emulator for the Atari ST.

Merit/UMich: /atari/Emulators/stxf255.lzh

2) PC Xformer, from Branch Always (see companion Vendor/Developer
List for complete contact info). The 8-bit Atari emulator for
DOS/Windows/OS/2. Versions 2.0 and 2.5 are freeware; 3.0 is the commercial
version.

The following further info on PC Xformer provided by Bill Kendrick,
mailto:kendrick@sonoma.edu . Contact him for his Newbie/Emulator FAQ.

2.0 emulates an Atari 800. It requires about 300K of
free memory, 320x200x256 (MCGA/VGA/SVGA) graphics, and a 286 CPU.
It does not support ROM files, disk image swapping within the
program, player/missile graphics collision detection, sound,
PC joystick support, modem/printer support, but is free.

2.5 is the replacement for 2.0. It emulates either an Atari 800
or an Atari 800XL. It requires about the same as 2.0. It does
support ROM files and the PC speaker is used to emulate the old
Atari 400/800 internal speaker clicks. It is also free.

3.0 is the first commercial release. It emulates an Atari 800,
800XL, or 130XE (128K RAM; I heard it was to do 320K but I think
that was reduced). It requires a 386 and 512K of memory. It
supports Sound Blaster, player/missile graphics collision detection,
modem/printer and PC joystick support. It
comes with a disk with the software, an ammendum to the printed
documents, and a bunch of Atari 8-bit software (example programs:
demos/games, and a few useful utilities). It supports disk swapping
through a (currently) simple menu.

All versions support .XFD (Xformer disk) format disk images, and
all versions of PC Xformer support SIO2PC disk images (.ATR's).

PC Xformer 3.0 comes with a 36-page printed manual and reference.
It includes appendicies explaining graphics, sounds, colors, BASIC,
subdirectory paths (for MSDOS which in turn explains SpartaDOS/MyDOS),
a quick keyboard reference, ATASCII characters (all 128 drawn out),
the Atari editor, error codes, file IO (commands, devices, XIO calls)
as well as giving breif information on how to contact other Atari
users, common file extenders, and it includes a LARGE glossary
explaining Atari BASIC / TurboBASIC XL commands, Atari computer
terms, and general computer terms.

Merit/UMich: Xf2/xf2.zip, Xf2/xf25.zip

Of importance to PC Xformer users is:
DcmToDsk, freeware by Jason Duerstock. It converts most .DCM files into
SIO2PC .ATR's for use with SIO2PC and PC Xformer.
Merit/UMich: Sio2pc/dcm2dsk2.zip

Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

BobTerm 1.22, shareware by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; excellent for BBSing
Merit/UMich: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
Merit/UMich: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Combination VT100, XMODEM, Kermit; buggy at file Xfers
Merit/UMich: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Excellent at VT100 on the XEP80; 1200bps top speed
Merit/UMich: Telecomm/vt850b1.arc

FlickerTerm 80 0.37, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus

Merit/UMich: Telecomm/ft80v037.arc

Ice-T 2.0 XE (requires 128K) or 1.1 by IceSoft (Itay Chamiel)
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: XMODEM download
Autodial: Yes (2.0 XE) or No (1.1)
Backscroll buffer: Yes--8 screens (2.0 XE) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.0 XE) or No (1.1)
Summary: Excellent for high-speed VT100 emulation
Beta-test versions of both available from mailto:bruck@brachot.jct.ac.il

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Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
Merit/UMich: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
Merit/UMich: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
Merit/UMich: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett and Mark Vallevand - The latest version!
Merit/UMich: Diskutils/myutil.zip
PVV: utilities/disk/myutil.zip

HereZs some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (280-some rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind

- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
Merit/UMich: Xf2/anad207.zip, Xf2/anadisk.txt
Deana by Nate Monson - converts AnaDisk dump files from Atari format
Merit/UMich: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:preston.f.crow@dartmouth.edu ,
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
Merit/UMich: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 12.4), can be
used to read/write to a hard drive connected to an MS-DOS system. This
can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the
companion vendor/developer list) allow the Atari XF551 disk drive to read
720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software
Services (see the companion vendor/developer list), allows both low
density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe
Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard
floppy drives to be used on the Atari. A utility is included to
read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on each computer. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. (Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25-pin port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need a Multi I/O or Black Box, which use the PBI (parallel bus), then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C port.
13 1
o o o o o o o o o o o o o

```
o o o o o o o o o o o o o
25 14
```

(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed but also pins 4 and 5 as well as 6 and 8. Or better yet, make a true 25 wire, straight through cable and use a commercial null modem. A commercial null modem is just a small device with the correct lines already crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:Masstorage@closer.brisnet.org.au (James Bradford)
mailto:conradus@plearn.edu.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> Happy 1050
SS SD/ED/DD Warp speed US Doubler/19.2 and 52k. track buffering

==> Super Archiver 1050
SS SD/ED/DD Ultra Speed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) unknown DOS restrictions

==> Supermax 1050
SS SD/ED/DD 19.2k and 52k (ultra speed)

by Super products. Compatiable with superdos and US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

==> CSS XF551
SS/DS SD/ED/DD US Doubler compatible. Updates drive to work
better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

==> Percom AT88-Sy[PD]
where: y=1 -> a single-drive unit
y=2 -> a dual-drive unit
PD -> equipped with a built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOSXL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS

from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- Ultra Speed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- Ultra Speed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2001
SS SD/ED/DD 19200 bps or 38000 bps

CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2002
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: My-DOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatibel with the SDX)

- Ultra Speed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades
- Floppy Board

==> Atari XF521
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

Corvus ? 10 megabytes Fast but still relatively
slow I/O, kludge through
joystick ports for 800.
Rare
Supra/K-P N/A various Some limitations on drive
type and size and total
number of drives in sys.
FTe Multi I/O various 256 byter per sector
restriction. 256K and
1 meg ramdisk models.
Printer and modem, modem
will handle 19.2K bps
CSS Black Box various Will handle all SCSI drives.
Allows 9 drive access for
MYDOS. Currently the only
modem interface with CTS/RTS
hardware flow control. 19.2K
ready.
SWP ATR-8000 unknown limits Rare daughterboard for hard
drives. I/O is probably
fairly slow on this baby and
there may be DOS restrictions.

==> IDE/AT-BUS hard disk (still under construction)

Subject: 12.4) How can I use an IBM-PC as a storage device for my Atari?

Original by Dave Paterson, mailto:d.paterson2@genie.geis.com

SIO2PC is a cable and software combination that lets you use your PC as up to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to 16 megs. SIO2PC also lets you redirect the printer output to your PC printer or to a file on the PC. High speed drives are emulated (a la US Doubler).

All these functions are transparent at the Atari end; you never notice the difference between SIO2PC and regular drives, except that the SIO2PC drives are faster than any others (except Ramdisks and PBI interface drives).

SIO2PC 3.19i is shareware by Nick Kennedy.
Merit/UMich: Sio2pc/sio319i.exe

Of importance to SIO2PC users is:
DcmToDsk, freeware by Jason Duerstock. It converts most .DCM files into SIO2PC .ATR's for use with SIO2PC and PC Xformer.
Merit/UMich: Sio2pc/dcm2dsk2.zip

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/ developer list); MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
Merit/UMich: Os/dos25.arc (DOS 2.5)
Merit/UMich: Fte/fte32g.arc (SpartaDOS 3.2)
Merit/UMich: Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Personal Computer (1979) 8-16K, membrane keyboard, 400/800 OS
800 Personal Computer (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs

600XL Home Computer (1983) 16-64K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
800XE Home Computer (1987?)~same as 130XE but 64K. Mostly eastern Europe.
65XE Personal Computer (1985) same as 800XL minus PBI
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
XE Game System (1987) same as 65XE plus Missle Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 Printer -40 col.
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I
835 Direct Connect Modem -300 baud, with Telelink II
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige &
black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col., letter quality
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, with XE Term
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1200 1200XL internally, many slight cosmetic differences
800XLF 800XL incorporating a FREDDY chip (as in the XE's)
1250XLD Earlier concept of the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL Earlier concept of the 1450XLD
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1090 XL Expansion System-for PBI, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XTM201 -non-impact printer

XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari components?

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have. I'm also not sure how much of this section is valid outside North America. If it's not valid where you are, I need to hear from you!

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)

9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030

9 V AC ???? VA (??? A) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO

9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027

24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
600XL,800XL,65XE,130XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
600XL,800XL,65XE,130XE,XE Games System
5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE

6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P"

9 V DC 500 mA (4.5 W) Atari#CO16353 adapter:
XEP80,SX212,2600
9 V DC 500 mA (4.5 W) Atari#CA014034 adapter:
XEP80,SX212,2600

9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,1 Meg FTe MIO,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297 adapter:
1400XL,1450XLD

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12;FTe P:R: Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7

7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance (not on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input

5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

--850 R1-4 pinouts from: mailto:generic@rahul.net (Chris Rosenthal)
R1: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6

1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

--850 P: pinout from: Jim Evans, mailto:donor@max.u.washington.edu
P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9
1. Data Strob
2. D0
3. D1
4. D2
5. D3
6. D4
7. D5
8. D6
9.
10. Data pins pull up +5V
11. Ground
12. Fault
13. Busy
14. -
15. D7

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy

12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section by mailto:winston@merk.com (Winston Smith)

Here is the run down of ATARI 6502 8-BIT BBSes that I am aware of:

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which
it refers to as "OASIS PAL modules". This OASIS demo module comes with an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" with
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages file
hogs). There is a commercial version of OASIS called "OASIS IV" that
performs networking. There was an OASIS network between Boston,
Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word
of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank
Walters wrote it.

OASIS IV, CARINA, and BBS-EXPRESS-PROFESSIONAL! are all commercial
programs. I haven't heard anything about OASIS IV and CARINA for a while,
but PRO!-BBS is still a viable commercial enterprise last that I had heard.

Subject: 13.6) What version of Atari BASIC do I have?

At the READY prompt, enter Z? PEEK(43234)Z

If the result is: You have Revision:
162 A
96 B
234 C

Subject: 13.7) What are the Standards for Used 8-Bit Stuff?

Developed by mailto:b.poehland@genie.geis.com (Ben Poehland)

When selling used 8-bit Atari equipment in the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group, please consider describing the condition of the materials you are selling using these standards. This will go a long way toward preventing potentially highly-contentious misunderstandings. Usage is voluntary, but recommended.

LN (Like New)-- Item is pristine, unused, w/all manuals & original packaging materials.
EC (Excellent Condition)-- Item is little used, good working order, physically clean, may have a very few minor cosmetic blemishes, w/original manuals.
GC (Good Condition)-- Item is in good working order but slightly soiled, contains worn parts or minor scratches/dings that betray heavy service or old age, w/original manual or copied manuals.
FC (Fair Condition)-- Item in working order but missing manuals/accessories; heavily worn/soiled or cosmetically damaged.
BC (Basket Case)-- Item does not work, is damaged/butchered, missing manuals & accessories etc., but contains salvageable parts.

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." The latest version may be obtained in the following locations, among many others:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers
mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/vendev
quit

You can also ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: 14.2) Where is my nearest 8-bit Atari BBS?

Rick Detlefsen is presently compiling a new comprehensive Atari computers bulletin board systems list. Contact him by any of the following for more information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: USER GROUP SURVEY
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.3) Where is my nearest 8-bit Atari user group?

Rick Detlefsen is presently compiling a new comprehensive Atari computers user groups list. Contact him by any of the following for more information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: USER GROUP SURVEY
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.4) How do I use my new or emulated Atari?

"The Unofficial Atari 8bit Newbie / Stupid Question / Emulator Help FAQ" is maintained by mailto:kendrick@sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the PC Xformer 8-bit Atari emulator for Windows from Branch Always Software.

Subject: 14.5) What prominent Atarians are reachable by e-mail?

The "Who's Who in the Atari Community E-Mail Directory" listing includes people involved in all of the Atari computing and gaming platforms. This file is maintained by Len Stys, SIG Manager of the Cleveland Free-Net Atari SIG. Write to mailto:xx004@cleveland.freenet.edu (Atari SIG).

End of atari-8-bit/faq

2422. Query U-Mich Atari Archive E-mail address

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-31 00:00:00 UTC
From: wcm1@cornell.edu
Message-ID: <wcm1-3108950816090001@128.84.239.122>
Source record: 88844

Anybody can tell me current, correct person in charge and e-mail address for umich atari archive? One I had not deliverable. Reply here or wcm1@cornell.edu. tnx Bill

2423. Re: XFD files for Rainbow?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-31 00:00:00 UTC
From: cmwagner@gate.net
Message-ID: <4251c8$208s@news.gate.net>
Source record: 88845

lymang@acpub.duke.edu (Lyman C. Green, Jr.) wrote:

>>machine on campus, FTP the dcm2atr for Unix, and see if it will run on
>>that machine. If it does, than you are set. Just retrieve the atr

>well mr. smarty pants, so maybe you're right. I do have access to a UNIX
>machine (ok, SEVERAL Unix machines.). I just would rather NOT use it. :)
>But if I have to, I shall.

dcm2atr is distributed with a DOS executable, as well, if you have
access to a DOS machine. It compiles under most UNIX systems, as
well. I don't know what platform you are using, but try and compile
the source, it is in C, and if you come up with any problems then let
me know. And if you can't find it, then look in
ftp://ftp.gate.net/pub/users/cmwagner/msdos/atari/dcm2atr*

There is a tar.gz for unix users, and there is a zip for DOS users.

>Besides, I hope to avoid all that by just transferring directly all my
>atari stuff to my mac. I have a seller for an 850, now I just need to
>work on getting the right cable from the 850 to a mac, before I actually
>buy it from him.

Ahh, a mac user. I don't know if mac has a CLI, because dcm2atr works
via a CLI. (I suspect it does, even Windows has a CLIsh interface,
you know the one where you click File, Run, and then you can enter a
filename and parameters) But if you do compile it for a Mac, and it
works, uuencode the binary and send it to me, I will put it on my ftp
site. And of course how to execute it, would be nice. If necessary,
I can add code to ask for CLI parameters, it will probably just come
up and say "CLI: " and you have to enter the commands, like -q
test.dcm test2.atr, just like you would via unix or dos. Oh well,
enough of my endless blabbering.

I wish I could help you out some more, but I don't have a Mac, and
probably never will. I fear a new platform. (Isn't UNIX, DOS,
Windows, Atari, Apple, Commodore, and CP/M enough?)

2424. Re: Best Electronics

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-31 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4256np$al6@blackice.winternet.com>
Source record: 88846

```
> cmarr@gold.interlog.com (Colin Marr) writes:
> Can someone post the phone number and/or e-mail id (web site?) for
> Best Electronics?
>
> Much Appreciated...
>
> --
> Colin Marr (cmarr@interlog.com)
>
>>>>
```

```
BEST Electronics
2021 The Alameda, Suite 290
San Jose, CA, 95126
408-243-6950
```

```
No EMail, not on the Net.
```

2425. Re: ***Indus GT disk drive***

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-31 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <42573m$al6@blackice.winternet.com>
Source record: 88847

> Jason Hedrick <102416.675@CompuServe.COM> writes:
> Hi. I need help with the Indus GT disk drive. I've had it for a while,
> and just got around to hooking it up to test it. It seems to work ok, except
> for the following.
> Upon bootup with SpartaDOS X, using its built-in INDUS.SYS driver,
> the drive reads Ultra-speed Double-density just fine. However, whenever you
> go to do anything to do with writing to the disk, such as formatting, it
> slips into regular speed mode. The weird thing is, if you're formatting an
> Ultra Speed DD disk, it writes the boot sectors and such in low speed, but
> on another Ultra Speed compatable drive, the disk reads as Ultra Speed!
> Of course, once the Indus slips into this mode, it won't read ultra speed
> correctly, or write it.
> If anyone has any idea how to correct this, PLEASE! Oh, PLEASE post a
> message, or E-mail me, if you like.
> Thanks,
> --
>
> Jason Hedrick
>
>>>>
Nope, it's a problem in the INDUS GT and ICD knew about it but
blamed the INDUS. This was way back when SDX was first released, ver
4.18. BTW, 'CAR:INDUS.SYS' should restore the high speed mode. Or is
it just 'INDUS.SYS'.
Oh, yeah, ICD claimed that if you ran it in an INDUS only
configuration that everything worked fine. I don't know as I always ran with
some kind of Atari Disk in the string.

Rich Mier

2426. Wanted: Atari Technical Reference Manual

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-31 00:00:00 UTC
From: tatkins@unix1.sncc.lsu.edu
Message-ID: <4259pm$4r2h@unix1.sncc.lsu.edu>
Source record: 88848

I am looking for Atari Part #C016555 Technical Reference Manual. Please
e-mail if you have it and would be willing to part with it. Thanks.
--Atkins
tatkins@unix1.sncc.lsu.edu

2427. Re: XFD files for Rainbow?

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-31 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DE6Ktv.JE3@aston.ac.uk>
Source record: 88849

```
;>You don't need DISK IMAGES to use EITHER Rainbow or XFormer.. you can
;>simply access raw files from either of them.
;>
;But you need to have a registered Rainbow for this, correct?
```

Yes, the shareware version has the IMPORT/EXPORT features enabled. These allow you to paste in raw files into a DOS image and then run the game (or whatever) using a suitable loader.

```
;>There are of course bootable disk images for Ataris out there (how else
;>would bootable game disks and DOSes and the like be transferred?).
;>These are DCM images. Either use DCM2ATR (PC or Unix) or DCM2DISK (PC)
;>or DiskCommunicator 3.2 (Atari).
;>
;This doesn't do me much good, if I don't have a PC or a UNIX machine.
```

If you have a DCM disk image you can decode it by running DISCOMM3 under emulation with Rainbow. However, the DCM file needs to be imported into a DOS image before DISCOMM3 can do its stuff...

Chris Lam.

2428. Re: Rainbow an M.U.L.E. HELP!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-31 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DE6L3n.JnJ@aston.ac.uk>
Source record: 88850

;I got the demo version of Rainbow and the 800 OS. It runs all the demo
;stuff and I got it to run Donkey Kong, but it won't run anything else.
;It either just shows a black screen as with Jumpman, or shows a title
;screen and then crashes as with Ms Pac Man.

Strange! I can assure you that Rainbow can run JumpMan and Ms PacMan fine.

Are you using the 400/800 OS revision B? A is the older one and is the
version which is in my old 400.

Make sure you are in 256 colours.

;What I really want it for is to run M.U.L.E. which the demo version
;should run. I have a disk XFD image of MULE, but it won't accept it. It
;says it is only supported in the shareware version.

Could be because it's an enhanced disk image (133120 bytes). The demo won't
handle these (sorry...)

;But I have no way of getting the image to
;my mac. Could somebody please mail me a UU encoded disk image that
;Rainbow will be able to read? I would like to see how mule runs before
;getting the full program of Rainbow.

Take a peek at ftp.xmission.com in usr/jeking

If you continue to have probs, email me.

Good luck,

Chris Lam.

2429. Re: MULE

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-31 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DE6LDx.K2A@aston.ac.uk>
Source record: 88851

;But in the meantime, what is the best way to get the entire M.U.L.E. disk
;over to the Mac?
;Or any game disk, for that matter? I have an 810 with The Chip (tm) in it,
;will that help?

The shareware Rainbow comes with software (called TinyTerm) with which you
can transfer files to and fro from your Mac and Atari 8bit. You can zap
a whole single density image over to the Mac in 3 minutes and an enhanced
one in about 5.

You will need a 850 unit and a few strands of electrical wire for a makeshift
cable.

Chris Lam.

2430. Re: More A8 & pc format single density

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-31 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DE6n1z.AwF@iglou.com>
Source record: 88852

Most PC disk controllers can't read or write single density. It's
possible that when you formatted a "single" density disk on the PC, you
created something that looks like enhanced density to the Atari drive; it
doesn't go to the next track because it's looking for sectors 19-26. Try
running a sector editor and looking for sector 27.
--
Bill Marcum bmarcum@iglou.com
SEX IS NOT OBSCENE, CENSORSHIP IS!

2431. Re: SIO to Mac info

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-31 00:00:00 UTC
From: wcm1@cornell.edu
Message-ID: <wcm1-3008952017200001@128.84.239.122>
Source record: 88853

In article <lymang-2608951534060001@async63.async.duke.edu>,
lymang@acpub.duke.edu (Lyman C. Green, Jr.) wrote:

> In article <41efhf$gie@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu
> (William Kendrick) wrote:
>
> >W W H H AAA TTT ???
> >W W H H A A T ?
> >W W W HHH AAA T ???
> > W W H H A A T
> > W W H H A A T ?
> >
> >WHAT DO YOU MEAN SIO2Mac doesn't have much demand!? >I< demand it!
> >I want to see APE for the Mac and an SIO2Mac cable so that >I< can get
> >RID of PC's once I get a Mac!!
> >
> >:)
> >
> >-bill!
> >kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
> >William (Bill) Kendrick / | \ ** New Breed Software **
> >http://zippy.sonoma.edu/~kendrick
>
> Agreed!!!
> I just sent out my money to Chris for Rainbow, and I now I guess I need to
> purchase an 850, so I can move over all my Atari stuff to my mac. I
> DEFINITELY see a need, and would purchase a kit from someone if they made
> them.
>
> My 9500 _needs_ to have my 800xl attached to it. It's begging for it!
>
> Lyman
>
> --
> "When the whole thing washes away, don't run to me.."-Soundgarden

YES...I am working on the same problem too. Finding an 850 seems like a
long undertaking, software which will work on the Atari side is a problem
too. Bill Mutch...ozwizard.

2432. Atari 400 - $29

Newsgroup: comp.sys.atari.8bit
Date: 1995-08-31 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8B034D0.04BE003055.uuout@compudata.com>
Source record: 88854

```
.........................................................
Atari 400 Computer $29
.........................................................

Plus $6 shipping

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209
```

Internet: gene.ehrich@compudata.com
Internet: gene.ehrich@pics.com
Compuserve: 75274,1573 MCI Mail: 497-8062
Prodigy: RBCW80A AOL: GeneEhrich

QMPro 1.52 Anyone with a clear conscience has a foggy memory.

2433. Re: 8-bit computer equipment -- FOR SALE/TRADE [08/23/95]

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-01 00:00:00 UTC
From: me@qwerty.com.au
Message-ID: <426qc0$9sj@beldin.it.com.au>
Source record: 88756
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

vga2000@ix.netcom.com (Michael J. Novak Jr.) writes:

:updated 08/23/95
:----------------
:I have the following 8-bit computer equipment for sale or trade. The
:list includes systems from Atari, Commodore, Radio Shack, and Texas
:Instruments.
:
:Everything is sold as is. Unless specified, all items have been
:tested and are in perfect working order.
:
:Buyer has ten (10) days to send payment, and pays all shipping costs,
:which will be sent via U.S. Snail.

Let me see if I have this right. We have ten (10) days from the
8th day of the 23rd month of 1995. So, that means ten days from
08/11/96 in the real world.

Correct?

2434. Re: MULE

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-01 00:00:00 UTC
From: coopfnd@aol.com
Message-ID: <426n1e$7hm@newsbf02.news.aol.com>
Source record: 88757

I guess I should have specified that I have a IBM Compatiable PC....

I love the Atari game Mule, but I can't bring it back to life....

A few years ago I downloaded what I believed to be the PC

version of MULE...but I could never get it work... if you know of it
please let me know.

Coop Out

2435. Unofficial Atari 8-bit New User, Emulator Help FAQ v.0.8

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199509011443.HAA06830@zippy.sonoma.edu>
Source record: 88758
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

```
Welcome to:

THE UNOFFICIAL ATARI 8-BIT NEW USER, EMULATOR HELP FAQ

Revision 0.95, August 29, 1995

By Bill Kendrick

------------------------------------------------------------------

[ Differences from Rev.0.9: Fixed newdex-friendliness; had to do with
less-than and greater-than character hanging around loose! ]
[ Differences from Rev.0.8: Added the missing list ending tags and
some active links (still trying to make it newdex-friendly! [frown!] ]
[ Differences from Rev.0.7: (Weakly) Converted to HTML! ]

------------------------------------------------------------------

For general help (hardware, magazines, etc.) please check the Official
Atari 8-bit FAQ file:
[ not done ]
Finally, you can always ask Michael for a copy at
mcurrent@carleton.edu
------------------------------------------------------------------

Summary of Atari 8-bit's and emulated 8-bit Atari's:

* Real Ataris: Atari 8-bit computers were produced between 1979 and
1987. The major models released were the:
+ 400 - 8K-16K, 400/800 OS, CTIA or GTIA graphics (depends when
made)
+ 800 - 8K-16K-48K, 400/800 OS, CTIA or GTIA graphics (depends
when made)
+ 1200XL - 64K, 1200XL OS, GTIA graphics
+ 600XL - 16K, XL OS, GTIA graphics
+ 800XL - 64K, XL OS, GTIA graphics
+ 65XE - 64K, XL OS, GTIA graphics
+ 130XE - 128K, XL OS, GTIA graphics
+ XEGS (Game System) - 64K, XEGS OS, GTIA graphics (Had Missile
Command)
All of the XL's except the 1200XL had BASIC installed on ROM. BASIC
can be purchased on cartridge for the 400/800/1200XL's.
* Emulated Ataris:
+ On IBM PCs/compatibles:
o PC Xformer 2.0 and 2.5x. 2.0 is limited and supports
only 800 OS. Both public domain (were always PD).
```

o PC Xformer 3.0x. Supports all OSes, 320K RAM,
player/missile collision detection (which MANY games
use!)
+ On Apple Macintoshes:
o Rainbow
+ On Atari STs, TTs, and Falcons:
o ST Xformer 2.0 and 2.5 released for the Atari ST 16-bit
machines. Very limited. Now public domain (used to be
commercial).

Capabilities of an Atari 8-bit:

GRAPHICS:
* The Atari has maximum resolution of 320 x 192 (standard,
non-overscanned screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2,
160 x 96 x 4, 160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4
graphics are also supported. 40 x 24 x 256-character (128 normal,
128 inverse, character set indirection available) text mode is
standard (2 colors).
* 40 x 24 x 128-multi-colored-character (4 colors per character
allowed, the other 128 characters have 4th changed into a color 5)
and 40 x 12 x 128-multi-colored-character screen modes are
available.
* GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16
hue-only, and 80 x 192 x 9 color screen modes.
* Normal (bordered), narrow (underscanned), and wide (overscanned)
screen modes are available.
* Screen modes can be mixed (by lines) down the screen using the
Display List (a program which is executed by the ANTIC graphics
chip every screen refresh (60 times per second on real NTSC
Ataris).
* Fine scrolling (both vertical and horizontal) can be enabled on
any line on the screen.
* All other screen attributes (color, player/missile horizontal
position, screen width, player/missile/playfield priority, etc.)
can be ajusted at any point down the screen via a "Display List
Interrupt."
* Four 8-bit wide, 128 or 256 byte high single color players, and
four 2-bit wide, 128 or 256 byte high single color missiles are
available. A mode to combine the 4 missiles into a 5th 8-bit wide
player is also available, as is a mode to XOR colors or blacken
out colors when players overlap (good for making three colors out
of two players!) Players and missiles have adjustable priority and
collision detection (which is not supported by the PC Xformer 2.0
and 2.5 and ST Xformer programs).

SOUND:
* Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3

and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.
* A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.
* Some hardware stereo upgrades (like "Gumby") exist which double the number of voices.

Objective of this file:

At the time of its release (mid 1994), much discussion went on in the comp.sys.atari.8bit Usenet newsgroup about the Atari 8bit emulator for IBM / MSDOS based computers, PC Xformer 2.0 (XF2 for short). Many people in the 8-bit community had gotten, well, fed up with the XF2-based questions which did not pertain to them, or to the really dumb questions which were in fact understandable to new or rusty Atari 8-bit users, but had just gotten on the nerves of some of the comp.sys.atari.8bit readers/digest subscribers.

This file was created to reduce the number of 'newbie' and XF2 questions. Now it's becoming a fairly good reference (and got me the job of writing the commerical 3.0 release's documents!).

This FAQ will present answers to simple questions like "how do I turn off BASIC" (a good answer to that of course is, READ THE FRIGGIN' MANUAL) and "how do I get a disk directory?" (which is less obvious on Atari 8-bits, err.. MOST 8-bits [grin]).

It will also direct people who are unaware of the large amount of Atari 8-bit support (NOT NECESSARILY EMULATOR SUPPORT) and perhaps become a supplement for the many official and unofficial files floating around the net (like the official FAQ, the Vendor/Developer List, the Who's Who list, etc.).

Since revision 0.4 of this file, PC Xformer 2.5, a replacement for 2.0, and 3.0, the first commercial release, have been released. It is assumed that the reader has the latest versions of PC Xformer (2.5 or 3.0), although if you have 3.0, I must say, those documents are great! (If you don't get the joke, look at the name of the author of the manual, and look at my name.)

Since revision 0.7 of this file, Rainbow, an Atari 8-bit emulator for Macintoshes, and "6502", an Atari 8-bit emulator for Unix, have been released, and a 4.0 version of PC Xformer has been announced (and will require Windows 95).

-- QUESTIONS AND ANSWERS: --

1. What does "READY" mean?

This is the Atari BASIC prompt. See below for hints on Atari BASIC.
2. Why doesn't this program load?

The program may not work under the Atari 800 Operating System, it may require the XL/XE Operating System. Be sure you're in 800XL or 130XE mode. (130XE mode is only supported by XF3.0, not 2.5, but there is no real difference in the operating systems.)

It may not work under the XL/XE Operating System (rare cases), switch to 800 mode.

Be sure you turned BASIC off before trying to load it if it cannot run with BASIC on.

It might be a BASIC game! Be sure you're in BASIC and use the BASIC "RUN" or "LOAD" (and then "RUN") command. Also, be sure it works with the BASIC you have. Some programs only run in BASIC XL or XE (which are both cartridge-based BASIC's not currently supported by the Xformer), and some run with TurboBASIC XL (disk-based).

It may just refuse to run on the emulator.
3. How do I turn off BASIC?

To toggle BASIC on and off, press [SHIFT]-[F10] ([F10] is [RESET], note: on a real Atari 8-bit, [SHIFT]-[RESET] does not have this effect).
4. Why doesn't this game/program run correctly?

It may use player/missle collision detection which is not supported on the XF2.5. You might have to shell out the $29.95 for 3.0!

See "Why doesn't this program load?", above.
5. How do I exit XF and return to DOS?

Press [F5]. Note: this does NOT temporarily 'shell' or 'jump' to MSDOS.
6. How do I get to Atari DOS?

In BASIC, type "DOS" at the "READY" prompt.

Reboot without BASIC on.

Be sure you have a DOS-bootable disk image as the first MSDOS parameter after the "XFORMER" command. (DOS25.XFD and MYDOS45.ATR are both DOS boot-disk-images and are both in the XF25.ZIP file or on your XF3 disk).
7. How do I use MSDOS files with XFormer?

Add the files to the command line and use them as their respective drives (be sure the first drive is a DOS-bootable disk image). Example: XFORMER MYDOS45.ATR filename.ext

When booted the Atari will have two drives, D1: will be the MyDOS 4.50 disk image and D2: will be a write-protected disk which contains only the file "filename.ext". Note: there are bugs in XFormer which make accessing files from different directories a bit hard, just use the MOVE (or COPY and DEL) commands in MSDOS to get the file to the directory where you call XFORMER from.

Use the MSDOS program S2PC (S2PC.ARC available in the Utilities directory at the UMICH archives) which allows you to access files within a MyDOS/compatible .ATR disk image without using an SIO2PC or the XFormer. S2PC let's you read, write, delete, change directory, and view the directory of a MyDOS/compatible .ATR disk image. It can be used via command-line parameters from MSDOS, or as a menu.

If you can, use the MSDOS program ATARIMG, which is much like S2PC but has a nicer, more graphical (less-menu driven) interface. (Unfortunately, this doesn't run on all IBM's!)
8. Just what ARE .ATR and .XFD files?

Refer to the XFormer and SIO2PC manuals for details on these files.

Simply put, they are Atari disks, stored as files which are as big as the disk they represent (an 88k disk image will use 88k on the IBM). .ATR files are used by SIO2PC (see below) as well as the XFormer (and the S2PC program mentioned above). .XFD files are used by ST Xformer (the Atari 8-bit emulator for Atari ST's) and PC Xformer (XF2,XF25,XF3).
9. What's SIO2PC?

Refer to the XFormer and SIO2PC manuals for details on this program.

This is a program which runs on IBM/compatibles which, with the use of a simple (and relatively inexpensive) cable, makes the IBM act as though it were an Atari disk drive. (Up to four drives, actually). It uses disk image files (.ATR's) and can also let the Atari access single IBM files (much like XFormer does) as a single file all alone in its own disk. It also currently allows Print-Thru (all access to the Atari "P:" (printer) device can be redirected to the IBM's printer, screen, or MSDOS file; different translations/conversions are user-defined when the Print-Thru mode is turned on). Finally, with the use of two programs on the Atari 8-bit (the only two programs that currently have anything to do with SIO2PC that have been written (to my knowledge) for the Atari 8-bit), the IBM can be controlled remotely (commands are sent from the Atari, typing on the IBM is not necessary) and files can be sent directly to the IBM's drives.

-- Getting around on the Atari: DOS and OS --

Note: This section will simply discuss Atari BASIC, the Atari OS, and Atari DOS 2.5 and MyDOS 4.5x (because these topics seem the most relevant to the less-knowledged/experienced Atari 8-bit users).
* AtariDOS and MyDOS QuickReference: MyDOS (4.50 and 4.53) presents the user with the following commands:
+ [*] Disk directory of current directory (like "dir *.*" in MSDOS)
+ [1]-[9] Disk directory of a disk drive (like "dir a:*.*" to "dir i:*.*")
+ [A] Disk directory (like "dir " and optional output destination)
+ [B] Quit to cartridge
+ [C] Copy file(s) ("[source],[destination]" copies from one place or disk to another, just "[source]" copies from one place on one disk in a drive to the same place on another disk in the same drive (asks for swapping))
+ [D] Delete file(s) (add "/N" to delete without being prompted first) (add ">*.*" or ":*.*" after a subdirectory name to delete the files within it. A subdirectory name alone will delete the subdirectory (if it is empty and unlocked)). (Acts like both "del" and "rd" in MSDOS.)
+ [E] Rename file(s) (renaming multiple files is allowed, but be careful). (like "ren [old] [new]" in MSDOS - with MyDOS, use "," between old and new masks.)
+ [F] Locks file(s) from overwrite, deletion and appending (like "attrib +r [mask]" in MSDOS.)
+ [G] Unlocks file(s) (returns them to their default state).
+ [H] Writes DOS files to a disk (this creates a disk which boots with the current version of MyDOS you are using and also has the menu file "DUP.SYS" on it as well). (This is like "sys"(?) in MSDOS.)
+ [I] Formats a disk (add "/N" after the drive number to do a quick-format of an already-formatted disk (ie, just a very fast "delete `*.*'").
+ [J] Duplicate disk (copies an entire disk, including boot sector, when using XFormer, it's much quicker to just copy one .XFD or .ATR to another).
+ [K] Make binary file: saves memory and makes it binary-loadable. See [L].
+ [L] Load binary file: loads a compiled program. (like "[filename]" in MSDOS, except any ".EXE", ".COM", ".OBJ", etc. is still required.)
+ [M] Run at address. Mainly for advanced users. Reboot is "E477", reset is "E474" (these are the hex values of the addresses where the routines to reboot and reset are.)
+ [N] MEM.SAV: when this is on, whenever you go to DOS (from BASIC, for example) it will write what is in memory to a file "MEM.SAV" so that when DUP.SYS (the menu) loads it isn't lost forever. When you exit DUP.SYS with the "B: Run Cartridge" command, MEM.SAV is reloaded and the environment should be as it was when you left. It's probably quicker to simply "SAVE"

your programs (if in a language) which aren't nearly as big as all of the memory that MEM.SAV saves.
+ [O] Options: this presents the user with some options. Mainly for advanced users or special setups. See the MyDOS docs for details.
+ [P] Set density. Forces a drive to be recognized at a certain density if MyDOS can't figure it out. (??)
+ [Q] Make a subdirectory. (like "md" or "mkdir" in MSDOS).
+ [R] Set default directory. (like "cd" in MSDOS and "cwd" in SpartaDOS) This makes "D:" now the same as a subdirectory or other drive. ie, "D2:" will make all calls to "D:" act as though they are to "D2:" instead. Some programs when prompting for filenames do not add "D:" to the beginning if one is not present, they add "D1:". If you don't trust a program to look to "D:" instead of "D1:" and you want it to look to some place OTHER than "D1:" (ie, where "D:" is pointing which could be a VERY long path list), just add "D:" to the beginning. ALSO, some programs don't even ADD "D:"'s if they aren't in the filenames you give and may give errors (138, for example: device not present, ie, if you said "TESTFILE.DAT" it may think you want "T:" instead of "D:TESTFILE.DAT").
+ [S] Set ramdisk number. This is also under [O]ptions.
+ [V] Verify writes. This is also under [O]ptions. When Verify is on, writes will be slower but 100% reliable. With it off, writes will be much faster but possibly not as reliable (on bad disks, for example). Default is off.

AtariDOS presents the user with the following commands which are identical to MyDOS's commands: A,B,C(no swaping),D,E,F,G,H, I(some densities),J,K,L,M,N

AtariDOS 2.5 presents the user with the following commands not present or not the same as MyDOS's commands:
+ [O] Duplicate file. This is used to copy a file from one disk to another using only one drive. (In MyDOS, giving just a source will make [C]opy act like DOS 2's Duplicate.)
+ [P] Format Single. In DOS 2.5, this is used to format 88k (Single Density) disks. To format an Enhanced Density (127k) disk, just use [I]. In DOS 2.0, [I] is the only format option and only handles 88k. (I may be wrong, but I have never had a Double Density drive under Atari DOS 2.0 or 2.5!)
* General DOS and OS questions:
1. How do I access the disk drives?

First, you need to have booted with a DOS. All but one DOS is on disk (SpartaDOS X is on cartridge). When the Atari boots up, it does some of its 'boot-up stuff' which includes looking for a disk drive connected and turned on which is set up as drive #1. It then begins to load from the disk's "boot sector". If none exists or there's a nasty error on the disk,

you get the "BOOT ERROR" notice until the error is fixed. (On SpartaDOS disks, even non-bootable disks have a boot sector, but all the boot sector is is a small program which displays a 'not a boot disk' error).

To end the digression, the answer to 'how do I access the disk drives' starts with 'you must boot the Atari with a DOS'. Check the 8-bit FAQ and the UMICH and other FTP archives for lists of DOSes available for Ataris, but the most used are Atari DOS (for compatibility with almost ALL older software), MyDOS (for an Atari DOS compatible high-end DOS), and SpartaDOS (for a very high-end DOS which looks much like MS-DOS but unfortunately cannont run all software which runs fine with Atari DOS and MyDOS.) Note: SpartaDOS does NOT run on Atari 400's and 800's (except the cartridge versions and I believe disk version 1.1). Now that you have a DOS loaded, the Atari understands the "D:" device (see below for Atari devices). Since there is more than one disk drive, you have to be able to tell them apart. The Atari uses numbers when it has more than one of the same device, so "D1:" is drive 1, "D2:" is drive 2, "D3:" is drive 3, etc.!

After the "D:" device name comes the filename. Of the most used DOSes, only MyDOS supports lowercase letters in filenames, but since most programs force uppercase entry for filenames, nobody really seems to use lowercase in their filenames.
2. How do I copy things from one place to another?

Atari DOS and MyDOS give you the "C" command in their menu interface. When it asks for a source and destination, you can use wildcards (* and ? like in most other DOSes) to copy more than one file at a time. You can also present no destination so that a file can be copied from one disk in drive 1 to another disk in drive 1, for example, and the DOS will ask you to insert each disk.
3. What are subdirectories?

Subdirectories are places where files go which are just like the normal directory of a disk, except the they happen to be WITHIN that normal directory, or even another subdirectory. For example, you can have your disk divided up into the "GAMES" files, the "GRAPHICS" files and the "SOUNDS" files. A directory of the disk (the "root" or "base" or "trunk" directory) will simply list the three subdirectories, "GAMES", "GRAPHICS" and "SOUNDS". Then, if you ask for a directory listing of the "GAMES" subdirectory, you will see the files (and perhaps other subdirectories) within the "GAMES" directory. Think of it as a tree. For people familiar with Macintoshes, "Folders" are simply subdirectories. A window which appears when you open a "Disk" Icon is the

"root", and all of the "Folders" within it have more windows in them which also have file and folder icons.

Here's a comparison to using subdirectories on different DOSes

root 'GAMES' 'SPACE' within 'GAMES'
AtariDOS D: n/a n/a
MyDOS D: D:GAMES: D:GAMES:SPACE:
SpartaDOS D: D:GAMES> D:GAMES>SPACE>
MSDOS (IBM) \ \GAMES\ \GAMES\SPACE\

Note, only Atari DOS would be using drive 1 here, all other DOSes are not necessarily using drive 1, and MyDOS and SpartaDOS may already 'be within' a subdirectory.

In MyDOS and SpartaDOS (and MSDOS), you can change the 'current' or 'default' directory to a different place (a different drive or a subdirectory). "D:" can stand for "D1:" (like AtariDOS always does) or "D2:GAMES:SPACE:"! PLEASE READ THE MYDOS OR SPARTADOS DOCUMENTS FOR DETAILS ON THIS!
4. What does "P:", "E:", "K:", etc. mean?

As stated before, the Atari has devices. "D:" is added when a bootable disk in drive 1 is read. Other exist as well:
o C: Cassette
Readable and writeable, no filenames.
o D: Disk Drive
Readable, writeable, random access, directory, files, multiple devices (up to 9 on MyDOS and newer SpartaDOS, 8 on AtariDOS).
o E: Editor
Readable, writeable. This is how input from the keyboard and output to the screen is normally handled. If you wish to type a small file up by hand and have it sent to the printer or a file, use "E:" as the source.
o G: Graphics Printer
Writeable. This is not built into the Operating System but must be loaded. This is an Epson-compatible printer driver which can easily dump graphics.
o K: Keyboard
Readable. This is just the keyboard. Input from it is not `echoed' back like with the "E:ditor".
o M: "Multi-Mouse"
Readable, writeable? This is not built into the Operating System but must be loaded. This is a handler which runs in the background and accepts input from either a mouse, a joystick or a touch-tablet and displays a mouse pointer on the screen.
o P: Printer
Writeable. Send data to this and it will appear on the printer. You can print files (documents, etc.) by using

"P:" as the destination. The Atari XL/XE OSes support
"P1:" and "P2:", although I believe this usage is rare.
o R: RS232 (COM port)
Readable, writeable, concurrent mode. This is not built
in to the Operating System, but is loaded. It supports
modems. The Atari 850 Interface has it's "R: handler"
'built-in', which means the Atari also looks for an 850
(or other compatible interface) and receives the "R:
handler" code from it. Other interfaces and the Atari
'direct-connect' modems require a file to be loaded
which contains the "R:" code. "R1:" and "R2:" is also
supported, but also its usage seems rare.
o W: Windowing (screens)
Readable, writeable. This is a graphics 8 graphical
windowing driver (rarely used, unfortunately!). It must
of course be loaded as well.
o Z: RTime8 Real-time Clock
Readable, writeable. This is also not built in to the
OS, but loaded. This is loaded from disk and lets the
user access the "RTime8" real time, battery-backed up
clock for the Atari 8-bit. (This is a cartridge-based
device). I am unaware of any "Z:" clone which let's you
set the Atari internal (non-real time,
non-battery-backed-up) clock if you do not have an
RTime8, although I'd love to see one! [hint!!]
5. How do I print something from DOS?

As stated above, just use the "C"opy command, then use the
file you wish to print as the 'source', and "P:" as the
'destination'. Example: "D1:DOCUMENT.TXT,P:"

-- Getting around on the Atari: BASIC --

What does "READY" mean?

Again, this is simply the prompt that Atari BASIC (and most older
BASIC's) presents the user when it is in "Immediate" mode.
* Entering a command will cause it to act immediately.
* Entering a line number and then a command will place that line
into the current program.
* Entering a line number alone will remove that line from the
current program.
* To start a program, use the "RUN" command.
* To erase a program, use the "NEW" command.
* To clear variables, strings and arrays, use the "CLR" command.
* To load a program, use the "LOAD" command followed by a filename
(see below). To load and run a program, use the "RUN" command
followed by a filename.
* To save a program, use the "SAVE" command followed by a filename.
* To list a program, use the "LIST" command followed by an optional

destination device ("D:file.lst", "P:"rinter) and an option start and end set of lines seperated by (a) comma(s).

Where can I learn Atari BASIC?

A (set of) file(s) will be created explaining all of Atari (and Turbo) BASIC's commands and their usage. (A larger file may be produced which will be based on examples provided in the Atari BASIC Reference Manual). (As of August 1, 1995, these particular files do not exist).

How do I quit BASIC?
* Type "DOS" to quit BASIC and return to DOS.
* Type "BYE" to quit BASIC and exit to the OS's "bye" routines (Atari Memo Pad on 400/800's, Atari Rainbow on 1200XL's, and Self Test on other XL's and XE's). (Note: On 1200XL's, use [HELP] to go to the Self Test when the Atari Rainbow appears).
* For XFormer users, remember, [SHIFT]+[F10] reboots and toggles BASIC.

Why don't strings work?

Strings must be "dimensioned" like arrays in Atari BASIC. Strings are special character arrays. See the BASIC usage/etc. files mentioned in the answer to question 2. Simply put, to make a string that will accept up to "#" character, use DIM [name]$(#). Example: DIM A$(10) - now A$ can contain between 0 and 10 characters.

How do I make graphics?

Use the "GRAPHICS" command to switch between the following screen modes: (Note: All modes except 0, 9, 10 and 11 have four lines of 40 x 24 x 2 sized text covering the bottom of the screen. Add "16" to the mode number to remove this window (but do not make any PRINTs or PUTs to the standard output otherwise a GRAPHICS 0 screen will appear))

(Note: Add "32" to the mode number to keep the screen from clearing when it appears. One problem, however, all screens overlay each other so unless you only use certain modes at certain times, parts of some screens will become (or start out) with 'garbage' on them.)
* 0: 40 x 24 x 2 text
* 1: 20 x 24 x 5 text
* 2: 20 x 12 x 5 text
* 3: 40 x 24 x 4 graphics
* 4: 80 x 48 x 2 graphics
* 5: 80 x 48 x 4 graphics
* 6: 160 x 96 x 2 graphics
* 7: 160 x 96 x 4 graphics
* 8: 320 x 192 x 4 graphics
* 9: 80 x 192 x 16 luminence-only graphics
* 10: 80 x 192 x 9 graphics
* 11: 80 x 192 x 16 hue-only graphics
* 12: 40 x 24 x 4-colored text
* 13: 40 x 12 x 4-colored text

* 14: 160 x 192 x 2 graphics
* 15: 160 x 192 x 4 graphics

COMMANDS:

Commands available in Atari BASIC for manipulating simple graphics include:
* PLOT x,y - plot a pixel
* POSITION x,y - position cursor
* COLOR c - set drawing color (c=color or character value)
* DRAWTO x,y - draw a line from cursor location (set with "POSITION", "PLOT", "DRAWTO" or "LOCATE")
* LOCATE x,y,r (where r is where result will be stored)
* SETCOLOR c,h,l (c=palette location, h=hue, l=lum)

COLORS:

Note: COLOR command colors are not identical to SETCOLOR command colors:
* COLOR 0 will draw using the background color, set with SETCOLOR 4,hue,lum
* COLOR 1 will draw using color "0", set with SETCOLOR 0,hue,lum
* COLOR 2 will draw using color "1", set with SETCOLOR 1,hue,lum
* COLOR 3 will draw using color "2", set with SETCOLOR 2,hue,lum

Except in GRAPHICS mode 10, where COLORs 0, 1, 2, and 3 must be POKEd into memory locations 704, 705, 706 and 707 (the player/missle graphics color locations). Examples of this will be presented in the BASIC usage files. (Sorry)

How do I make sound on the Atari

Remember, XFormer 2.5 doesn't support sound! (XF3.0 does)
But anyway, in Atari BASIC: SOUND c,p,d,v
* c=channel (0-3)
* p=pitch (0-255)
* d=distortion (0,2,4,6,8,10,12 or 14)
* v=volume (0-15)

The buzzer character is CHR$(253) aka [CONTROL]+[2] (NOT [CONTROL]+[G])

How do I move the cursor and edit?

The Atari "E:" device (standard input/output which is the "editor") allows the following characters for editing:

Key: AtASCII #: Use:
---------- -------- ----------
Atari none Turn inverse on/off (Atari 400/800 kybds)
Inverse [Triangle] none Turn inverse on/off (Atari XL/XE kybds)
CAPS none Turns caps-mode to lowercase (400/800 OS)
CAPS none Toggles caps-mode from upper to lower (XL/XE)
Sh-CAPS none Turns caps-mode to uppercase (all OSes)

Ct-CAPS none Turns caps-mode to [Control]-[Lock] (all)
Up ([^-]) 28 Move cursor up
Down ([^=]) 29 Move cursor down
Left ([^+]) 30 Move cursor left
Right ([^*]) 31 Move cursor right
Space 32 Move cursor right (overwrites w/Space char)
BackSpace 126 Move cursor left (deletes previous char)
Delete ([ShBkspc]) 156 Deletes a (logical) line (1-3 physical lines)
Insert ([Sh>]) 157 Inserts a physical line
Ct-Delete ([^Bksp]) 254 Deletes char under cursor, pulls rest left
Ct-Insert ([^>]) 255 Inserts space under cursor, pushes rest right
ClearScn ([^<]) 125 Clears screen
Bell ([^2]) 253 Sounds buzzer
TAB 127 Moves cursor to next TABstop
ClrTAB ([^TAB]) 158 Clears any TABstop under cursor
SetTAB ([ShTAB]) 159 Sets a TABstop under cursor
ESC 27 Sets ESCape (next edit char after is shown,
not done, non-edit chars shown (like normal))
RETURN 155 Sends End Of Line (moves cursor to lowerleft
of next line, accepts input)

Note: Inverse characters have values of the normal version of the characters plus 128. (The only non-viewable inverse character is inverse-ESC, or what would be the [ESC],[RETURN] combination. The character exists, but must be set into screen RAM by hand. Oh well, at least you still have 255 easily viewable characters! [grin])

How do I make the editor characters appear

As shown above, you must have an ESC sent before them.
* When simply entering text, type [ESC] then the edit key and the character for that edit key should appear.
* When entering text in a PRINT statement, you must have it send an ESC beforehand, so first type [ESC],[ESC] to make an ESCape character appear, then type [ESC] then the edit key and the character for that edit key should appear.
When the PRINT statement is executed, the first ESCape (which you typed as two [ESC]'s) will make the editor SHOW the following character (even if it is an edit character), then the character which you entered (with [ESC] and then the edit key) will make that character appear. This makes it difficult to align a set of PRINT statements which make a multi-line picture or menu which uses viewed edit keys.
It is probably best to have all of the lines in your program with the PRINT statements that can fit visible on the screen, then edit them (without putting any of the ESCape characters in, then when the picture looks like how you want it on the screen, move the cursor to on top of each edit-key character and press [Control]+[>] (Control-Insert). A blank space should appear under the cursor and the rest of the line should move right. Now, type [ESC],[ESC] and an ESCape edit-key character should appear where

the blank space was. When you are finished doing that for each line with those PRINTs in it, BE SURE TO ENTER THEM INTO THE PROGRAM BY PRESSING [RETURN] ON EACH OF THOSE LINES! Whew!

Set the memory location "766" to "1" with the command "POKE 766,1" to turn on the no-edit mode (ALL characters except End Of Lines will appear, even ClearScreens!) When you want to go back into normal mode, set the location back to "0" with "POKE 766,0".

What's with the colors changing?

THIS, MY FRIEND, IS THE FIRST EVER SCREEN SAVER! This is called "Attract mode" as was used on the Atari 2600 and Atari 400/800/XL/XE series (and probably on the 5200 and 7800 but I cannot confirm this). When a key hasn't been pressed for 7 or 9 (depending on OS, model, etc) minutes, the screen colors begin changing, thus protecting your TV or monitor from having a static image burned on it.
* To turn this mode off, press a key, or, if within a program, use the command "POKE 77,0" at least once every few minutes (IF the screen is active, otherwise turning it off would be kinda useless).
* To turn it on, wait 7 or 9 minutes without pressing a key or having location "77" set to "0", or set location "77" to "128" with "POKE 77,128", voila! instant attract mode!

How do I access 'devices' on the Atari?

The following commands are available to Atari BASIC's (and also variations on these are available in most other Atari languages!):
* OPEN #a,b,c,d$
Opens channel 'a' for access to 'd$' in mode 'b' with auxillary mode 'c'. Channel 'a' must be free or else a 'Channel already open' (129) error will occur. To explain the different "modes", here are simply some examples:
+ OPEN #1,4,0,"K:"
Input from keyboard
+ OPEN #2,8,0,"P:"
Output to printer
+ OPEN #3,12,0,"D:FILE"
Random access to disk
+ OPEN #4,9,0,"D:DATA"
Append-output to disk
+ OPEN #5,13,0,"R:"
Concurrent to RS232 (modem)
+ OPEN #6,6,0,"D:*.TXT"
Directory access to disk (reads directory of "*.TXT" mask)
* CLOSE #a
Closes channel 'a' (freeing it for use)
* GET #a,b
Reads a byte from channel 'a' and stores it in 'b'
* PUT #a,b
Puts byte 'b' onto channel 'a'

* INPUT #a,b$
Reads a string (up to 255 bytes and a REQUIRED 'end of line'
(character 155)) from channel 'a' and stores it in 'b$'
* INPUT #a,b
Reads a string (up to 255 bytes and a REQUIRED 'end of line'
(character 155)) from channel 'a' and stores the numeric value of
it in 'b'
* PRINT #a,[stuff]
Just like the normal BASIC PRINT statement, but sends the
information to channel 'a' (semicolons, comas, and mixed types are
of course allowed).
* STATUS #a,b
Reads the error 'status' of channel 'a' and stores it in 'b'
* XIO a,#b,c,d,e$
General I/O call. This a little complicated and may be expanded
upon in a future revision. Just be aware of the following:
+ a - command
+ b - channel to use (usually must be free)
+ c - auxillary mode 1
+ d - auxillary mode 2
+ e$ - file or device to act upon
Examples:
+ XIO 32,#1,0,0,"D:FILE,OLDFILE" renames file
+ XIO 33,#1,0,0,"D:OLDFILE" deletes file
+ XIO 34,#1,0,0,"D:GAMES" creates a directory in My- &
Sparta-DOS
+ XIO 35,#1,0,0,"D:NEWFILE" locks a file from over-write and
deletion
+ XIO 36,#1,0,0,"D:NEWFILE" UNlocks a locked file
+ XIO 40,#1,4,0,"D:PROG.OBJ" loads and runs a binary file (like
"L" in Atari and MyDOS)
+ XIO 40,#1,5,0,"D:PROG.OBJ" loads a binary file (like "L" in
Atari and MyDOS with the "/N" option)
+ XIO 41,#1,0,0,"D:GAMES" changes default directory that
drive/subdirectory (all calls to "D:" will now occur within
that drive/directory)
+ XIO 254,#1,0,0,"D2:" FORMAT a disk (in Atari DOS 2.5, this is
format 'enhanced', to format 'single' density, use XIO 253)
(in MyDOS, this is format, but not 'enhanced', use:
+ XIO 253,#[channel],1,0,"D[drive]:" for formatting a drive in
enhanced mode).
NOTE: 39 and 40 are the same. Also note the useage of AUX1 in the "XIO
40" example.

-- Getting Atari files to an IBM: --

1. How can I read Atari disks on my IBM?

Note: Someone please give more details or corrections here!
Thanks!

If you have double-density Atari disks, you can use the program "Util" on the IBM which can read double-density Atari disks. Please see the Atari 8-bit FAQ for more details.

If you have an Atari 1050 disk drive, you can use the program MULE to copy files, one file at a time, 20k chunks at a time, from the Atari to the IBM. You first must format a 180k disk on your IBM, the run MULE on your Atari to get a file onto the MULE disk, then run MULE on the IBM to get the file onto the IBM. Tedious, isn't it? MULE wasn't meant to be a fully-functional program, just a demo to show that this was even possible.

If you're fortunate to have a Black Box interface on your Atari, you can get an external IBM drive and the Black Box's add-on, the Floppy-Board and simply copy files from your Atari disks or hard drive(s) onto IBM disks via the floppy board, then load them up on your IBM.
2. Ok, I can't do any of that, now what?

You can use SIO2PC, which is a program for IBM's which turns your IBM into a set of Atari disk drives. You need the SIO2PC cable (which you can purchase, assembled or unassembled, or buy parts and build it yourself) and the SIO2PC software (available at UMICH). Connect your IBM to your Atari, load SIO2PC, and then run the program FILE2PC on the Atari to transfer files to the IBM's hard drive. Or instead create a disk image within SIO2PC and copy files from one disk (a real Atari floppy) to another (the SIO2PC image) with the Atari or MyDOS "C"opy command. If you want to extract files out of the SIO2PC disk image file and store them on your IBM's hard drive or floppies as single files, either again use FILE2PC or use S2PC, an IBM program which can extract files from or add files to MyDOS-compatible SIO2PC disk images!

You can use two modems (one on your PC and one on your Atari) to download files from your Atari 8-bit.

If you don't necessarily want files that you already have on your Atari 8-bit, you can download files from the huge collection available at FTP sites and Atari 8-bit supporting bulletin boards and save them onto your IBM.

If you have only one modem, so you can't connect both your Atari 8-bit and your IBM together via modems, you can do it via null-modem, OR you can upload files from your Atari to some bulletin board or account you have access to, and then connect the modem to your IBM and download the files.
3. Is there any easier way to get Disk Communicator (Atari disk image) files to and from SIO2PC disk images or PC Xformer XFD disk images other than using Disk Communicator 3.2 on my Atari! I mean, both files are disk images! They're both on my PC's hard drive!

[cry]

(AND NOTE: DiskComm. doesn't like SIO2PC a lot of the time
anyway!)

Yes! There's an IBM program out called "DCM2DSK". (Why "DSK" and
not "ATR"? To keep people from getting confused with the
ATR-8000(?))

There's also C source to a very similar program called "DCMTOATR"
which works on PC's (a PC executable version comes in the archive)
and Unix and probably any other system with a good C compiler.

-- Where to get or FTP files mentioned in this FAQ: --

+ PC Xformer 2.0 and 2.5 can be downloaded via FTP from:
o "ftp.clark.net":
Directory/file-path: systems/msdos/emulators/xf25.zip
(or xf2.zip)
o "atari.archive.umich.edu" FTP site:
Directory/file-path: atari/8bit/Xf2/xf25.zip (or
xf2.zip)
o Branch Always Software's Home page:
URL: www.halcyon.com/brasoft/
+ PC Xformer 3.0 can be purchased for $29.95 (prices may vary)
from:
o U.S.A.:
American Technavisions
510-352-3787, fax 510-352-9227
B & C Computervisions
408-986-9960, fax 408-986-9968
Mid Cities Computers
310-867-0626, fax 310-920-8933
Rising Star Computers
800-252-2787, fax 513-254-7970
Toad Computers
800-448-8623, fax 410-544-1329
o Germany:
Atari Bit Byter User Club
+49 02366-39623 (same for fax)
KE-Soft
+49 06181 87539, fax: +49 06181 83436
o United Kingdom:
Micro Discount
+44 021 353 5730, +44 021 352 1669
o or directly from Branch Always Software: (USA)
14150 N.E. 20th Street, Ste 302, Belleuve, WA 98007.
1-206-369-5513, fax 1-206-885-5893
e-mail: BraSoft@aol.com
+ Rainbow can be downloaded via FTP from:
o [not done]

+ The following programs are availabel at the
"archive.umich.edu" FTP site:
o SIO2PC: atari/8bit/sio2pc/*.* (all files are
SIO2PC/utility files)
o Mule: atari/8bit/Diskutils/mule.com (Atari), mule.exe
(IBM), mule.txt
o Util: atari/8bit/Utilities/myutil.zip (IBM)

-- The End --

AGAIN, PLEASE CHECK OUT THESE OTHER FILES:

+ ATARI 8-BIT FAQ
+ PC XFORMER DOCUMENTS
+ MYDOS DOCUMENTS
+ SIO2PC DOCUMENTS

THANX!

Contacts:

+ I (Bill Kendrick) can be contacted at:

o kendrick@zippy.sonoma.edu,
o or on the "comp.sys.atari.8bit" and
"comp.emulators.misc" newsgroups,
o or New Breed Software, 59 Palm Lane, Novato, CA
94945-2574 USA.

+ Darek Mihocka, the author of the PC Xformer can be contacted
at:

o BraSoft@aol.com,
o or on the "comp.sys.atari.8bit" and
"comp,emulators.misc" and other newsgroups,
o or Branch Always Software, 14150 N.E. 20th Street, Ste
302, Belleuve, WA 98007 USA.

+ Micheal Current, keeper of the Atari 8-bit FAQ files can be
contacted at:

o mcurrent@carleton.edu,
o or on the "comp.sys.atari.8bit" newsgroup.

PLEASE add questions and report any mistakes or bugs to me as
soon as possible! Thank you!!!

2436. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-01 00:00:00 UTC
From: tatar@student.uci.agh.edu.pl
Message-ID: <4278q6$os1@galaxy.uci.agh.edu.pl>
Source record: 88759

```
>>> -rw------- lenn 201161 Aug 13 05:49 ./8bit/Demos/ussr.tar.gz
>>> -rw------- lenn 157021 Aug 13 05:43 ./8bit/Demos/other.tar.gz
>>> -rw------- lenn 44679 Aug 13 05:38 ./8bit/Demos/wfmh.tar.gz
>>
>>
>>Maybe it's time to start thinking about writing "gunzip" and "untar"
>>for the Ataris....
>
>Now wait just a minute - There's enough of this *nix $@#*&% running
>rampant everywhere else - for heaven's sake, do we *really* need to
>join in?
>
>Sheesh! I'm still contented with *.ALF!
>
>Mark Statzer
>
Are these files really at the Archive? Not on my mirror yet...
I am this $@#*&% who sent these files to Jody Lenn (it was about half a
year ago). I've packed them in this way only for e-mail transferring. I've
asked Jody Lenn to gunzip and untar them before placing on the Archive.
I didn't think that he forget it (Inside the tar file some files are
compressed again with .Z, only that ones I planned to place in that form)!

Moreover, not all files are destined to the Demos directory. There are
game and two archivers (one as the ARC file) in other.tar.gz archive file.

I'm very sorry for this incident. I'll try to fix it with Jody's help.
I'm also content with ARC (ALF) files. :-)
Well, sometimes I choose LZH...

B.

--
Tomasz M. Tatar
tatar@student.uci.agh.edu.pl
http://www.uci.agh.edu.pl/student/airgrp/tatar/
```

2437. Re: BASIC file which writes an assy lang game

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-01 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.79.00F5A760@mindspring.com>
Source record: 88760

In article <427sg4$82c@charm.magnus.acs.ohio-state.edu> rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:
>From: rfunk@magnus.acs.ohio-state.edu (Rob Funk)
>Subject: Re: BASIC file which writes an assy lang game
>Date: 1 Sep 1995 21:04:04 GMT

>Most of those programs that I've seen have an option to write to disk
>or cassette -- at least the ones in ANALOG did.

>If it's not built into the program, you might be able to just replace
>any references to "C:" with "D:FILENAME.EXT" (using your favorite
>filename, of course).
>--

I thought the file header was different on cassette versus disk, at least with ML programs that load and run.

Bruce Willard
bwillard@mindspring.com

2438. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <427gaj$q20@nic-nac.CSU.net>
Source record: 88761

WOW! A year ago you sent those!? Yikes!

Hey, since this topic is "Weekly posting..."... why is it these automated postings haven't BEEN weekly lately?? <:^[

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2439. Unarc for PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-01 00:00:00 UTC
From: rziegler@sover.net
Message-ID: <427mnq$e4g@thrush.sover.net>
Source record: 88762

Hello all,

Does anybody know the best unarc for the PC? I have arce and it does not unarc any arc file made with the Atari that I have tried. It always comes back with an "Invalid archive format". Winzip shows the contents of the file though. Suggestions?

2440. HELP! SX212 needed!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-01 00:00:00 UTC
From: stronae@rice.edu
Message-ID: <427olk$63f@larry.rice.edu>
Source record: 88763

Hey everyone! Been checking the 'for sale' posts as of late, and I was wondering if anyone was selling an SX212 modem.

I don't get to UNIX every day, so PLEASE email with your selling price! I of course will pay S&H, etc.

Thanks a bundle!
Kenneth

2441. Re: BASIC file which writes an assy lang game

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-01 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <427sg4$82c@charm.magnus.acs.ohio-state.edu>
Source record: 88764

In article <DE8svq.344@boss.cs.ohiou.edu>,
Steven Harris <sharris@bobcat.ent.ohiou.edu> wrote:
>I've got about 4 basic files from a friend who must've gotten
>them from a magazine way back in the hay-day of Atari 800's,etc.
>They write boot games to cassette. Now I have a Disk drive
>and I was wondering how I change the programs to write the boot
>games to disk instead of cassette. Any help would be appreciated.

Most of those programs that I've seen have an option to write to disk
or cassette -- at least the ones in ANALOG did.

If it's not built into the program, you might be able to just replace
any references to "C:" with "D:FILENAME.EXT" (using your favorite
filename, of course).
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2442. Need Cable to connect 1050 Disk to 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-01 00:00:00 UTC
From: tatkins@unix1.sncc.lsu.edu
Message-ID: <427sgm$4ee0@unix1.sncc.lsu.edu>
Source record: 88765

Anyone have this cable they would sell or give me?
--Atkins

2443. Re: ***Indus GT disk drive***

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-01 00:00:00 UTC
From: Jason Hedrick <102416.675@CompuServe.COM>
Message-ID: <427ueg$a4l$1@mhadf.production.compuserve.com>
Source record: 88766

Rich,
Okay. I already tried reloading INDUS.SYS from the cart. It the problem
in the drive?? BTW, the INDUS GT would be drive C, while a 1050 Super Archiver
drive and an XF551 are drives A and B, respectively. Could this cause a problem?
I know I may sound a bit naive, but I know nothing about the Indus GT.
--

Jason Hedrick

2444. 2600/5200/7800/400/800 ATARI AUCTION DAY 11

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-01 00:00:00 UTC
From: jrm8248@u.cc.utah.edu
Message-ID: <4283ce$ll6@news.cc.utah.edu>
Source record: 88767

2600/5200/7800/400/800 ATARI AUCTION DAY 11

WELCOME TO THE ALL ATARI AUCTION

The 2600 cartridges have been sorted by company name and
alphabetically. If you are interested take the time to go
through the lists and send me a bid for everything you want.

This Auction will end at Midnight Mountain Time on
SUNDAY, SEPTEMBER 3, 1995

The Rules follow this auction.

Please send all bids to jrm8248@u.cc.utah.edu

Happy Bidding!!

ATARI 2600-NEAR MINT W/BOX & DIRECTIONS

-Combat $2.00 min

-Missle Command $3.00 min

-Pac Man w/ Atari Pac Man Sticker on Box $4.00 bnohj

Atari 2600-LOOSE GAMES, COLORED LABEL NO PICTURE

-Air-Sea Battle: cx-2602 $9.00 daneb

-Backgammon: cx-2617 $2.00 rhett

-Basic Math: cx-2661 $1.00 allan

-Basketball: cx-2624

-Brain Games: cx-2664 $1.50 kcwillia

-Championship Soccer: cx-2616

-Football: Atari

-Golf: cx-2634 $1.00 kcwillia

-Hunt & Score: cx-2642 $1.50 kcwillia

-Indy 500: cx-2611 $1.00 kcwillia

-Outlaw: cx-2605 $1.00 allan

-Space Invaders: cx-2632

-Space War: cx-2604

-Surround: cx-2641 $1.50 lehrer

Atari 2600-LOOSE GAMES, COLORED LABEL W/ PICTURE

-Adventure $7.00 daneb

-Asteroids

-Basketball* $1.00 ltravis

-Breakout $1.50 lehrer

-Circus Atari $1.00 lehrer

-Demons to Diamonds: Atari $1.00 kcwillia

-Dodge em $1.00 rhett

-Football

-Golf $1.00 ltravis

-Home Run

-Indy 500 $1.00 lehrer

-Math Gran Prix $2.00 kwillia

-Missle Command

-Pac-Man

-Space Invaders

-Space War $1.00 lehrer

-Star Raiders $1.00 lehrer

-Warlords $1.50 lehrer

-Yars Revenge $1.00 lehrer

Atari 2600-LOOSE GAMES, SILVER LABEL W/ PICTURE

-Battlezone $1.00 bdoug

-Centipede $1.00 gjpaters

-Dig Dug: Atari $1.00 gjpaters

-E.T. $1.00 lehrer

-Ms. Pac-man $1.00 gjpaters

-Phoenix $1.00 kcwillia

-Pole Position $2.00 ltravis

-Realsports Football

Atari 2600-LOOSE GAMES, M NETWORK

-Football

-Frogs & Flies $1.00 bdoug

-Lock N Chase $2.00 rhett

-Space Attack $1.00 kcwillia

-Super Challenge Baseball

Atari 2600-LOOSE GAMES, ACTIVISION

-Grand Prix

-Kaboom $1.50 lehrer
Damaged end label

-Laser Blast $1.00 lehrer

-Pitfall $2.50 lehrer

-River Raid $2.00 kwillia

-Seaquest $1.00 lonadar

-Skiing

-Stampede $1.50 kcwillia
-Missing end label

-Starmaster

Atari 2600-LOOSE GAMES, CBS

-Gorf $2.00 rhett

Atari 2600-LOOSE GAMES, COLECO

-Donky Kong

-Mousetrap $1.00 allan

-Venture $1.00 allan

Atari 2600-LOOSE GAMES, IMAGIC

-Atlantis $1.00 kcwillia

-Cosmic Ark

-Demon Attack

-Laser Gates $7.00 timg

-Riddle of the Sphinx $3.00 kcwillia

-Star Voyager

-Trick Shot $3.00 kcwillia

Atari 2600-LOOSE GAMES, PARKER BROTHERS

-Amidar $1.00 kcwillia

-Frogger $1.00 kaltena

-Q*Bert $1.50 kcwillia

-Reactor $1.00 kcwillia

Atari 2600-LOOSE GAMES, SEARS TELEGAMES

-Gunslinger $1.00 bdoug

-Missle Command

-Race $4.00 kwillia

-Space Invaders

-Tank Plus $3.00 keita

Atari 2600-LOOSE GAMES, TELESYS

-Cosmic Creeps $2.00 rpribish

-Fast Food $3.50 kcwillia

Atari 2600-LOOSE GAMES, US GAMES

-Piece O Cake $7.00 smtc474

-Space Jockey

ATARI 5200-LOOSE GAMES

-Centipede, w/ overlay

-Defender

-Galaxian, w/ overlay $2.50 gmofley

-Missle Command $1.00 bdoug

-Ms. Pac Man $2.50 gmofley

-Pac-Man

-Pole Position

-Qix, w/ overlay, w/ directions $2.50 gmofley

-Q*Bert
label is torn

-Real Sports Soccer, w/ directions $1.00 bdoug

-Soccer

-Space Invaders

-Super Breakout

ATARI 5200-BOXED GAMES W/ DIRECTIONS
*all boxes have some wear.

-Defender $2.00 ckao

-Qix

ATARI 7800-LOOSE GAMES

-Pole Position II

-Winter Games $2.00 rhett

MISCELLANEOUS CATALOGS
*all are in near mint condition

-ATARI FORCE Comic Book #2 $3.00 min

-ATARI FORCE Comic Book #3 $3.00 min

-ATARI Video Game Catalog $2.00 min

ATARI 400/800-LOOSE GAMES

-Atariwriter Word Processor: RX8036

-Basic Computing Language: CXL4002

-Defender: CXL4025 $4.00 luis

-Popeye: Parker Brothers: W/ box & Directions $4.00 luis

-Space Invaders: CXL4008 $4.00 luis

-Star Raiders: CXL4011 $2.00 min

MISC. SYSTEMS-
*some systems say no cables but if you bid I will look for them,
but I will not guarantee that I find them. Shipping will vary
depending on the system.
MINIMUM BID INCREMENTS FOR ALL OF THE SYSTEMS
WILL BE $1

-Atari 2600 jr, no cables not working

-Atari 5200, 4 port, manual, switchbox and joysticks, no power supply
$46.50
gmofley

-Atari 800XL w/ power supply $15.00 luis

-Atari Keyboard Controller

Send all bids to: jrm8248@u.cc.utah.edu

TRADES:

The only things that I will be willing to trade for are Sega Saturn Items.

HERE ARE THE RULES:

1. This auction will end on Sunday, September 3, 1995 at
Midnight Mountain Time.

2. Current high bids will be posted every other day on this
newsgroup and bidders will most likely be notified when
they are outbid for an item.

3. High bidders will be posted by their email name unless otherwise specified.

4. When sending a bid, your subject must be ATARI BID .

5. Minimum bids will be $1 and bidding increments will be $.50 unless otherwise posted all in US Dollars.

6. If two people bid identical bids, then the person responding first will get credit for the bid.

7. Shipping will be $2.00 for the first cartridge + $.50 for each additional cartridge. Shipping and handling for systems will range between $6 and $10.00 depending on weight. Larger systems may be more. All cartridges and systems will be shipped through the US Postal System anywhere in the Continental US. Other areas will need to make special arrangements for shipping.

8. Following the auction, each bidder will be contacted individually for payment and shipping. Money Orders (sorry no personal checks) are the preferred form of payment, but cash is always accepted. Payment MUST be received within 7 days.

9. The will be no guarantee or warranty on anything purchased from this auction. Cartridges have been tested and do work, unless otherwise specified. Mo systems have been tested and do work. The systems which may not work are the ones without cables or a power supply.

10. FINALLY, IF YOU ARE THE HIGH BIDDER YOU MUST PAY FOR YOUR ITEMS, OTHERWISE YOUR POSTMASTER WILL BE INFORMED AND YOU WILL BE BARRED FROM FUTURE AUCTIONS!!!

Your participation in this auction signifies your consent to follow these rules as stated.

2445. BASIC file which writes an assy lang game

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-01 00:00:00 UTC
From: sharris@bobcat.ent.ohiou.edu
Message-ID: <DE8svq.344@boss.cs.ohiou.edu>
Source record: 88768

I've got about 4 basic files from a friend who must've gotten
them from a magazine way back in the hay-day of Atari 800's,etc.
They write boot games to cassette. Now I have a Disk drive
and I was wondering how I change the programs to write the boot
games to disk instead of cassette. Any help would be appreciated.

Steve

2446. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-01 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <427s4j$81c@charm.magnus.acs.ohio-state.edu>
Source record: 88769

In article <427gaj$q20@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>WOW! A year ago you sent those!? Yikes!

My thoughts exactly.

>Hey, since this topic is "Weekly posting..."... why is it these automated
>postings haven't BEEN weekly lately?? <:^[

Maybe there just isn't something new every week.

Then again, I'm waiting to see the "Weekly posting..." showing my
re-uploads of Tomasz's files. Last I checked they were still in the
New directory.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2447. Re: Unarc for PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-01 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <427sb7$81v@charm.magnus.acs.ohio-state.edu>
Source record: 88770

In article <427mnq$e4g@thrush.sover.net>, Rick <rziegler@sover.net> wrote:
> Does anybody know the best unarc for the PC? I have arce and it does
>not unarc any arc file made with the Atari that I have tried. It
>always comes back with an "Invalid archive format". Winzip shows the
>contents of the file though. Suggestions?

I use the actual ARC.EXE program, so I can use almost the same
commands on the PC as in SDX. (When ARCing on the PC, you have to be
sure not to use "version 6 format", or else the Atari programs can't
unarc it.)
It should be available at the big ms-dos archives, such as
oak.oakland.edu, or even msdos.archive.umich.edu.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2448. Re: 8-bit computer equipment -- FOR SALE/TRADE [08/23/95]

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-01 00:00:00 UTC
From: mbates@stocko.com
Message-ID: <mbates-0109951911300001@ppp12.stocko.com>
Source record: 88771
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

I was going to continue on but it struck me as funny. I see from your tag
you are from either Austrailia or Austria, no?

The message you originally read originated from the USA where we have a
rather odd (as compared to most of the rest of the world) dating
structure:

USA: MM/DD/YY Perfectly standard to us Americans but probably a bit
different to you.

Just one more thing to be aware when you cruise the infobahn.

-Marlin

In article <426qc0$9sj@beldin.it.com.au>, me@qwerty.com.au (Me) wrote:

> vga2000@ix.netcom.com (Michael J. Novak Jr.) writes:
>
> :updated 08/23/95
> :----------------
> :I have the following 8-bit computer equipment for sale or trade. The
> :list includes systems from Atari, Commodore, Radio Shack, and Texas
> :Instruments.
> :
> :Everything is sold as is. Unless specified, all items have been
> :tested and are in perfect working order.
> :
> :Buyer has ten (10) days to send payment, and pays all shipping costs,
> :which will be sent via U.S. Snail.
>
> Let me see if I have this right. We have ten (10) days from the
> 8th day of the 23rd month of 1995. So, that means ten days from
> 08/11/96 in the real world.
>
> Correct?
>
>
-- ---*** All hail the
Fuji!
---*** Do the MATH!
---*** OLD E-MAIL: MBATES@NETCOM.COM New email: mbates@stocko.com
--*-*-* Marlin Bates, IV Digital Graphics Rep. Taylor Made & Canon
-*--*--* For a current list of Classic Home VideoGames I own & have
------* for trade check out: http://www.stocko.com/Fujidom

2449. 8-bit computer equipment -- FOR SALE/TRADE [08/31/95]

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-01 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <425jme$8vf@ixnews3.ix.netcom.com>
Source record: 88855
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

updated 08/31/95

I have the following 8-bit computer equipment for sale or trade. The list includes systems from Atari, Commodore, Radio Shack, and Texas Instruments.

Everything is sold as is. Unless specified, all items have been tested and are in perfect working order.

Buyer has ten (10) days to send payment, and pays all shipping costs, which will be sent via U.S. Snail. The shipping cost depends on both the weight of the package and the distance that it is traveling. Buyer has the choice of either first class or parcel post (slower, but cheaper).

Payment must be made in U.S. funds, by either check or money order, drawn from a U.S. bank branch. Canadian buyers must send a Canadian Postal Money Order, payable in U.S. funds. This is the only way I have found to deal with my friends to the north (my bank is very picky, but the U.S. Post Office will cash a Canadian Postal M.O.)

* = (after price) Tentatively sold/traded. Inquiries welcome.

*****

LOT #1

ATARI 600XL COMPUTER with original power supply, and RCA cable.

I will also throw in a second ATARI 600XL (haven't checked it out yet, so I don't know if it works or not), FREE.

This is a complete system, except for RF switchbox.

$29.00

*****

LOT #2

ATARI 800XL COMPUTER with original power supply, and RCA cable.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox.

$49.00

*****

LOT #3

ATARI 65XE COMPUTER with original power supply, and RCA cable

This is a complete system, except for RF switchbox.

$39.00

*****

LOT #4

ATARI 130XE COMPUTER with original power supply, and RCA cable.

This is a complete system, except for RF switchbox.

$64.00

*****

LOT #5

ATARI 1050 (127KFrom: vga2000@ix.netcom.com (Michael J. Novak Jr.)
Newsgroups: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti
Subject: 8-bit computer equipment -- FOR SALE/TRADE [08/31/95]

updated 08/31/95

I have the following 8-bit computer equipment for sale or trade. The
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Instruments.

Everything is sold as is. Unless specified, all items have been
tested and are in perfect working order.

Buyer has ten (10) days to send payment, and pays all shipping costs,
which will be sent via U.S. Snail. The shipping cost depends on both
the weight of the package and the distance that it is traveling.
Buyer has the choice of either first class or parcel post (slower,
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Payment must be made in U.S. funds, by either check or money order,
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* = (after price) Tentatively sold/traded. Inquiries welcome.

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$29.00

*****

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This is a complete system, except for RF switchbox.

$49.00

*****

LOT #3

ATARI 65XE COMPUTER with original power supply, and RCA cable

This is a complete system, except for RF switchbox.

$39.00

*****

LOT #4

ATARI 130XE COMPUTER with original power supply, and RCA cable.

This is a complete system, except for RF switchbox.

$64.00

*****

LOT #5

ATARI 1050 (127KTUTOR
TRS-80 COLOR COMPUTER
VECTREX

*NOTE: I already have most of these systems. What I am mainly looking for now is software (primarily cartridge based).

Please send a list of what you have, and I'll let you know what I can offer. Please be specific, and indicate whether or not items (cartridges and/or systems) include the box and/or instruction manual. Please also mention any controllers that are included.

Request system reservations at: VGA2000@ix.netcom.com
or dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Interested in BUYING/SELLING/TRADING personally owned video games for:

GENESIS, SEGA CD, 32X, GAME GEAR, SATURN, SMS,
SUPER NINTENDO, GAME BOY, NES, 3DO, and ATARI JAGUAR?

For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at:

VGA2000@ix.netcom.com or dw901@cleveland.freenet.edu

2450. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-02 00:00:00 UTC
From: bosco@yab.com
Message-ID: <428nnf$2nf@news.yab.com>
Source record: 88772

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: WOW! A year ago you sent those!? Yikes!

: Hey, since this topic is "Weekly posting..."... why is it these automated
: postings haven't BEEN weekly lately?? <:^[

Bill, Bill, Bill. How can there be a weekly posting of NEW stuff if
there isn't any NEW stuff to report? Betcha by golly if there were more
uploads, there'd be more "weekly postings". *I* would post there, but I
haven't been able to log onto UMICH to do any uploading.... (i.e.,
Connection refused. Too many users... Too many users... Too many users...)

****
* bosco@host.yab.com * The Northwest Phoenix Atari Connection *
* John Collins * P.O. Box 67511 Phx, AZ 85082 *
* Editor & Librarian * Atari 8-bit (ONLY!) User Group *
****
* *
* "Connection refused" - UMICH Archives *
* *
****

2451. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-02 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <428lbp$n42@lastactionhero.rs.itd.umich.edu>
Source record: 88773
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- molin 93803 Aug 28 01:03 ./8bit/Ape/ape104d.zip
-rwxr-xr-x lenn 181200 Aug 28 01:09 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2452. Re: SIO2PC Building Troubles

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-02 00:00:00 UTC
From: donnwell@donnwell.se
Message-ID: <429ou2$rh6@mn5.swip.net>
Source record: 88774

I made a scematics drawing on the sio2 interface (2 chip), and build
it after that one, and it works, unfourtunaly I did it in MS Pub
(finding out not much of export possibilitys).
I am trying to get it out in a more readable format, but if some one
want�s it now, I can fax it or mail the sio.pub file or a save from
the postscript driver in win wg 3.11 , as sio.eps
I also noticed when trying the interface out with the sio soft and
ape, that one had to fiddle around with timeings, felt rather dead
unitl timeings where right.

Tomas Edholm (donnwell@donnwell.se)

2453. SIO2PC Building Troubles

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-02 00:00:00 UTC
From: mbrown@fn1.freenet.edmonton.ab.ca
Message-ID: <428f3h$cv2@news.sas.ab.ca>
Source record: 88775

Well, its me again. Thank you to those that have replied to me already, but unfortunately I am still having problems getting the PC and Atari to talk to one another. I took the suggestion of wiring IC Pin 8 to the ground, and it seems to have helped. Here is my setup first:

Atari 800XL w/256K Newell RAM, SpartDOS 3.2d, US Doubled 1050.

IBM (clone) 80386dx25 w/4mb, IDE, ISA Bus, 16450 Serial Card (I think), an Internal High Speed modem (on a different interrupt), AMI Bios, and about 8 feet of cable hooking it to the SIO2PC box. I'm using version 3.19 of the SIO2PC software, and IBM DOS 7.0

When I boot the software up on the PC, and set the 'T'oggle Command Line control option under 'A'lter Timing, once. Then I load a couple of disks (1, 2, 3). The Atari is booted off the 1050 with SpartDOS and I try to read a directory of D2: (should be on the PC). The Atari times out with a 138 error.

On the PC, the Stat line reads:

LOC:I CMND:R LAST:? DEV:32 COM:L ERR:f SEC#: 1 SPD:N
when the Atari is trying to access it, the LOC: I flashes to "LOC:B" and the ERR changes from "f" to "q". Things revert back to the above line after the Atari times out.

My timing values are currently left unmodified, at T1:0300,T2:0FA0
T3-T5:0300,T6-8:0000

Can anyone help me with this particular situation?
Again, sorry to bother the rest with this...

/\
Michael 'Amra' Brown |==| To all the Smegheads, Metaldogs
mbrown@freenet.edmonton.ab.ca []-ww-[] and Hyboreans: Up The Irons!

2454. UMICH drops Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-02 00:00:00 UTC
From: bosco@yab.com
Message-ID: <428jed$2a9@news.yab.com>
Source record: 88776

Okay, I ftp to amiga.archive.umich.edu and the Atari section is gone.
Zip, zilch, nothing. There's still IBM, Apple, and the others, but no
Atari at all. Is this just with amiga.archive or is it gone from the
others? (i.e., atari.archive.umich.edu, archive.umich.edu, etc.)
There's no notice either. Anyone have any input on this?

I would try those other ftp addresses, but you know how it goes...
"Too many users... Too many users... Too many users" (I'm starting think
it's all a scam since have have NEVER been able to connect to those.)

****
* bosco@host.yab.com * The Northwest Phoenix Atari Connection *
* John Collins * P.O. Box 67511 Phx, AZ 85082 *
* Editor & Librarian * Atari 8-bit (ONLY!) User Group *
****
* *
* "Wherever you go, there you are..." - Buckaroo Banzai *
* *
****

2455. Re: Unarc for PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-02 00:00:00 UTC
From: bosco@yab.com
Message-ID: <428ndq$2nf@news.yab.com>
Source record: 88777

Rick (rziegler@sover.net) wrote:
: Hello all,

: Does anybody know the best unarc for the PC? I have arce and it does
: not unarc any arc file made with the Atari that I have tried. It
: always comes back with an "Invalid archive format". Winzip shows the
: contents of the file though. Suggestions?

Hello back atcha! Yes, get a copy of PKUNPAK from PK Ware (shareware,
don't forget to pay the fee). It does a fine job of unARCing any ARCed
files. You can find it in the SIMTEL archives and its many, many
mirrors. (PC file)

****
* bosco@host.yab.com * The Northwest Phoenix Atari Connection *
* John H. Collins * P.O. Box 67511 Phx, AZ 85082 *
* Editor & Librarian * Atari 8-bit (ONLY!) User Group *
****
* *
* "I can't see anyone ever needing more than 640k in their *
* their computers..." - Bill Gates *
* *
****

2456. Re: SIO2PC Building Troubles

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-02 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <144767@cup.portal.com>
Source record: 88778

DON'T TOGGLE! If you do, make sure your LOC: should be G when nothing is going on, D when the Atari drops the CMD line low to request data. Other then that, it sounds like you're going to have a fine set up. I can't recall the reason for the toggle, it's buried in the docs somewhere, but it was added as a way to lock out the Atari.
Rick

2457. Re: Selling an Atari 800 Computer

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-02 00:00:00 UTC
From: "Evan R. Marks" <evanm@ntplx.net>
Message-ID: <429ukr$grl@jumbo.ntplx.net>
Source record: 88779

I am interested in your atari 800

what do you have with it?

How much do you want?

Thanks

Evan MArks
evanm@ntplx.net
203 658 5562

2458. Re: UMICH drops Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-02 00:00:00 UTC
From: bosco@yab.com
Message-ID: <42a63e$80e@news.yab.com>
Source record: 88780

bosco@yab.com wrote:
: Okay, I ftp to amiga.archive.umich.edu and the Atari section is gone.
: Zip, zilch, nothing. There's still IBM, Apple, and the others, but no
: Atari at all. Is this just with amiga.archive or is it gone from the
: others? (i.e., atari.archive.umich.edu, archive.umich.edu, etc.)
: There's no notice either. Anyone have any input on this?

Okay, I gophered to the umich archives and all is well. But Atari is
still not at amiga.archive.umich.edu. Maybe they thought we were using
it too much, too easy to connect with them. An archive called
amiga.archive.umich.edu without Amiga files. What a concept!

****
* bosco@host.yab.com * The Northwest Phoenix Atari Connection *
* John Collins * P.O. Box 67511 Phx, AZ 85082 *
* Editor & Librarian * Atari 8-bit (ONLY!) User Group *
****
* *
* "Wherever you go, there you are..." - Buckaroo Banzai *
* *
****

2459. Re: UMICH drops Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-02 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <42a4te$c39@charm.magnus.acs.ohio-state.edu>
Source record: 88781

In article <428jed$2a9@news.yab.com>, <bosco@yab.com> wrote:
>Okay, I ftp to amiga.archive.umich.edu and the Atari section is gone.
>Zip, zilch, nothing. There's still IBM, Apple, and the others, but no
>Atari at all. Is this just with amiga.archive or is it gone from the
>others? (i.e., atari.archive.umich.edu, archive.umich.edu, etc.)
>There's no notice either. Anyone have any input on this?

Well, I couldn't get into atari or msdos, but at amiga I got "atari:
Connection timed out." when I tried to cd to the atari directory,
which tells me that there's just something wrong with the connection
between the amiga machine and the rest.
If the directory were completely gone, we'd get a "No such file or
directory" error instead.

I was able to find the atari archive using gopher and WWW:
gopher://gopher.archive.merit.edu:7055/11/atari/8bit
http://www.umich.edu/~archive/atari/8bit/
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2460. Rick C.'s 'mule'

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-02 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Sep02.163209.18647@wariat.UUCP>
Source record: 88782

(What's going on, umich dropped A8? A bunch of messages are re-posts?)
Well, I guess Rick C. can come and kill my dog, because I'm
pretty sure he won't like this message. (I've got six dogs
and 8 cats, wonder which one he'll pick?)
So, I tried Rick's 'mule'. The .com file went back to the
SpartaDOS 'D1:' prompt on my A8. The .exe file locked up my
pc. The mule.act file was in a ascii format I never saw,
with 13,13,10 cr/lf. That took more than my asc2atas to
fix. The mule.c was in standard atascii. So, after some
translating of cr/lf, I got mule.act to compile on my A8 ok
and run ok. The 'mule.exe' by itself in the umich archive
made all sorts of little colored characters appear on my pc
screen and made me a little nervous. I can't test mule out
because I can't run mule.exe. My C compiler doesn't know
about Rick's #include string.h and io.h. I guess io.h is
farily fancy, I dunno. Anyhow, I couldn't recompile mule.c.
So, Rick's document said somebody else had to upload 'mule'
to umich. I think the Atari Archive project did, (somebody
from Louisiana.)
If Rick wants to, he could upload a new 'mule.arc' to
umich. That would be nice.
(Or somebody could e-mail me one that works for them.)
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

2461. Re: Rick C.'s 'mule'

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-02 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <144780@cup.portal.com>
Source record: 88783

Russ; Silly question maybe, but you didn't leave the Atari .COM file in the same directory as the MS DOS .EXE did you? That seemed to be the #1 problem people had. Other then that, everything but the actual command files started off as text files. I have a tendancy to program that way i.e. Put(125) vs the clear screen arrow. Ditto for the C source on the IBM side, shouldn't be nothing but ASCII in there. If you got anything else in the readable files, something other then straight ATASC for the Action! source code or ASCI for the Turbo C source, them files is busted! I'll take a look & see if I can file some of the original files, I seldom use the wacky thing myself<g>. I'll see if I can get an .UUE file to you this weekend.
Rick

2462. DCM2ATR for DOS

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-02 00:00:00 UTC
From: pmorrisb@cix.compulink.co.uk
Message-ID: <DEAons.GEM@cix.compulink.co.uk>
Source record: 88784

I have some DCM files which I'd like to load into XFormer 2.52 - how do I convert these into ATR format please? Note: my PC is DOS-based: I don't have access to a Unix machine at the moment.

Also, should I be able to use a Unix machine at work, where can I find DCM2ATR executable (not source) for Unix please?

Thanks,
Phil

2463. Re: DCM2ATR for DOS

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-02 00:00:00 UTC
From: rziegler@sover.net
Message-ID: <42ah6e$4n7@thrush.sover.net>
Source record: 88785

On Sat, 2 Sep 1995 20:23:51 GMT, pmorrisb@cix.compulink.co.uk ("Phil Morris") wrote:

>I have some DCM files which I'd like to load into XFormer 2.52 - how do I
>convert these into ATR format please? Note: my PC is DOS-based: I don't
>have access to a Unix machine at the moment.

Get the file dcmatr11.zip.gz from James Kings Xmission site. It contains the c source and the dcmtoatr.exe program for DOS.

ftp://ftp.xmission.com/pub/users/j/jeking/8bit/atr_xfd/

>Also, should I be able to use a Unix machine at work, where can I find
>DCM2ATR executable (not source) for Unix please?

Bill Kendrick will be able to help you out with this one.

>Thanks,
>Phil

No problem!! ;-)

Rick

2464. Re: Unarc for PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-02 00:00:00 UTC
From: rziegler@sover.net
Message-ID: <42ahe4$4n7@thrush.sover.net>
Source record: 88786

On 2 Sep 1995 04:43:38 GMT, bosco@yab.com () wrote:

>Rick (rziegler@sover.net) wrote:
>: Hello all,
>
>: Does anybody know the best unarc for the PC? I have arce and it does
>: not unarc any arc file made with the Atari that I have tried. It
>: always comes back with an "Invalid archive format". Winzip shows the
>: contents of the file though. Suggestions?
>
>Hello back atcha! Yes, get a copy of PKUNPAK from PK Ware (shareware,
>don't forget to pay the fee). It does a fine job of unARCing any ARCed
>files. You can find it in the SIMTEL archives and its many, many
>mirrors. (PC file)

Many thanks kind sir.

Rick

2465. WTB: 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-02 00:00:00 UTC
From: jsisul@cstp.umkc.edu
Message-ID: <1995Sep2.190635.1@cstp.umkc.edu>
Source record: 88787

I want an Atari 850 interface box. Will buy or trade. Email if interested to:

jsisul@cstp.umkc.edu

Thanks,

--Jim

2466. Re: 8-bit computer equipment -- FOR SALE/TRADE [08/23/95]

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-02 00:00:00 UTC
From: mparson@io.com
Message-ID: <42atgs$i2m@xanadu.io.com>
Source record: 88788
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

In article <mbates-0109951911300001@ppp12.stocko.com>,
Marlin Bates, IV <mbates@stocko.com> wrote:
>
>I was going to continue on but it struck me as funny. I see from your tag
>you are from either Austrailia or Austria, no?

Just cuz I like to be nit-picky... =) *.au is Australia, *.at is Austria

>The message you originally read originated from the USA where we have a
>rather odd (as compared to most of the rest of the world) dating
>structure:
>
>USA: MM/DD/YY Perfectly standard to us Americans but probably a bit
>different to you.
>
>Just one more thing to be aware when you cruise the infobahn.
>
>-Marlin
>
>

--
Michael Parson /// Illuminati Online /\
E-mail: mparson@io.com /// SX-64 User-Admin /<>\
IRC: Roloc \\\/// C-128 / \
Using Commodores since 1984 \XX/ A2000 Fnord! /______\

2467. Re: SIO2PC Building Troubles

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-02 00:00:00 UTC
From: stucker@nyx10.cs.du.edu
Message-ID: <42avn7$keh@nyx10.cs.du.edu>
Source record: 88789

mbrown@fn1.freenet.edmonton.ab.ca wrote:
: Well, its me again. Thank you to those that have replied to me already,
: but unfortunately I am still having problems getting the PC and Atari to
: talk to one another. I took the suggestion of wiring IC Pin 8 to the
: ground, and it seems to have helped. Here is my setup first:
:
: Atari 800XL w/256K Newell RAM, SpartDOS 3.2d, US Doubled 1050.

May seem basic, but make sure you dont have your 1050 set to any
drive # that you assign to SIO2PC (err, APE :)

: IBM (clone) 80386dx25 w/4mb, IDE, ISA Bus, 16450 Serial Card (I think),
: an Internal High Speed modem (on a different interrupt), AMI Bios, and
: about 8 feet of cable hooking it to the SIO2PC box. I'm using version
: 3.19 of the SIO2PC software, and IBM DOS 7.0

: When I boot the software up on the PC, and set the 'T'oggle Command Line
: control option under 'A'lter Timing, once. Then I load a couple of disks
: (1, 2, 3). The Atari is booted off the 1050 with SpartDOS and I try to
: read a directory of D2: (should be on the PC). The Atari times out with a
: 138 error.

: On the PC, the Stat line reads:

: LOC:I CMND:R LAST:? DEV:32 COM:L ERR:f SEC#: 1 SPD:N
: when the Atari is trying to access it, the LOC: I flashes to "LOC:B" and
: the ERR changes from "f" to "q". Things revert back to the above line
: after the Atari times out.

Dev 32 is drive #2, it should say Dev 31 as you boot unless SIO2PC is
changing the sio device # before showing it.

LOC:B is some debugging info about what SIO2PC subroutine you are in. Its
for debugging, but does not seem too helpful to me :)

: My timing values are currently left unmodified, at T1:0300,T2:0FA0
: T3-T5:0300,T6-8:0000

: Can anyone help me with this particular situation?
: Again, sorry to bother the rest with this...

When you turn on the ATARI, the COM: should first go to 'H' then start
toggling back and forth as the ATARI raises and lowers the COMMAND line.

If this never changes the command->ri line on your SIO2PC cable is not
wired correctly, or the UART on your PC is not returning an interrupt
for RI.

Help this helps you.

Steve (classics@nacs.net)

2468. Re: 'Util' a ques. about Ch. Marslett

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-02 00:00:00 UTC
From: stucker@nyx10.cs.du.edu
Message-ID: <42b1n0$mbl@nyx10.cs.du.edu>
Source record: 88790

Russ Gilbert (Russ.Gilbert@apk.wariat.org) writes:
: First of all do I spell Marslett correctly? I think I can spell
: Charles. Second. Does the source code come with some versions of
: 'Util' ? Someone anonymous person sent me a 'util' with the source
: code and I'm hoping/thinking that is ok. In other words, did Marslett
: release his source code?

I think the source is part of the util archive, at least it came in
my util.arc I got from umich. Its some pretty interesting code, but
it needs some improvment with things such as reading side 2 of double
sided disks (always fails), etc.

Steve

2469. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-02 00:00:00 UTC
From: stucker@nyx10.cs.du.edu
Message-ID: <42b1o0$mcd@nyx10.cs.du.edu>
Source record: 88791

Stephen C Knox (sknox@us.oracle.com) wrote:
: Help!

: Im having problems using SIO2PC with Double Density disks.

: If I 'load' a DD disk and try to via it through my 800, it tells me there are
: 0000 sectors free. If I create a DD disk through my 800 and try to view it
: under xf3.0a, it tells me there are 0000 secotrs free. I can view these disks
: under the 'computer' they were created on(ie, ones created under xf3.0a work
: fine)

: Any help appreciated

Once you create the 'disks' they are just like floppies you bring
home from the store, TOTALLY blank. You need to FORMAT them with your
favorite DOS to lay down the boot sectors, directory and VTOC.

When spartados choose XINIT (for floppy sized images) or HDINIT for very
large images.

: Also,
: I have alot of originial software I would like to run under xf, but there is
: copy protection on the disks. Is there something I can buy that will
: 'unprotect' these? Specifically, Id like to get my Ultima disks converted
: (II, III, IV)

I think someone i still selling copies of Chipmunk, which unprotects
some software.

It IS possible to emulate some copy protection schemes. I have made some
mods to APE to allow 'error lists' for images, but its only effective
on the simplest forms of copy protection such as CRC errors. I was
able to boot Apple Bandits using it, and alternate reality, but it takes
a while to create the protection list since you have to do it by
hand at the moment.

My argument has always been, and still is that it is FAR FAR easier to
unprotect the games than it is to emulate the copy protection.

(and now i know :)

Steve
--
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

2470. Re: Idea for .ATR format

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-02 00:00:00 UTC
From: stucker@nyx10.cs.du.edu
Message-ID: <42b1p0$mdv@nyx10.cs.du.edu>
Source record: 88792

Rick (rziegler@sover.net) wrote:
: kendrick@zippy.sonoma.edu (William Kendrick) wrote:

: >The problem with double-sided DCM files is that they'd be too big to
: >store on a standard floppy - which is one of the reasons DCMs are
: >compressed, and also is the reason you can break them up into peices.

: With a hard drive setup it is too easy to forget. But what about the
: atr? They would mostly be used on a PC, and a program to create a
: "double sided" .atr from two .dcm files could be written. That should
: be the easy part compared to deciding on file format etc. Is there
: even interest?

Its quite possible to make double sided ATR images, but you would most likely
be able to read them only with APE. You could also 'auto-flip' define
a sector to 'auto-flip' the disk at.

For example, ENCHANTER. Lets say the last sector Enchanter loads before it
asks you to flip the disk is 600 (just guessing), you could tell APE to
automatically flip the disk image after that sector is read.

In any case, if there is enough interest I could add it.

Steve
--
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

2471. Re: More A8 & pc format single density

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-02 00:00:00 UTC
From: stucker@nyx10.cs.du.edu
Message-ID: <42b1pu$mfi@nyx10.cs.du.edu>
Source record: 88793

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: Marek Tomcyk has been most helpful in information about
: sector 'skew's or sector ordering for formatting a A8 disk.
: I'm looking for a RELIABLE way to read/write/format single
: density A8 disks on the pc. Altering the sector skew just
: seems to effect the speed at which A8 and pc drives find
: given sectors, due to the timing I guess. Here's my
: question:

: Is there an optimum sector skew and most importantly
: inter-sector gap for formatting disks on the pc? I'm about
: to give up. I've used a box of 25 disks experimenting and
: still haven't gotten reliable reads on either the A8 or pc.
: (Where's R. Dell when you need him?) Any one? Please jump
: in or e-mail me.

Russ,

About the sector skew, i believe all that does is allow the
controller to return sectors faster by making sure the next sector is
under the head when the last sector has finished being sent. The drive
therefore does not have to rotate the disk all the way around to find
the next sector since its already under the head. I assume this just
involves writing a diffrent sector number in the sector number field of
the track, and does not effect the gap, etc.

Im not up on the real physical formatting of disks in a
PC, but here are some specifics from the FD1771 controller specs on
formatting a track:

Number of Bytes Hex Value of Byte Written
---
40 00 or FF
6 00
1 FC (Index Mark)
26 | 00 or FF
6 | 00
1 | FE
1 | (Track Number, 0 - 4C)
1 | 00
1 | (Sector Number 1 - 1A)
1 | 00
1 | F7 (Two CRC's Written)
11 | 00 or FF
6 | 00
1 | FB (Data Address Mark)

128 | Data (IBM Uses E5)
1 | F7 (Two CRC's Written)
27 | 00 or FF
247 ** 00 or FF

Notes: | = Write these fields 26 times
** = Continue writing until FD1771 interrupts out, approx 247 bytes

There is also a nice diagram showing the data/gap layout on the track, please
e-mail me if you need this info.

On the same page:

" NON IBM FORMATS "

" Non IBM Formats are very similar to the IBM formats "
" except a diffrent algorythm is used to ascertain the "
" sector legnth from the sector legnth byte in the ID"
" field. This permits a wide range of sector legnths "
" from 16 to 4096 bytes. Refer to sector V, Type II "
" commands with b flag equal to zero. Note that F7"
" through FE must not appear in the sector legnth byte"
" of the ID field"

" In formatting the FD1771, only two requirments "
" regarding GAP sizes must be met. GAP 2 (i.e. the"
" gap between the ID field and the DATA field) must be 17 "
" bytes of which the last 6 bytes must be zero and that "
" every address mark must be preceded by at least one byte"
" of zeros. However, it is reccomended that every "
" GAP be at least 17 bytes long with 6 bytes of zeros "
" The FD1771 does not require the index address mark "
" (i.e. DATA = FC, CLK = D7) and need not be present"

: I get reliable results double density formatting on the pc
: with the sector skew from C. Marslett's 'util'. I do change
: the inter-sector gap for read/write and format from
: Marslett's 28 and 24 to 14 and 24.
: Now I'm trying to get reliable results in single density.
: Again, the pc will not find the address mark (track) of an
: A8 formatted disk. My best results are formatting single
: density on the pc using the same sector skew and
: inter-sector gaps as for double density. I just change the
: bytes per sector parameter in the disk base table. The pc
: will read the sectors up to 16 reliably. At 16, the pc has
: trouble finding the sector. The Atari will read the first
: 18 sectors, but then doesn't move the read/write head for
: the next track and can't read sector 19. Thanks, Russ

Hope this information helps.

Steve
-- @ @ @ ----------------------------------- @ @ @

@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

--
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

2472. fs: Atari system

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: salimk@bnr.ca
Message-ID: <42crgv$nob@bcrkh13.bnr.ca>
Source record: 88706

Atari 800 system, with Atari 810 disk rive, 2 joy sticks, 2 Power supplies,
7 game cartridges, manuals, some software and all the interface ables:

All for $65 + s & h

Salim Khan
salimk@bnr.ca
Bell Northern Research Inc. Norcross, Georgia

Standard disclaimer applies ..... My employer has nothing to do
with my opinoins in this post, or for that matter anywhere.

2473. Re: Green screen

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: rziegler@sover.net
Message-ID: <42cu0h$ngb@thrush.sover.net>
Source record: 88707

On 3 Sep 1995 18:54:35 +0200, mathniss@link.xs4all.nl (Mathy Van Nisselroy) wrote:

>This always happens when the computer is just turned on. If it hasn't happened >in the first halve hour, it's probably not gonna happen. And if it just turns >green now and then (without further effects) it also only seems to happen in >the first halve hour.

My souped up 130xe in a PC case with BB/FB, transkey, mem upgradde, etc. does this as well, however for me it is convienient as it gives my hard drive a chance to spin up. I did not install the TK freeze or anthing like it either. I get the same ugly green screen until I press reset. When I use the normal power supplies, everything boots as it should. It is odd though. Check your power supply, that seems to make the difference in my system.

Rick

2474. Re: Wanted: SYNCROMESH software

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950903054214.26265B-100000@moose.erie.net>
Source record: 88708

On 28 Aug 1995, James Bradford wrote:

> I have it here somewhere. The sio speed byte is $6 which is about 78000 baud. the usd etc sio
> byte is $A which is about 63000 baud. SDX can do the indus syncromesh.

But has anyone ever written a small patch program to use the
Indus Synchromesh with the disk-based version of SpartaDos? It would
seem to be pretty straight forward, but I'venever seen such a program. I
like SpartaDos, but I hate to waste speed!!!

2475. Re: UMICH drops Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <42b19m$ls0@nic-nac.CSU.net>
Source record: 88709

The "amiga" port of Umich is a total mess most of the time, but it's usually VERY easy to get into. I had the same problem today, but I have a feeling it's just a temporary glitch (as usual).

Try Gophering to "gopher.archive.umich.edu" Then go: #6-Merit_SW_Archs Then: #4-Atari_Archs Then: #12-8bit and viola, you're there.

Ya can't upload tho.. >:^[

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2476. Re: DCM2ATR for DOS

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <42b1eu$m04@nic-nac.CSU.net>
Source record: 88710

DCM2DSK is a nice DCM->ATR converter (and will do more soon) for PC's (MSDOS).

DCM2ATR is a nice DCM->ATR converter for PC's (MSDOS) which runs fine under Unix.

You can't ask for a "Unix executable" since so many different machines run Unix. If you're on a Unix box w/o a C compiler, that's pretty damned odd!

They're available at Chad Wagner's FTP directory whose site/path I've forgotten. There's a link to all this stuff from my home page, though..

(See the URL in my .sig below :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2477. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <42b1u6$mbd@nic-nac.CSU.net>
Source record: 88711

There HAVE been uploads to UMich - all those previously .gz'd things,
for example.

Well, now there's an Ape directory with Ape in it, but have you looked
in the "Newitems" directory?

ALL of this new stuff is NOT in there (when a new file comes in and gets
validated, it gets moved to an appropriate (usually) directory, and a LINK
is made to it under "Newitems"..)

It's been the SAME 29 files for MONTHS! Hell, "F.R.E.E." is still in there!
It was uploaded before summer, wasn't it? But when was "Ape" uploaded?
Within the past week.

Why is "F.R.E.E." still in "Newitems" and "Ape" is not... !?!??!!

I think I'm sticking to James Kings FTP site for now until UMich starts
acting normally! <:^[

Is Jody Lenn back from vacation yet????? <:^(

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2478. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: bosco@yab.com
Message-ID: <42d080$hoh@news.yab.com>
Source record: 88712

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: Well, now there's an Ape directory with Ape in it, but have you looked
: in the "Newitems" directory?

: Why is "F.R.E.E." still in "Newitems" and "Ape" is not... !?!??!!

Here's the $64 dollar question. What in the heck is Ape? Why did the
person who uploaded it not include a text file describing it? Why did
the person who uploaded it, not announce it here in c.s.a.8? Perspiring
minds want to know...

****
* bosco@host.yab.com * The Northwest Phoenix Atari Connection *
* John Collins * P.O. Box 67511 Phx, AZ 85082 *
* Editor & Librarian * Atari 8-bit (ONLY!) User Group *
****
* *
* "Wherever you go, there you are..." - Buckaroo Banzai *
* *
****

2479. Re: ***Indus GT disk drive***

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <42d0rr$kjj@charm.magnus.acs.ohio-state.edu>
Source record: 88713

In article <42b5eu$65c@blackice.winternet.com>,
Rich Mier <rbmier@winternet.com> wrote:
> No, the problem is just the INDUS and the SDX, no fix. ICD said at the time
>that the only real fix would be for someone to rewrite parts of the INDUS UCode.

I used to run an Indus and a doubled 1050 together with SDX and the
INDUS.SYS driver, and I don't remember having any problems.

It's been a while, so I'm afraid I can't be much help with the
details.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2480. Re: Funny phenomenon at 14k4

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <42d1dq$kk3@charm.magnus.acs.ohio-state.edu>
Source record: 88714

In article <42cmkb$kc5@link.xs4all.nl>,
Mathy Van Nisselroy <mathniss@link.xs4all.nl> wrote:
>I guess what this comes down to is, the modem to computer speed is higher than
>the modem to modem speed. Is this normal (when connected to a PRO! board)?
>Seems like the modem to modem speed could be higher. If it isn't PRO!'s
>fault, it probably is mine. What am I doing wrong?

I don't know anything about the PRO boards, but I do know about
modems. With 14.4k and 28.8k modems, the modem-to-modem speed can be
no higher than 14.4k or 28.8k, as you'd expect.

However, these modems use data compression, so the modem-to-computer
speed can be up to 4 times higher than the modem-to-modem speed. This
is especially noticable with text, which can be compressed a lot.

Your software and modem interface should be able to handle hardware
handshaking for this to work correctly, though. I'm a little
surprised it's working with Bobterm; I didn't know it could do
hardware handshaking.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2481. Re: Idea for .ATR format

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: rziegler@sover.net
Message-ID: <42d017$omq@thrush.sover.net>
Source record: 88715

On 3 Sep 1995 03:49:55 GMT, kendrick@zippy.sonoma.edu (William
Kendrick) wrote:

>Steve, if people are too lazy to hit "12" or "X12" in APE or SIO2PC,
>they don't DESERVE a "flip disk" feature. :)
>
>But - I do see the purpose, however... shareware versions of PC Xformer
>don't let you swap disks in and out on the fly...
>
> but... then again, that's WHY it's a "shareware" version...
>
>-bill!

The original purpose of this is to take care of directory listings
that are twice as long as they should be. I thought two files for
every 1 flippy disk is a waste and a step backwards. It is not a
matter of "laziness" as you put it. I see your point in using the
macro keys to go into the file menu and select the other side to a
disk, but I have 40+ Antic disks alone that I would like to convert,
and there are not that many macros, even in the registered version
(which I plan to get, as soon as Steve sends me 1.05). In addition,
if one were to have side 'a' of a disk loaded into drive bay 1, and
side 2 in bay 2, etc., one would have used all 8 drive spaces for 4
flippies. Granted we may not need all this power, but one can never
have too much incorporated into a program, (especially for $40!!).
Don't get me wrong, the program is _definitely_ worth it, as is.

>For example, ENCHANTER. Lets say the last sector Enchanter loads before it
> asks you to flip the disk is 600 (just guessing), you could tell APE to
> automatically flip the disk image after that sector is read.

This could cause problems; if you implement this, also put in a way to
turn "auto flip" off. If I went in with a sector editor and wanted to
edit sector 600, I wouldn't want to read side one's sector 600, and
then write to side 2's sector 600, because APE "auto flipped" after it
read sector 600. The Auto flip might be more trouble than it is
worth. Now we are approaching "lazy". (Isn't that the point of
having computers though? to simplify our lives?)

Anyway, I digress, I just thought it was a neat idea worth looking
into.

>Also, if you become a programmer, I suggest MAE, Action! and TurboBASIC XL.
>:)
Thanks!!

Rick Ziegler

BTW, I thought your "X12" was F12, so I assumed you were talking about macros, not SIO2PC. Sorry. I still addressed your concern though.

2482. Post ARC.EXE please

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: chair@pgh.nauticom.net
Message-ID: <DECHps.LM8@pgh.nauticom.net>
Source record: 88716

The other day I read a post in here about a msdos program, ARC.EXE, that
was compatible with the Atari .ARC format. I have searched the oakland
archives, as the post suggested, with no luck. If someone out there has
it, could you please post it here? Thank you.
--
chair@pgh.nauticom.net
http://www.nauticom.net/users/chair/
Be kind to your furniture! ;)

2483. Re: Green screen

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <144812@cup.portal.com>
Source record: 88717

Mathy; .02, you may want to check with a VOM to make sure the grounding
& wall sockets are wired right. I'm not sure if you have the little
three light tester like we have in the US, but they can REALLY save you
some grief. Kendick seems to have a similar problem & I can recall at
work we had one piece of equipment that would give you a visious shock
if you so much as touched a metal part of it. It was traced to the
the ground/line/hot wires of the strip socket being wired wrong.
I'm looking at the 800xl schematics as I write this & for the life
of me, I can't see anything but capacitors in the pokey audio output.
What this means, if you happen to something in that has a high potiential,
from static or improper ground wire, you'll get a HUGE spike into pokey.
A safer way to have done this would have been to add a zener or a couple
of diodes in series somewhere on the AUD out to prevent this from happening.
I won't call it a design flaw, but it's obvious the Atari engineers didn't
plan for this type of occurance.
Rick

2484. FS: 1200XL, 65XE, Parallel Interfaces

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: adrake@magnus.acs.ohio-state.edu
Message-ID: <42co2d$k6p@charm.magnus.acs.ohio-state.edu>
Source record: 88718

Cleaning out the closet, I found a number of thigns I'd like to get rid of.
Please make an offer for the whole lot, as well as the individual piece.

Hardware:
Atari 1200XL, manual, power supply, rf box, cables,
couple of books,

Atari 65XE, manual, rf box, cables, no power supply

Atari DOS XE XF551 5.25" Floppy, manual, power supply

Software: MegaFiler Database, boxed
Springboard Newsroom, boxed

Everything is in really nice shape, I just can't seem to locate that dumb power
supply for the 65XE. Please, make an offer for everything that I can't refuse!
My terms are COD or pre-pay, and I can provide references if necessary.

Mail me for more info. Thanks!

-Andrew
adrake@magnus.acs.ohio-state.edu

2485. Re: DCM2ATR for DOS

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: cmwagner@gate.net
Message-ID: <42dd5g$3f5c@news.gate.net>
Source record: 88719

pmorrisb@cix.compulink.co.uk ("Phil Morris") wrote:

>I have some DCM files which I'd like to load into XFormer 2.52 - how do I
>convert these into ATR format please? Note: my PC is DOS-based: I don't
>have access to a Unix machine at the moment.

DCM2ATR was originally written for DOS, the DOS executable and source
code is available, freely, from my ftp site.

>Also, should I be able to use a Unix machine at work, where can I find
>DCM2ATR executable (not source) for Unix please?

ftp://ftp.gate.net/pub/users/cmwagner/msdos/atari/dcmatr12.zip

The PC-DOS/MS-DOS executable is in that archive, as well as C source,
if you wish to compile a UNIX version. The UNIX version is primarily
for users who use the Atari emulator for UNIX, and those who have
access to a UNIX machine, (but not a DOS machine), and wish to use ATR
or XFD images for a different platform which is not supported.

DCM2ATR currently will compile under Borland Turbo C++ for DOS, and it
is known to compile under AIX 3.2.x, FreeBSD 2.0.5, Ultrix, and
several other platforms.

I was planning on a reverse converter, ATR2DCM, but I haven't had a
chance to actually work on that project.

2486. Re: DCM2ATR for DOS

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: cmwagner@gate.net
Message-ID: <42ddaa$3f5c@news.gate.net>
Source record: 88720

pmorrisb@cix.compulink.co.uk ("Phil Morris") wrote:

>I've downloaded this and tried it and it converts my DCM files okay.
>However, when go into
>Xformer 2.52, press SHIFT F10, type A then D2:, it lists the files with
>some very unusual filenames, ie nothing that I can type in.

Most DCM files are disk images, they have their own boot sectors, and
are often not conforming to a known DOS directory structure. Try
using the created images as D1:, i.e. XF252 disk.atr, if disk.atr was
the converted .dcm file.

2487. A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <JBOAsdY.ransom22@delphi.com>
Source record: 88721

I did it. I just gave my MS-DOS box to a soon-to-be in-law. I am
now an Atari8-only user.
Some of you may have seen my articles in Current Notes and/or my
posts here addressing the issue of whether Atari8's are "good enough" for
most home computer users. I'm putting that to the test now.
Oh, I've used the Atari as my primary computer for over a year
now. But, I always had that Clone (which was hand-assembled with hand-
picked boards and peripherals by me) to fall back on. It ran my BBS,
but I would also run some database and word processing aps on it from
time to time. And, when I didn't feel like booting the Atari, I could
always just tap the Alt key, type PC, and go from DesqView to Procomm
Plus in no time, while still running the BBS on that machine. It was,
in short, a convenience.
I can't do that anymore.
I decided to take down the BBS I had been running for five years
in two states. My significan other's sister and nephew wanted a computer
badly. I figured, without the BBS, I'd be mostly wasting that PC. So,
why not give it to them - they could put it to good use. Arrangements
were made, hard drives were swapped around, and the computer was
transplanted our apt. to theirs. I just got back from installing it
for them one hour ago.
Now I'm MicroSoft free. That feels good. :)
I'm confident the Atari will fill my needs quite nicely. Even so,
it'll be interesting not having a fall-back machine. oh, we do have one
other Clone, but that's my SO's machine, and I keep my hands off of it. :)

You know what kept me from sticking only to Atari all these
years (or any othe orphan computer, for that matter - I was using an Apple
/c between my fist Atari years and when I got my first Ms-DOS box)? Fear.
Yeah, I was afraid of not being on the cutting edge of computer technology.
I mean, if you don't have the latest stuff, you're nowhere right? You're
disadvantaged.
But you know what? It doesn't really matter. Maybe I'm indulging
in a bit of congitive dissonance resolution here, but it seems to me that
if you are always on the cutting edge, that means you are always buying
new hardware and software. That's a lot of money just to keep up with
the Gates'.
When you find your perfect platform (in my case, the Atari, obviously),
and you stick to it, you're coming out ahead. I mean, sure, some day
it will be impossible to run Atari software on an Atari computer - the
disks, drives, and other "fragile" pieces of the system will go kaput
someday. And at that time, I'll have to go out and buy the latest
computer, whatever that happens to be. But, in the mean time, I'm saving
a bundle of dough. And, I'm saving myself a lot of headaches. I don't

have to learn the quirks of the latest OS. I don't have to figure out what they've changed in the latest version of Word. Hey, no one is gonna change AtariWriter on me. :)
No computer lasts forever. What you use is a matter of personal tastes - it's your choice. So, given the choice, you better pick one you're most comfortable with.
I choose Atari.

Have a happy labor day, my fellow Atari enthusiasts.

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2488. Software Automatic Mouth

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: jperez@uhunix2.uhcc.Hawaii.Edu
Message-ID: <DECI9q.A3y@news.hawaii.edu>
Source record: 88722

I am looking for documentation from Software Automatic Mouth, also known as S.A.M. for the Atari 8-bit computers. Specifically, I seek the list of phonemes that is included with the docs (as I had lost mine many years ago). If there is anyone out there that has this information, please contact me via e-mail.

Aloha,

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Falcon030 - STacy25 - Portfolio - 2600 - Lynx - Jaguar - 400/800 - 130 XE
----------Sorcery Computing Services----------

2489. Atari 8-Bit Hard Disk Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: jperez@uhunix2.uhcc.Hawaii.Edu
Message-ID: <DECMIB.F23@news.hawaii.edu>
Source record: 88723

I am interested in setting up a hard disk with my 8-bit, but have never seen one, or even talked with anyone who has. I know that there are at least three types, including the ICD and BSS(?) systems. I would be very appreciative if anyone can offer some information about hard disk usage on and Atari 130XE.

Aloha,

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Falcon030 - STacy25 - Portfolio - 2600 - Lynx - Jaguar - 400/800 - 130 XE
----------Sorcery Computing Services----------

2490. fs: Chuckles' development system(s)

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: cbueche@crl.com
Message-ID: <42dupu$9pi@crl12.crl.com>
Source record: 88724

Does anyone out there remember Chuckles? It's me.
During the 80's I did a moderate amount of development for
the Apple II, Atari 800, and Commodore 64. My credits include:
Laff Pak (Apple II)
Jawbreaker II (Apple II)
Jawbreaker II (Atari 800)
Lunar Leepers (Apple II)
Ultima II port (Atari 800)
Caverns of Callisto (Apple II)
Caverns of Callisto (Atari 800)
Ultima III port (Atari 800)
Ultima III port (Commodore 64)
Autoduel (Apple II)
Ultima IV port (Commodore 64)
2400 A.D. (Apple II)
Omega port (Commodore 64)

Anyway, I've still got all the equipment I used to develop these
games. This includes:

On the Apple II side:
one Apple II+, one Apple IIe, 16K RAM card, keyboard
extender, super serial card, two 5.25" drives, one duo-drive, paddles,
joysticks, one joyport, one EPROM burner with some socketed cards
that I think are for the Atari 5200. All documentation and (then)
professional-level hardware references, software tools, and third-party
references manuals.

For the Atari 800:
One Atari 800 computer, one Atari 5200 machine, two 5.25" drives,
all manuals, tools and references.

For the Commodore 64:
One Commodore 64 computer, two 5.25" drives, all manuals, tools and
references.

In addition, I have all the software and cables that allowed me to do
development/editing on the Apple and download images to the Atari or
the Commodore.

But wait, there's more...I also have all the system software for all
these systems, and whatever documentation was available, OEM and
third party. I can't remember the assembler I used, but I think
I have a couple of them.

I don't have a complete inventory, but I would also throw in all the games I have for these that I didn't write (I can't bring myself to ditch EVERYTHING!).

If anyone is interested in all of this as a lot, let me know. It's all been in boxes for years, and it's all available AS IS with NO WARRANTEE. It all worked when I packed it up. I don't even know if the disks are readable any more. I just want to free up the space it's all taking up.

I would include any kind of notarized letter requested certifiying that this was indeed the (more-or-less only) equipment used to develop the above-mentioned products. This is not a scam (who would go to the trouble?). I'm just tired of lugging this stuff around and never using it. Maybe someone else could get more out of it.

Anyone interested, please respond via email to: chuckb@craniac.com and I can get together more details.

Thanks,
Chuck Bueche

Craniac Entertainment
2040 Polk Street, #335
San Francisco, California
chuckb@craniac.com

2491. Re: ***Indus GT disk drive***

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <42b5eu$65c@blackice.winternet.com>
Source record: 88794

> Jason Hedrick <102416.675@CompuServe.COM> writes:
> Rich,
> Okay. I already tried reloading INDUS.SYS from the cart. It the problem
> in the drive?? BTW, the INDUS GT would be drive C, while a 1050 Super Archiver
> drive and an XF551 are drives A and B, respectively. Could this cause a problem?
> I know I may sound a bit naive, but I know nothing about the Indus GT.
> --
>
> Jason Hedrick
>
>>>>
No, the problem is just the INDUS and the SDX, no fix. ICD said at the time
that the only real fix would be for someone to rewrite parts of the INDUS UCode.
Well, no one did and Future Systems who had bought out INDUS wasn't going to
touch it. What it boils down to is that the problem is in the INDUS UCode, but
I personally don't know where at. At one time I did run just 2 INDUS drives and
I don't remember having any problems. Didn't last as I needed my 1050 with the
BitWriter.
Just checked my SDX manual and I've made no notes in about this.
The serial number and date where writen on the inside front cover. Jan 29, 1989.

Rich Mier

2492. Re: Atari Peripheral Emulator by Steven Tucker

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: darkforc@tiac.net
Message-ID: <42amnj$bor@sundog.tiac.net>
Source record: 88795

kendrick@zippy.sonoma.edu (William Kendrick) wrote:

>EXCELLENT work Steven! Keep it up! I'm pretty set on switching from the
>old, now archaic SIO2PC software to this GREAT new powerful interface!

>WOW! :)

>-bill!
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
What, you too? I'm registering soon also. I'm waiting a little bit,
since I have too many toys to straighten out right now (like a c64
complete collection on CD, as well as someone gave a me a c128 and
1571 drive). I'l like to see all the 8-bit atari favorites on .atr
images (uncompress) on CD that would be plug and play with sio2pc or
PC Xformer. I'd blow $50 on a CD like that easy (that's what I payed
for the c64CD filled...)

Now that Happy emulation is sweet, I'm not sure if Happy drives are
supposed to boot at top speed from the beginning or not, but Isee he
boots DOS 2.0 and loads a driver. Is that the way Happy drives usualy
do it? I like SpartaDos in the fasion that it loads at mach 3 a few
seconds into the boot process...

Eric

2493. 1.44, XF551 - Possible?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <42b72l$65c@blackice.winternet.com>
Source record: 88796

I've been thinkiing (which could lead to troubles) - - a 1.44 Floppy in a
XF551. Does anyone know exactly why it hasn't been done? Is it the MicroCode
in the 551?
The reason I ask is because I just finished upgrading my 1040STe's
720K Floppy to 1.44Meg with automatic control. The STe and the XF551 both
use the WD1772-02-02 controler chip, all that would be needed is some very basic
logic chips and a 16 Mhz Osc. (16.667MHz to be percise.) Of Course, you would
HAVE to have already upgraded it to a 720K before doing this change. It seems
like the only other thing needed would a Formatter to go to 18 Sectors per track.
(80 Tracks, Double Sided, 18 Sectors per track) A patch to SDX maybe? Or MyDos?
Humm, reading this over, maybe I discovered the problem. Anyway
possible to make the A8 read 1024 Bytes per sector? How does the A8 handle the
720K and 512Bytes per sector? Never looked into it.
Ideas? Suggestions? Answers? Post here or EMail.

Rich Mier rbmier@winternet.com

2494. Re: Idea for .ATR format

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <42b8l3$rh1@nic-nac.CSU.net>
Source record: 88797

Steve, if people are too lazy to hit "12" or "X12" in APE or SIO2PC,
they don't DESERVE a "flip disk" feature. :)

But - I do see the purpose, however... shareware versions of PC Xformer
don't let you swap disks in and out on the fly...

but... then again, that's WHY it's a "shareware" version...

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2495. Re: 8-bit computer equipment -- FOR SALE/TRADE [08/23/95]

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <42b15f$lri@nic-nac.CSU.net>
Source record: 88798
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

I've found the differences in both showing dates and showing names to be quite confusing in the "real world(tm)" as well. :)

In America, and many other places, it's: Month / Day / Year.

Yeah, I know.. Day / Month / Year or Year / Month / Day make more sense... either least-significant or most-significant part of the total value first...

Also, in some countries, my name would be Kendrick William

:)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2496. Re: DCM2ATR for DOS

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: pmorrisb@cix.compulink.co.uk
Message-ID: <DEC0u8.J1L@cix.compulink.co.uk>
Source record: 88799

> >I have some DCM files which I'd like to load into XFormer 2.52 - how
do I
> >convert these into ATR format please? Note: my PC is DOS-based: I
don't
> >have access to a Unix machine at the moment.
>
> Get the file dcmatr11.zip.gz from James Kings Xmission site. It
> contains the c source and the dcmtoatr.exe program for DOS.

I've downloaded this and tried it and it converts my DCM files okay.
However, when go into
Xformer 2.52, press SHIFT F10, type A then D2:, it lists the files with
some very unusual filenames, ie nothing that I can type in.

Any ideas please?

Thanks,
Phil

2497. Re: DCM2ATR for DOS

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: pmorrisb@cix.compulink.co.uk
Message-ID: <DEC0uA.J27@cix.compulink.co.uk>
Source record: 88800

> DCM2DSK is a nice DCM->ATR converter (and will do more soon) for PC's
> (MSDOS).
>
> DCM2ATR is a nice DCM->ATR converter for PC's (MSDOS) which runs fine
under
> Unix.

Great, thanks Bill. :-)

Phil

2498. Re: 1.44, XF551 - Possible?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <144802@cup.portal.com>
Source record: 88801

Rich: A huge problem with getting the XF551 to read more then 256 byte
sectors is it only has the on board 256 bytes of ram in the 8032/8052
micro. Back when Puff, Wooley, & I used to hang out on CIS at the same
time, I believe it was Wooley who said he had talked with the guy who
wrote the 551 code & he had a hell of a time even getting it to read
256 byte sectors. Said he had to store variables in the 8032's registers
& ports when the read happens or something like that. I'd just done the
first version of my program to read IBM disks & was bs'ing with Wooley
about the possibilty of doing full reads of IBM sectors by reading the
1st half of the sector into ram & sending it, then read the second half
to make up a 512 byte sector. As usual I didn't have the talent to rewrite
the ROM & Wooley didn't have the time, but Puff anounce within a couple
of weeks the CSS 551 upgrade that would allow you to read IBM disks.
I believe Wooley asked him in the public forem how he did it & I asked
him via Email, but as far as I could tell, he never responded to Wooley
& I know he never told me. Later I asked Wooley if Puff had ever replied
to him privately & Wooley said no, but he probably just used the double
read of the sector technique. This would make sense since the comments
I've heard about the CSS 551 reading IBM disks is it's incredibly SLOW.
So there you have it: If you don't want to rewrite the ROM, you're stuck
with 256 byte sectors. If you want do a Puff style upgrade, you're limited
to slow 512 byte sector access.
Off the wall, it's a shame Atari didn't spend a few more dollars on the
551, <Whoops! just remembered it's 8040/8050???> the 8040 could have
addressed a full 64k & had a real RAM chip in it. I believe that chip
also has things like hardware multiply built in! It would have been
a great hack to do things like switch the serial buss to high speed
& D/L-U/L things like a fractal generating program. But there's still
a lot of great hacks waiting to be done. As things like APE & SIO2PC
get more popular & the SIO chain gets gets better doc'd on the hacker
level we're liable to see stuff like that happening yet.
Rick

2499. Oops - forgot the parallel interfaces

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: adrake@magnus.acs.ohio-state.edu
Message-ID: <42conm$k7q@charm.magnus.acs.ohio-state.edu>
Source record: 88802

My preiviously titled post "FS: Atari 1200XL, 65XE and Parallel Interfaces"
didn't include the parallel interfaces part, so here goes:

Qty. 1 - Supra Atari 8bit Parallel Interface
no box or manual $5
Qty. 1 - MicroPrint Atari 8 Bit Parallel Interface
no box or manual $5

See my other post for other info. Thanks!

-Andrew
adrake@magnus.acs.ohio-state.edu

2500. *.NDX structure (PabQWK)

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <42cmk9$kc3@link.xs4all.nl>
Source record: 88803

Howdy All

I while ago I promised James King to inform him about the structure of the
*.NDX files PabQWK uses. It might be interesting to more people, so here goes;

First 17 bytes spell:

pq20MM-DD-YYHH:MM

pq20 shows PabQWK it's reading the right iNDeX file. pq is in lower case.

MM-DD-YY month date year. The dashes are really in there. This date has to
the same as the one in CONTROL.DAT

HH:MM Hours (not AM/PM, but 0 to 23) and minutes. The ":" is really there.

then:

2 bytes showing the total amount of messages in LO/HI order.
(must be either 1500 or the right amount, otherwise the computer will
crash)

then, for every message, you'll find;

2 bytes showing the group number (LO/HI)
2 bytes showing the message number (LO/HI)
3 bytes showing the off set (LO/MID/HI) (read: amount of bytes between
the start of the first message and the current one.)

After the 7 bytes for the last message, you'll find two empty bytes (00) and
a "0B"

That's the whole *.NDX file.

The QWK format adds empty bytes to a message if necessary, so the total
amount of bytes used in a message can be divided by 128. Therefore, messages
always (when using SpartaDOS) starts either at the beginning or in the middle
of a sector.

In the halve sector where the message begins, you'll find the number of the
message at the top and the number of sectorhalves it uses on the bottom.

All this I found out, because PabQWK has the tendency to choke on HUGE
messages, like FAQ's etc. I wrote my own utility to calculate the off-sets
PabQWK couldn't find. (since PabQWK couldn't find them, I couldn't read them.)

After I finished the utility, I found an other faster way to get to the rest
of the messages. Find the last sector map inside the HUGE message and copy
the first sector behind the first sector map to the last sectormap in the HUGE

message. Then count the sectorhalves between the second halve of this sector (this is where msg 0 begins) to the beginning of the next message. Then change the directory entry for that file, so DOS thinks the file starts at the last sector map in the HUGE message. Then delete the old *.ndx file. Most of the times this works great. Yesterday it didn't. All worked but I couldn't scroll the screen to the right. So I couldn't view the right halve of the messages. I solve this, by taking 504 sectors out of the file. (sector maps start with the next and previous sector map numbers (two bytes LO/HI format) I "by-passed" a couple of sector maps and thus 252 sectors. The message ended up having less then 256 sector halves (I think this is the maximum PabQWK will take) and then all worked fine again.

Maybe I'm gonna try that last methode more often.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

2501. Funny phenomenon at 14k4

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <42cmkb$kc5@link.xs4all.nl>
Source record: 88804

Howdy Folks

I've noticed something funny when I'm using BobTerm at 14k4 with PRO Boards.

This is what happens.

Whenever I log on somewhere, I use my Capture Buffer.
When this capture buffer is full, it's contents is dumped to disk. I know for a fact, that my SupraFaxModem V.32bis (14k4) has a 1kByte buffer inside - and I'm not talking about the buffers used for Data (de)compression, I'm talking about an extra 1kByte buffer -. After BT's Capture buffer is emptied, the data (a bit more then 1kByte) flies over the screen VERY fast, then it slows down a bit (bit still very fast) untill the next save.

I guess what this comes down to is, the modem to computer speed is higher than the modem to modem speed. Is this normal (when connected to a PRO! board)? Seems like the modem to modem speed could be higher. If it isn't PRO!'s fault, it probably is mine. What am I doing wrong?

I mostly dial into PRO boards, so I don't really know/remember if it happens with other BBS software too.

BTW my modem does show it using LAP-M, DC, 14.4 (it has this nice display. Yep, I'm a sucker for shiny things, neat displays etc.)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

2502. Green screen

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-03 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <42cmkb$kc7@link.xs4all.nl>
Source record: 88805

Howdy All

Now that the heat stroke we had overhere (yep, had one in the Netherlands too)
my 130XE is starting to act up again.

Sometimes the screen turns green (not a nice green, but really ugly)
I have had this before, it was the POKEY then. And I guess it's the POKEY
since in very severe cases (especially when it's cold in my bedroom) it will
can't read a disk or won't even boot up.

This always happens when the computer is just turned on. If it hasn't happened
in the first halve hour, it's probably not gonna happen. And if it just turns
green now and then (without further effects) it also only seems to happen in
the first halve hour.

It's my 3rd POKEY I guess, ever since I let somebody install a GUMBY in it.
Maybe I should order a small amplifier circuit to protect it against sparks/
spikes when I hook it up to my stereo.

Could somebody confirm this? Could somethig else have gone wrong? Maybe when
the GUMBY was installed?

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

2503. Trouble with Phantasie I disks

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.810175360@gmi.edu>
Source record: 88725

Hi all,

I've been playing Phantasie I, and I've just discovered (in the middle of the game) that disk 3 and 4 are screwed up, bad sectors.

I copied these disks from the original, and a re-copy revealed the same problem, my Phantasie I disks 3 and 4 are going bad.

I was wondering if anyone out there has Phantasie I, and if so, would they be willing to send me a copy of disk 3 and 4? I would gladly reimburse them for postage and their trouble.

Thanks in advance.

/Kevin

2504. Re: DCM2ATR for DOS

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <42e361$cp7@nic-nac.CSU.net>
Source record: 88726

A lot of boot disks have junk for disk directories - a small part of
copy protection..

If it's a boot disk, you'll want to stick it in D1: and start up (emulator
or computer).

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2505. Re: Idea for .ATR format

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <42e4le$dth@nic-nac.CSU.net>
Source record: 88727

In SIO2PC "X12" is: e[X]change - disk [1] and disk [2]
In APE "12" is the same thing, but you don't need to type the [X].

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2506. Re: Weekly Posting of New: aka what is APE

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <42e3bm$cps@nic-nac.CSU.net>
Source record: 88728

Nobody talked about it here on c.s.a.8?

WHAT!?!?!

>I< for one have been blathering on about it all week! It's the new
Atari Peripheral Emulators for PC's ... ie, the next step in SIO2PCness..

Get it..

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2507. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <42e5fr$mmo@charm.magnus.acs.ohio-state.edu>
Source record: 88729

In article <42e3vj$dat@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>So, for now, the only programming I'm doing is on Unix.......

Welcome. :-)

> Which brings up a very good question - didn't I hear about some C compiler
> (for Unix or in general) which spits out 6502 code? :^)

CC65. There's a tar.gz at umich that's intended to be compiled under
unix. I haven't had time to play with it yet, but I do have it on my
linux system.

>Ah.. but then my games/etc. would be as slow as BASIC.. damn! <:^[

C programs should be much faster than basic, but probably not as fast
as Action (though I haven't done any tests on that). The resulting
binary would probably end up bigger than it would with Action; again,
I haven't actually tried it, just a guess.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2508. Re: Funny phenomenon at 14k4

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <42e5k8$mmv@charm.magnus.acs.ohio-state.edu>
Source record: 88730

In article <DED9rM.3Lu@iglou.com>, Bill Marcum <bmarcum@iglou.iglou.com> wrote:
>Does Bobterm have a 14.4 setting? I thought it just had 300, 1200, 2400,
>9600, and 19.2.

It doesn't have a 14.4k setting, and neither does any other program,
even in PC-land. You set the software for the (higher)
computer-to-modem speed, e.g. 19.2k.

--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2509. Re: Green screen

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <42e4d3$dnu@nic-nac.CSU.net>
Source record: 88731

_ick, please _emembe_ to spell my name co__ectly :) It's kind of _ude when
you fo_get the "R" :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2510. Re: Role of .rom files in PC XF 2.x

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: madaras@kosice.upjs.sk
Message-ID: <42e65d$bf7@sun.uakom.sk>
Source record: 88732

Just a sentence: I have meant, primarily, whether there is something like parameter in the command line of xf25x.exe file, which would allow to load these .rom files by executing the emulator. F.e. if I'd modify ROM area (international character set at $CC00 look pretty useless for me, so, thinking, it's not bad idea to replace this space with something more useful - some monitor etc.), I'd want to load it, but as normal ROM and RAM under ROM would be free for other purposes. Is there such possibility in versions 2.x ? { loading modified ROM into RAM-under-ROM is pretty idea, but sometimes one could have it "fixed" and to have hidden RAM free }.

Tommy Madaras

2511. Spartados HD Images: How to make them bootable

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: stucker@nyx10.cs.du.edu
Message-ID: <42ejvf$r0r@nyx10.cs.du.edu>
Source record: 88733

(Bill, you might want to add this information to the emulator FAQ)

Bootable HD Images w/ APE/SIO2PC

Using large images with Spartados was always been a pain, because
once a hard drive image in initazlied with HDINIT it does not write
the appropriate xxxxx.DOS and boot sectors to make the image bootable.

Booting a HD image once initalized with HDINIT just results in
a 'No Dos' message. Here is how to fix that.

This has been tested with APE and Spartados 3.2g. Im not sure if
SIO2PC can use HDINIT, but this shold work with older versions of Spartdos
too. Obviously test first on a new blank image to be sure, and your
really should upgrade to 3.2g anyway since it supports much higher SIO
transfer rates.

You will need a copy of FTE's DISKRX.COM, a sector editor available
in the Fte directory of atari.archive.umich.edu, and a copy of the .DOS
file you want to install on your HD image.

Step 1) Using the normal COPY procedure (or XCOPY), copy your X32G.DOS file
to your HD image.
Step 2) Load DISKRX
Step 3) Get a directory of your HD image and write down the SMAP sector
number shown beside your X32G.DOS file. This should be
a HEX number between $00 and $FF assuming it was the first
file you copied to the disk.
Step 4) Still using your HD image, load a copy of sector 1 into memory.
Step 5) Choose the EH (Edit Hex) feature, and move your cursor to
the cell marked $28 (its like the first byte a few rows down). This
is the pointer to the SMAP of your .DOS file. Notice on your Hd
it is set to $00.

Setp 6) Enter the SMAP number you got from the directory listing into this
cell and WRITE sector 1 back to your HD image.

If all went well your HD image should now be bootable. Whee! :)

Steve

2512. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <42eoi4$dsh@susscsc1.rdg.ac.uk>
Source record: 88734

Some of us out here only have one machine at home. My XE keeps me happy.

- Jg

2513. Re: Weekly Posting of New: aka what is APE

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <42epnc$3p@nyheter.chalmers.se>
Source record: 88735

In article <42e3bm$cps@nic-nac.CSU.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>Nobody talked about it here on c.s.a.8?

Yes, you have!

My personal views on APE:
As a registered sio2pc user I would say that APE does seems to address some
or most of it's shortcomings.
However most of those features are CRIPPLED in the distributed version.
That means that you cannot test them out and get addicted to them before
registrating at a @#@ $39.99. Maybe it's twice as usuable as sio2pc but
shouldn't cost 4 times as much IMHO.

Some lacking features in APE that would be nice at $39.99:

* Support for Buffered I/O (16550) What I want to be able to do is to have it
running under a multitasking OS, as of today only one OS will multitask
DOS-sessions correctly and that is OS/2. (No, not W95, Desqv, W3.1 etc)
(Maybe some UNIX-flavour or Novell-dos 7 can multitask DOS in a
non-cooperative fashion as well?)

* Screen blanking. Shouldn't be too hard to implement, the way sio2pc does
it would be enough.(maybe implemented, couldn't find it though)

* Printing to a file. Very useful if you have a doc or something that you would
like to spiff up on the PC first before printing.

So, I still have to boot DOS to use it (sigh)
and the only advantage that the shareware-version gives me over Sio2pc
is the enhanced ATR-file management.

Please un-cripple the distributed version and half the registration fee and
start working on 16550 support, when it's done I would say $39.99 is a
decent price..

>Get it..

At least try it out, if you don't have a BB or similar device, it might be
worth the buck.

>
>-bill!

I hope I wasn't too discouraging?

Fredrik Lundholm - d1dol@dtek.chalmers.se

2514. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <RPPj89f.ransom22@delphi.com>
Source record: 88736

William Kendrick <kendrick@zippy.sonoma.edu> writes:

> 1. Edit every once in a while (I don't like any of the WPs/Editors I have
> on the XL.. Action!'s built-in editor is lovely.. TextPro is cool..
> and sure, MS Editor can be a pain in the rear, but it's easiest to get
> around of all the things I have)

Yeah, I am going to miss my text editor for the MS-DOS machine. I
used a shareware (registered!) editor called Boxer. It is great, the best
I have ever found on any platform. It was great for quickly preparing
lengthy posts for upload.
On the other hand, I do like AtariWriter and always have. It'll
be fine. I hope. :P

> 2. Telix - since I can't telecomm with my XL

Why can't you? No interface? Or is it that Flickerterm and the
other 80-column term program (dang, don't you hate it when you can't remember
something while you're typing a message![G]) can't handle whatever your
service provider requires?
Anyway, if it wasn't for FlickerTerm, I wouldn't have been able
to switch. No way am I going to give up 80 columns for callouts. But,
with FT-80 I have as good a term program for what I do when I call out,
since 99.9% of the time I'm reading and posting messages. I do wish
it had an ASCII upload feature, so I could compose offline and upload.
But,when I need to do that I can go into BobTerm.

> 3. SIO2PC/APE - since I don't have a hard drive for my XL

I don't have one either. Haven't needed one so far. We'll see as
time goes on, eh?

> 4. CShow - 320x200 > 80x200 even though 4096 > 256 (but that 256 is out of
> 220,000+...)

Sounds like you do a lot of graphics work. Ever tried RAMBrandt?

>I've gotten lazy. I've fallen in love with Unix, I'm becoming a C user
><shudder>, and I'm SERIOUSLY getting SICK of the quirks of Action!

I learned C long before I ever tried Action!, and that's what
made me view Action as not worth the time. (Not saying it's not worthwhile
for others - the frustration of it's quirks just wasn't worth it for /me/.)
instead, I'm doing my darndest to learn to use Mac/65. I like it
a lot, and I've made some useless programs in it in order to learn how
to do different things. Once Rich Gore ships the Yorky 256K module to me,
I plan to work on a larger project. I'm looking forward to that very

much.

>(oh, and the sometimes downright insulting comments about my pretty-best-tries
>when it comes to making new XL software <:^[ ).

I must not have been paying attention - I thought your work was
well-regarded. That's the impression I got anyway. No, I don't have
any of the programs you've written - as alluded above, I rarely download.
Anyway don't let the disparagers get you down. I released a door game for
the BBS software I used to use, and got quite a bit of disparaging feedback
from my own users. But, you know what? It was the second most popular
game on my BBS. And, other sysops actually paid for a registered version
($20). So, it must not have been all bad, eh? There's always gonna be
people who want to throw excrement on your work. And there are a lot of
people who are just honestly making what they feel are constructive
criticisms. It seems that it takes a truly wonderful program in order
to get people to praise, but if a program has even the tiniest flaw, there
will be loads of people who will feel compelled to criticise. :) (Not that
I don't criticise, mind you:)

>So, for now, the only programming I'm doing is on Unix.......

That's too bad. I hope you get back into the Atari at some point.
Lord knows I strayed away for /years/, wandering to Apple //c then IBM/Clone.
Took me 5 years to get back to atari, then another 5 to realize that's all
I need. :)

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2515. Re: Weekly Posting of New: aka what is APE

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: stucker@nyx10.cs.du.edu
Message-ID: <42esf2$55f@nyx10.cs.du.edu>
Source record: 88737

Fredrik Lundholm (d1dol@dtek.chalmers.se) wrote:
: In article <42e3bm$cps@nic-nac.CSU.net>,
: William Kendrick <kendrick@zippy.sonoma.edu> wrote:
: >Nobody talked about it here on c.s.a.8?

: Yes, you have!

: My personal views on APE:

: As a registered sio2pc user I would say that APE does seems to address some
: or most of it's shortcomings.
: However most of those features are CRIPPLED in the distributed version.
: That means that you cannot test them out and get addicted to them before
: registrating at a @#@ $39.99. Maybe it's twice as usuable as sio2pc but
: shouldn't cost 4 times as much IMHO.

: Some lacking features in APE that would be nice at $39.99:

: * Support for Buffered I/O (16550) What I want to be able to do is to have it
: running under a multitasking OS, as of today only one OS will multitask
: DOS-sessions correctly and that is OS/2. (No, not W95, Desqv, W3.1 etc)
: (Maybe some UNIX-flavour or Novell-dos 7 can multitask DOS in a
: non-cooperative fashion as well?)

Its not lack of buffered IO, its lack of machine speed. Timing is very
tight. If you go buy a P-100 im sure you can run it under windows.

: * Screen blanking. Shouldn't be too hard to implement, the way sio2pc does
: it would be enough.(maybe implemented, couldn't find it though)

This is included in 1.06

: * Printing to a file. Very useful if you have a doc or something that you would
: like to spiff up on the PC first before printing.

Excellent idea, ill make a note to add it.

: So, I still have to boot DOS to use it (sigh)

What did you want to boot?

: and the only advantage that the shareware-version gives me over Sio2pc
: is the enhanced ATR-file management.

So you have more than Sio2PC already.

: Please un-cripple the distributed version and half the registration fee and
: start working on 16550 support, when it's done I would say $39.99 is a
: decent price..

Its crippled to get people to try it out. I have invested a good 1000+ hours of time creating the software and have no intentions of giving it away free.

And again, 16550 has nothing to do with your machines inability to maintain proper SIO bus timing. The timing has to be exact, and since your taking time away from the program it will never work.

: >Get it..

: At least try it out, if you don't have a BB or similar device, it might be
: worth the buck.

Actually the whole point of APE is to elimiate the need for such devices and at a fraction of the cost.

: I hope I wasn't too discouraging?

Actually its about typical of the e-mail I have recieved. After 1000+ hours of work, RS232 and protected disk image support is seems its worth about the price of a hamburger to most 8 bit Atari users. The same users who will shell out $500+ for slow 1050 disk drives, harware interfaces to obselete hard drives, expensive external modems, RS232 interfaces, etc.

I didnt expect to make any money off APE when I started coding it, but the attitude of most of the e-mail I have recieved makes me wonder if Im wasting my time making it available at all.

Steve

2516. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <ZzIiUda.ransom22@delphi.com>
Source record: 88738

J. F. Goodwin <smrgoodw@reading.ac.uk> writes:

>Some of us out here only have one machine at home. My XE keeps me happy.
>
>- Jg

Great to hear it. :) No reason it shouldn't keep you happy.
Some of us just take longer to realize that than others. :)

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2517. Re: Weekly Posting of New: aka what is APE

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: mstatz@cei.net
Message-ID: <42ejbp$lho@news.cei.net>
Source record: 88739

```
>: I hope I wasn't too discouraging?
>
>Actually its about typical of the e-mail I have recieved. After 1000+ hours
> of work, RS232 and protected disk image support is seems its worth about
> the price of a hamburger to most 8 bit Atari users. The same users
> who will shell out $500+ for slow 1050 disk drives, harware interfaces
> to obselete hard drives, expensive external modems, RS232 interfaces, etc.
>
>I didnt expect to make any money off APE when I started coding it, but the
> attitude of most of the e-mail I have recieved makes me wonder if Im
> wasting my time making it available at all.
>
>Steve
>
>
Pay no attention to the people who p*ss & moan about Atari8 software -
many of 'em still won't admit that no one writes software for it anymore.

As far as the long list of silliness at the beginning of his message, I have
long ago decided that there will never be a Unix (or whatever he seems to
want) for the Atari8, and have learned to live with it.

Mark Statzer
mstatz@cei.net
```

2518. Re: Weekly Posting of New: aka what is APE

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <144849@cup.portal.com>
Source record: 88740

Fredrick, just a 'Point of order' My oldest son has A DX4 100 MHz, VLB computer & he gets so many NAKs under OS/2 that IMHO: SIO2PC is unusable. Figure almost 50% of the time this NAKs cause saves to fail to work, disk boots to fail, ... IMO <since I'm not going to buy a hot clone in the next few months> 16550 support may not help the problem. Thing is, right now the SIO2PC hardware is tied to the ring indicator which as far as I can tell is one of the lowest priority interupts you can generate on an 8250, assuming it even CAN generate an interupt: I'll have to look at my docs. It probably won't matter if there's 2 byte buffer or a 100 byte buffer if the clone doesn't get around to ACKing in time. Hind sight is always 20:20, but the SIO2PC hardware probably should have been tied to DCD, I believe that can generate an interupt in something like 200 nsecs. You know what I'd like to see? SIO2PC type software burned into a ROM & put on a IBM card, any card! Funny thing is, IBM use almost the same type of initialization as an Atari cart does. On boot the bios searches for something like an $AA $55 as a flag byte in the hardware region, if it finds the bytes it then jumps to the on board ROM of the card. So if you had something like a old 8 bit RLL or MFM controller, you could just pop out the existing ROM & insert the Atari interface one. I'd like this since I have a plethora of clone mother boards, but not a heck of a lot of monitors to go with them. *BUT* in the last week I've had 4 broken computers brought to me to be fixed & throw in a busted 1200XL I picked up for $2.99 at a thrift store & fixed and I know it'll NEVER get done. Also fixed an electronic typewriter & CGA monitor, sheesh! Problem is people have me figured out, I tell them to drop the stuff off & they know it well get put in my pile of things to do so they now tell me, "I'll just wait here until you finish it." My list of Atari things to do is growing HUGE since most of these projects are clone stuff.
I did take a look at PKZIPJR.COM, the stripped down MS DOS version of of zip, 2750 bytes! & I think about 800 of that is the instructions. Once again, it doesn't look like a Unzipper for at least a 130XE or better should be a problem other then you have to know 8086 & 6502 assembly language & have a month of free weekends to burn to do the translation. I guess that's how CC65 was done from the Tiny C source, but Dunion is no longer with us.
Rick

2519. Converting Atari to PC?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: jmac@ix.netcom.com
Message-ID: <42fine$3g6@ixnews6.ix.netcom.com>
Source record: 88741

Does anyone have a program/proven method for converting 8-bit files to a PC? I want to buy my father a PC, but he has years of files on his 130XE, including a genealogy file/document that he doesn't want to lose. (I believe it's written on AtariWriter+) A terminal program would be OK, a way to convert them via null modem would be even better; we live about 80 miles apart & he doesn't have alot of modem experience. Thanks in advance for help!

2520. Re: Weekly Posting of New: aka what is APE

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.83.000A255A@mindspring.com>
Source record: 88742

In article <144849@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:
>From: Rick_Michael_Cortese@cup.portal.com
>Subject: Re: Weekly Posting of New: aka what is APE
>Date: 4 Sep 1995 10:20:14 -0700

>Fredrick, just a 'Point of order' My oldest son has A DX4 100 MHz, VLB
>computer & he gets so many NAKs under OS/2 that IMHO: SIO2PC is unusable.
>Figure almost 50% of the time this NAKs cause saves to fail to work,

Just for info, but I just swapped my HD controller from a 16-bit w/16450's to a VLB w/16550's and it has made a world of difference to SIO2PC. This is on a DX4-100. Before, I constantly would have problems where a file transfer would pause for 5 secs or more before continuing. Formats of disk images would fail about 50% of the time, and sometimes my PC would reboot for no apparent reason. Since my upgrade, very rarely I get a pause measuring in milliseconds, and never any other problems. Before I had the SIO2PC cable connected as COM1 and a switchbox to swap between mouse and SIO2PC. Now I have it on COM3 with no IRQ, so I can have the mouse on COM1 and modem on COM2. All these comments are for DOS 6.2. With Win3.1 or Win95 it works for shit.

Bruce Willard
bwillard@mindspring.com

2521. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <42fnok$k4u@nic-nac.CSU.net>
Source record: 88743

(Heh- I finally figured out how to quote when following :))

In article <RPPj89f.ransom22@delphi.com>,
Joe Walsh <ransom22@delphi.com> wrote:
>William Kendrick <kendrick@zippy.sonoma.edu> writes:
>
>> 1. Edit every once in a while (I don't like any of the WPs/Editors I have
>> on the XL.. Action!'s built-in editor is lovely.. TextPro is cool..
>> and sure, MS Editor can be a pain in the rear, but it's easiest to get
>> around of all the things I have)
>
> Yeah, I am going to miss my text editor for the MS-DOS machine. I
>used a shareware (registered!) editor called Boxer. It is great, the best
>I have ever found on any platform. It was great for quickly preparing
>lengthy posts for upload.
> On the other hand, I do like AtariWriter and always have. It'll
>be fine. I hope. :P
>

Where can one find Boxer? Also - Textpro is VERY nice on the Atari side,
too.. macros, modules, everything!

>
>> 2. Telix - since I can't telecomm with my XL
>
> Why can't you? No interface? Or is it that Flickerterm and the
>other 80-column term program (dang, don't you hate it when you can't remember
>something while you're typing a message![G]) can't handle whatever your
>service provider requires?

Yep - no interface. I can't imagine what service provider would want more
than VT or ANSI.. except the Win/Mac lamer ones like AOL. :)

>
>> 3. SIO2PC/APE - since I don't have a hard drive for my XL
>
> I don't have one either. Haven't needed one so far. We'll see as
>time goes on, eh?
>

I >NEED< ONE!! :)

>
>> 4. CShow - 320x200 > 80x200 even though 4096 > 256 (but that 256 is out of
>> 220,000+...)
>

> Sounds like you do a lot of graphics work. Ever tried RAMBrandt?

Not editing (yet; I can't anyway with CShow; and at most much of my editing would be just that - editing, not drawing original art; cropping, color cleaning, etc.). Viewing junk I get off the 'net and the Web.

>
>>(oh, and the sometimes downright insulting comments about my
>>pretty-best-tries when it comes to making new XL software <:^[ ).
>
> I must not have been paying attention - I thought your work was
>well-regarded. That's the impression I got anyway. No, I don't have
>any of the programs you've written - as alluded above, I rarely download.

Most of my stuff is games; some of it for a while was simple video/audio demos; some of it includes utilities. >I'm< actually pretty sad that my FAVORITE program is NEVER used.. of course, it used APAC, which everyone regards as sucking nowadays because of Colorview, but they seem to forget the SIZE differences in an APAC image compared to a Colorview image. 8 or 16K compared to 24K. I cannot for the life of me fit a Colorview image in memory when working with Action! (without going out of the plain 24K).

Anyway - my favorite program of mine, BTW, is Colorizer.. which has taken QUITE a few of my old boring 16 shade ComputerEyes captures and turned them into beautiful color images. :)

>criticisms. It seems that it takes a truly wonderful program in order
>to get people to praise, but if a program has even the tiniest flaw, there
>will be loads of people who will feel compelled to criticise. :) (Not that
>I don't criticise, mind you:)

If only this weren't true.. <:^[

>
>>So, for now, the only programming I'm doing is on Unix.......
>
> That's too bad. I hope you get back into the Atari at some point.
>Lord knows I strayed away for /years/, wandering to Apple //c then IBM/Clone.
>Took me 5 years to get back to atari, then another 5 to realize that's all
>I need. :)

I'm still with the Atari - now I want to make a Mortal Kombat / Archon mutation with digitized sound effects.

I might even do it. :) And of course my home page is STILL full of pages explaining ideas for games which I haven't touched in months.

Anyone remember "Geneocide?" :)

I think what I REALLY need is simply a better, newer, Sweet16-upgraded version of Action!.

Sure, my software will then be useful to only 1-2% of the Atarian population, but I will be forever known as one of the first Sweet16 supporters.. :)

And my games shall RULE! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2522. Re: Idea for .ATR format

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: rziegler@sover.net
Message-ID: <42ea0m$k6m@thrush.sover.net>
Source record: 88744

On 4 Sep 1995 06:00:14 GMT, kendrick@zippy.sonoma.edu (William Kendrick) wrote:

>In SIO2PC "X12" is: e[X]change - disk [1] and disk [2]
>In APE "12" is the same thing, but you don't need to type the [X].

I figured this out a little late, and addressed in in the "BTW" at the end of my previous post.

>BTW, I thought your "X12" was F12, so I assumed you were talking
>about macros, not SIO2PC. Sorry. I still addressed your concern
>though.

On another note, I've reconsidered what I wrote the auto flip feature being more trouble than it is worth. If there was a key one could press after the desired flip sector was read to define that as the flip sector, a manual editor to manage the flip sector(s), and a toggle to turn the flip sector feature off without modifing the .ATR, it would be a very good thing indeed.

Just think how great it would be to demo APE at your local 8-bit computer meeting, and be able to say smugly to the (mostly C=64) audience, "APE even flips the disk for me."

Oh... Thats just me... :)

But seriously, there are many reasons for this improvement:

1) Unclutters Directories
2) Potential Auto Flip Disk feature
3) Reduces need to press "12" or "x12" (seems lazy, but cool)
4) Lets you actually have 8 virtual flippy drives online, not 4
5) Leaves door open to new dimensions in data storage. (5 sided disks :)

This is wholly practical actually, as it lets developers cater to the LCD of Atari users, i.e. those with a 1050 or 810 and no other platform to run APE, SIO2PC, MAC2PC, etc., while at the same time provide a "hard disk version" to APE users, i.e. one large file that contains however many disks they need. The actual code wouldn't have to be changed, and the app, game, demo, could be configured to either prompt for flipping the disks or not. If not, the double sided 10 disk game of our dreams would run seamlessly, without any "insert disk 6, side 2, please", while at the same time not deny this wonderful game to users of an unmodified 810.

I don't think anybody can argue this one away! :)

Rick!!

2523. Re: Converting Atari to PC?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <144859@cup.portal.com>
Source record: 88745

Does your father have an 850 interface to go with the 130? Also what type of drive he has can be important if it's a double density model like the XF551 or Indus. I've also read in an old Atari Explorer you can just load the RS232 handler with Atari Writer, establish a phone link between the two modems & save or print the doc to the R: device but I've never tried it myself.
Rick

2524. Re: 1.44, XF551 - Possible?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <42g2f1$giq@blackice.winternet.com>
Source record: 88746

> Rick_Michael_Cortese@cup.portal.com writes:
> Rich: A huge problem with getting the XF551 to read more then 256 byte
> sectors is it only has the on board 256 bytes of ram in the 8032/8052
>
> (SNIP)

>>>>
Thank you, this is what I'm looking for - Information - .

(Sorry, My NEWS server filled up so I couldn't reply eariler.)

I guess I should have stated that I assumed the 1.44 meg floppy
would be installed on top of a CSS 720K upgrade. Guess I'll have to try to
contact Bob Puff.

Rich Mier

2525. Happy 810 boards for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: rsalerno@li.net
Message-ID: <42g2n7$h4e@linet02.li.net>
Source record: 88747

I'm selling two Happy "clone" boards for the 810. These are brand new, 100% Happy-compatible boards but sold as-is. I've got boards only, no disks or manuals.

I'm asking $40 each. Will trade one for an SIO2PC cable.


```
+---------------------+
| Russell Salerno |
+---------------------+
| rsalerno@li.net |
| CIS: 73707,1105 |
+---------------------+
```

2526. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <h7IiENR.ransom22@delphi.com>
Source record: 88748

William Kendrick <kendrick@zippy.sonoma.edu> writes:

>Where can one find Boxer? Also - Textpro is VERY nice on the Atari side,

I found it on CI$, and it should be elsewhere. Dunno where on
the 'net tho! :(Hmm..lemme see if I can find the docs, and see if it
says anything about a support BBS or something...
Ah, yes, here it is: BBS: 603-924-3859.
Boxer is pretty cool for editing programs - you can set it up
to recognize C functions and such, and it'll auto-indent for you AND
colorize the various functions, kewords, etc. for you - each type in
a different color. I liked that a lot, since it meant I could do a quicker
visual scan to find things, etc. Download it and see what you think!

>Where can one find Boxer? Also - Textpro is VERY nice on the Atari side,
>too.. macros, modules, everything!

I tried Textpro, but I guess I didn't put enough time into it.
I found it to be confusing. Hmm...no, now that I think about it, what
I was trying to do at that time was write programs in C on the Atari
(using...Lightspeed? Hmm..I forget which flavor...Deep Blue?), and I
think there was some sort of problem to do with redefining keys or
something. I think I redefined a Control-key combination to give me a
curley brace, and another to give me the other curley brace - I was coming
off of the IBM, and having the braces on the screen felt better. Anyway,
I messed around with it and got frustrated. Might be that if I loaded it
up again and tried to use it for something less esoteric, I might like it.
Thanks for reminding me of it! :)

>Yep - no interface. I can't imagine what service provider would want more
>than VT or ANSI.. except the Win/Mac lamer ones like AOL. :)

Yeah, nothing like requiring a proprietary interface program, then
releasing it only for the top two computer types, eh? :(If Delphi ever
drops its command line interface, I'll be mightily upset.

>Not editing (yet; I can't anyway with CShow; and at most much of my editing
>would be just that - editing, not drawing original art; cropping, color
>cleaning, etc.). Viewing junk I get off the 'net and the Web.

Ah. Serious graphics work is one of the few reasons to use the
latest Windows/Mac system. Carole (my girlfriend) uses CorelDRAW! all the
time, and thus we have a 486/50 (I know, it's getting old) with 32 MB RAM.
Here I am on a 64K Atari, and she's whizzin around on that machine. :)

>Anyway - my favorite program of mine, BTW, is Colorizer.. which has taken
>QUITE a few of my old boring 16 shade ComputerEyes captures and turned them

>into beautiful color images. :)

Hmmm...it does this automatically? Sheesh, not even CorelDRAW! can
do that. You can change a greyscale image to a color image, but all that
means is that it provides the memory to save the color information - you
have to colorize it by hand. Your Colorizer program sounds pretty
impressive!

>I'm still with the Atari - now I want to make a Mortal Kombat / Archon
>mutation with digitized sound effects.

Hmmm...chess board, but the combats are Mortal Kombat style? Sounds
good!

>I think what I REALLY need is simply a better, newer, Sweet16-upgraded
>version of Action!.
>
>Sure, my software will then be useful to only 1-2% of the Atarian population,
>but I will be forever known as one of the first Sweet16 supporters.. :)
>And my games shall RULE! :)

Of course...always! :)

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2527. Re: Funny phenomenon at 14k4

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DED9rM.3Lu@iglou.com>
Source record: 88749

Does Bobterm have a 14.4 setting? I thought it just had 300, 1200, 2400, 9600, and 19.2.

--
Bill Marcum bmarcum@iglou.com
SEX IS NOT OBSCENE, CENSORSHIP IS!

2528. Re: 'Util' a ques. about Ch. Marslett

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: khan@deltanet.com
Message-ID: <42e3ar$hbk@news2.deltanet.com>
Source record: 88750

In article <1995Aug24.171239.767@wariat.UUCP>, Russ.Gilbert@apk.wariat.org (Russ Gilbert) says:
>
>First of all do I spell Marslett correctly?

Got me - it's been quite a while since I've seen the name...

>Does the source code come with some versions of
>'Util' ? Someone anonymous person sent me a 'util' with the source
>code and I'm hoping/thinking that is ok. In other words, did Marslett
>release his source code?

The version I have includes source, so the answer would have to be
"yes." ;-)

2529. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <42e3vj$dat@nic-nac.CSU.net>
Source record: 88751

Killer. Once MIO2 comes out and I get a P:R:Connection, I'm gonna stop using this PC - well, maybe for CShow until a scrolling, JPG-decoding, Sweet16-based JView comes out, but seriously - all I use this PC for nowadays are:

1. Edit every once in a while (I don't like any of the WPs/Editors I have on the XL.. Action!'s built-in editor is lovely.. TextPro is cool.. and sure, MS Editor can be a pain in the rear, but it's easiest to get around of all the things I have)
2. Telix - since I can't telecomm with my XL
3. SIO2PC/APE - since I don't have a hard drive for my XL
4. CShow - 320x200 > 80x200 even though 4096 > 256 (but that 256 is out of 220,000+...)

Ah - but.. unfortunately, other than games and demos, I've done nothing but the above (telecomm, gfx), so actually, other than games and demos, I've not done anything on the Atari.

I've gotten lazy. I've fallen in love with Unix, I'm becoming a C user <shudder>, and I'm SERIOUSLY getting SICK of the quirks of Action! (oh, and the sometimes downright insulting comments about my pretty-best-tries when it comes to making new XL software <:^[ ).

So, for now, the only programming I'm doing is on Unix.......

Which brings up a very good question - didn't I hear about some C compiler (for Unix or in general) which spits out 6502 code? :^)

Ah.. but then my games/etc. would be as slow as BASIC.. damn! <:^[

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2530. WANTED: Atari 8-bit HARDWARE

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: mbates@stocko.com
Message-ID: <mbates-0409950227410001@ppp12.stocko.com>
Source record: 88752

I would like to purchase the following items. I will pay cash if
necessary I also have a lot to trade with (8-bit and otherwise) here is a
short want list. I want them working. I have gotten quite a few things
from here recently which have not worked and would like to avboid that if
possible! :-)

Atari Hardware wanted (with boxes and manuals preffered of course)
XM301 Modem
1010 Cassette Drive
1020 Printer
1029/XMM801/XM121 Printers
822 Thermal Printer
Cartridges I do not have

OH YEAH - Amdek 3" drives! :-)

okay, here is a dreaming list:
1400XL/815/1090 yeah yeah but I dream large!

Thanks for all the help. I am also VERY interested in Compute! and Family
Computing Magazines

-Marlin
-- ---*** All hail the
Fuji!
---*** Do the MATH!
---*** OLD E-MAIL: MBATES@NETCOM.COM New email: mbates@stocko.com
--*-*-* Marlin Bates, IV Digital Graphics Rep. Taylor Made & Canon
-*--*--* For a current list of Classic Home VideoGames I own & have
------* for trade check out: http://www.stocko.com/Fujidom

2531. XEP80 and VT100: Has anyone done it? CAn you?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: Bates <mbates@stocko.com>
Message-ID: <Pine.LNX.3.91.950904205419.9821A-100000@stocko1.stocko.com>
Source record: 88753

I am just curious if anyone has investigated what would be necessary to
do VT100 emulation on the XEP80. You certainly would not have to worry
about getting 80 cols. It is already there. Was there ever a BOBTERM
upgrade? Is it that difficult? Thanks for your help. If given some o
the answers I would be willing to sacrifice some sleep to se if it can be
coded. - NO PROMISES it has been awhile :-)
-Marlin
*

2532. Re: BASIC file which writes an assy lang game

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-04 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Sep02.134602.28902@wariat.org>
Source record: 88754

(Rob Funk says 'ANALOG' programs made either cassette or disk.)
I agree with Rob. The program should give you a choice of cassette or
disk. However, if you cant say disk, then you can't just change the
"C:" to "D:filename.ext", there is a load address at the beginning and
a run address at the end which has to be there for a disk file.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

2533. What Colorizer does (Was Re: A Matter of Choice)

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-05 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <42gfhf$7ke@nic-nac.CSU.net>
Source record: 88656

Heh - Joe, NO Colorizer doesn't "do it for you"! Of course not!! :)
How would it know how!!? Better yet, how would >I< know how to make IT know!?
;)

It's mainly just a pretty simplified paint program which draws in 16 colors
- either on the bottom half of the screen (with the greyscale up top)
(and unfortunately the 16 colors turn to 16 shades in this view mode I think)
or blended in (APAC-style) with the original (or, half of it, actually) grey
image.

For example, I had a picture of Captain picard in his ready-room which
I captured in 80x192x16 shades.

I load it up with Colorizer. Now I have a (still fullscreen) 80x96x16
shade image. I select a yellowish color and outline his head. I then
fill it in. Viola.. now it's a greyscale image with a little bit of
"yellow-scale". I then outline other bits- the walls; fill them in brown.
His clothes - fill them in red. I keep the tabletop the way it is (greys/
blacks) since it's really just black, and viola.. I now have an
80x96x256 color image - err, well, of course not all 256 colors were used..
maybe 64 at the most in this example, but you can see the usefulness of it.

Looking at a picture in greys only loses quite a bit of information.

Now what I have to do is make a Colorview editor/painter. And I'm seriously
thinking of ways to do it! ;)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2534. PC XFormer 2.52 double density disk images

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-05 00:00:00 UTC
From: ddezinski@mail.cbf.com
Message-ID: <42g74p$jnm@oxy.rust.net>
Source record: 88657

Has anyone used double density .ATR files with SIO2PC and PC XFormer, I've
been playing around with it and seem to have uncovered a bug in PC XFormer.

Format of PC XFormer double density ATR files:

```
ATR Hdr 16 bytes
Sector 1 128 bytes
Sector 2 128 bytes
Sector 3 128 bytes
???????? 384 bytes of zeros
Sector 4 256 bytes
....
```

Format of SIO2PC double density ATR files:

```
ATR Hdr 16 bytes
Sector 1 128 bytes
Sector 2 128 bytes
Sector 3 128 bytes
Sector 4 256 bytes
....
```

I've got a 16 Meg ATR file that I use with both programs, and it is a pain to
process this file (add the 384 0 bytes) everytime I switch between PC XFormer
and SIO2PC. Has anyone else seen this?

Thanks
Dave Dezinski

2535. Re: XEP80 and VT100: Has anyone done it? CAn you?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-05 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <42gjal$aji@nic-nac.CSU.net>
Source record: 88658

Just use IceT or FlickerTerm80. Limited transfers (esp. compared to BobTerm)
but it's not like either of them are unsupported.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2536. Re: Post ARC.EXE please

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-05 00:00:00 UTC
From: winston@merk.com
Message-ID: <DEF7Az.2un@merk.com>
Source record: 88659

On Sunday, September 3, 1995 at 19:49:04 GMT (1:49pm EDT ?),
chair@pgh.nauticom.net (nosync) wrote:

n> The other day I read a post in here about a MS-DOS program, ARC.EXE,
n> that was compatible with the Atari .ARC format. I have searched the
n> Oakland archives, as the post suggested, with no luck. If someone
n> out there has it, could you please post it here? Thank you.

The program that you want is PK-PAK. I have never had a problem
de-archiving a program that was ARC-ed under PK-PAK. The problem is that
ATARI .ARC is so old that it uses 8-bit machine words. Some of the older
versions of the IBM ARCs have an "o" switch for "Old Format" or "Backward
Compatibility" mode which will create .ARC archive libraries that ATARI
SUPER-UNARC is able to decompress. My understanding is that the purpose of
PK-PAK was to take some of the older formats such as PACK, 8-bit ARC, etc.
out of PK-ARC since "ARC" was a licensing term of S.E.A. Technologies. The
old formats went into PK-PAK, and the new formats went into PK-ZIP, and the
term "ARC" for a particular style of archive program reverted back to
S.E.A. Technologies. So ... Phil Katz now calls his old archiver PK-PAK
and his new archiver PK-ZIP. (Well, relatively new .... You may recall
some similar broo-ha-ha now going on with the "GIF" compression format.)
That is my understanding (which, of course, could be totally wrong).

2537. Re: Spartados HD Images: How to make them bootable

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-05 00:00:00 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.252.00095F1C@genesis.informatik.rwth-aachen.de>
Source record: 88660

In article <42ejvf$r0r@nyx10.cs.du.edu> stucker@nyx10.cs.du.edu writes:
Your an not registred user - aren't you ?

you could make every file bootable by the BOOT command:
D1:BOOT D3:X32F.DOS

ready !!!

Matt

2538. Re: IDE Drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-05 00:00:00 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199509050839.DAA09687@mail.cs.utexas.edu>
Source record: 88661

>>Isn't it possible to split 16 bytes into two 8 byte chuncks???
>>
>>CU Mathy Van Nisselroy mathniss@link.xs4all.nl
>>
>>PS I'm not hindered by knowledge, so please don't ask me how.
>
>
>Yes, quite possible and Mike (FTE) did this for the MIO II. I asked Bob
>about this and he said that:
>
>1) It would greatly slow down disk access (you'd have to read each 512k
>sector twice) for the current interface.

I has just written a routine to handle the IDE drive. First version of it used only half a sector. The disk speed was 25 KB per second in reading and about 13 KB per second in writing.

Now my routine uses whole, 512-byte sectors and it really slow down disk accesses: the disk speed in writing is only 7 (seven) KB per second, because the handler must read a sector before re-writing it. But in reading my drive is FASTER: in reading it reaches up to 31 KB per second. If you work with standard DOS and 256-byte sectors, of course, because my handler must emulate them. If there was a DOS, which could use a 512-byte sector as an allocation unit (like TOS or MS-DOS), the drive will reach over 52 (fifty two) kilobytes per second while reading.

The general problem is, that each 512-byte sector eats about 5888 clock cycles, if you read it from a 16-bit port (i.e. from a two 8-bit ports). Additionally, you need to perform two divisions. This operation eats A LOT of cycles (about 2000 each). The divisions are necessary (although its routines perhaps may be faster), and all you can improve is the reading a sector. It may be improved by installing DMA for the disk in the XL/XE. My friend supposes, that it could speed up disk operations dramatically. Anyways, although the 5888-cycle routine will be eliminated, the divisions will still be necessary (2 x 2000 cycles), and the disk speed may reach about 100 KB per second in 'native' mode. The speed may be perhaps improved by 'intelligent' caching etc....

>...
>in his opinion with the low cost of IDE drives at the moment and the rather
>small demand on disk space of most Atari programs. I have to admit, more
>than 20meg or so seems like overkill (except for a BBS) for the average
>user of an Atari 8 bit. ...

My disk is 30 MB, and a half of it (about 15 MB) is free. If I didn't write a handler, that uses both halves of a sector, my disk was full now...

BTW: is there a program, which can defragmentate Sparta-disks?

Konrad
conradus@plearn.edu.pl

PS. What about Mike from FTe? I haven't got a mail from him for months.

2539. Mike from FTe wanted dead or alive

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-05 00:00:00 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199509050846.DAA09796@mail.cs.utexas.edu>
Source record: 88662

Do you know, what is up with Mike? I haven't got a mail from him for
months. Did he leave us?

Konrad
conradus@plearn.edu.pl

2540. Re: Weekly Posting of New: aka what is APE

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-05 00:00:00 UTC
From: donnwell@donnwell.se
Message-ID: <42h4qf$349@mn5.swip.net>
Source record: 88663

stucker@nyx10.cs.du.edu wrote:
>Actually its about typical of the e-mail I have recieved. After 1000+ hours
> of work, RS232 and protected disk image support is seems its worth about
> the price of a hamburger to most 8 bit Atari users. The same users
> who will shell out $500+ for slow 1050 disk drives, harware interfaces
> to obselete hard drives, expensive external modems, RS232 interfaces, etc.

>I didnt expect to make any money off APE when I started coding it, but the
> attitude of most of the e-mail I have recieved makes me wonder if Im
> wasting my time making it available at all.

>Steve

Dont pay that much attention to that type of respons, because it's
allways the naggy one's that are first to write, and perhaps the only
one to write.
Take a little time and see what comes in on reg's instead, that tells
a litle bit more I would think.
It's truly a nice pice of soft.

Tomas Edholm (ted@donnwell.se)

2541. Re: Funny phenomenon at 14k4

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-05 00:00:00 UTC
From: Michael.Cable@flight.org
Message-ID: <7c6_9509050106@flight.org>
Source record: 88664

I think you use the 19.2 setting for 14.4 modems...

-= Cable =-
---------- -//- ----------
Internet: Michael.Cable@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

2542. Re: Post ARC.EXE please

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-05 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <42hbgp$aus@news.xmission.com>
Source record: 88665

nosync (chair@pgh.nauticom.net) wrote:
: The other day I read a post in here about a msdos program, ARC.EXE, that
: was compatible with the Atari .ARC format. I have searched the oakland
: archives, as the post suggested, with no luck. If someone out there has
: it, could you please post it here? Thank you.

What you want is either the ARC.EXE or PAK.EXE programs. Both will unarc
Atari files. I use PAK myself.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2543. Re: Weekly Posting of New: aka what is APE

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-05 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <42hbmj$aus@news.xmission.com>
Source record: 88666

Fredrik Lundholm (d1dol@dtek.chalmers.se) wrote:

: * Support for Buffered I/O (16550) What I want to be able to do is to have it
: running under a multitasking OS, as of today only one OS will multitask
: DOS-sessions correctly and that is OS/2. (No, not W95, Desqv, W3.1 etc)
: (Maybe some UNIX-flavour or Novell-dos 7 can multitask DOS in a
: non-cooperative fashion as well?)

I too have 16550 UARTS in a THREE of my com ports. In addition, my PC is
running BOOT MANAGER, and I have OS/2 WARP, Windows NT and Windows 95.
So far, I havent had any luck multitasking SIO2PC in any OS.

In fact, Windows 95 barely even runs SIO2PC - even in full screen DOS mode.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2544. WTB: SpartaDOS X

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-05 00:00:00 UTC
From: dann@lab_sun4
Message-ID: <DEFo8x.I8J@nymt.reuter.com>
Source record: 88667

I heard FTE is selling SpartaDOS X? How can I get in contact with them? If not, does someone want to sell theirs?

Thanks in advance.

Dan Noguerol
dann@nymt.reuter.com

2545. Re: Weekly Posting of New: aka what is APE

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-05 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <42hrjl$9fh@nyheter.chalmers.se>
Source record: 88668

In article <42esf2$55f@nyx10.cs.du.edu>, <stucker@nyx10.cs.du.edu> wrote:
>Fredrik Lundholm (d1dol@dtek.chalmers.se) wrote:
>: Some lacking features in APE that would be nice at $39.99:

* Support for Buffered I/O (16550) What I want to be able to do is to have it

>Its not lack of buffered IO, its lack of machine speed. Timing is very
> tight. If you go buy a P-100 im sure you can run it under windows.

Well, 1. I don't think it will run under Windows 3.1 in a nice manner even
on a P100.(I used one at work this sumer, while copying some files to disk
nothing else could be done)
I would like it to run in OS/2 though.
I am not into Intel assembler, 8520, 65550 programing at all however:
Timing is very tight between bytes in a sector, a sector is betw. 128-256
bytes. if you could put 8 bytes in a buffer at regular intervals and
let the 16550 shift these out at 32800 bps (say) then you only have to
feed the 16550 1/8 of the times you would have too feed a 8250 (or whatever
its name is) This is how high speed modems are made to work under etc. os/2.

So It should be possible to make it work in a disk-only environment I guess.
(I understand that emulating modem-transfers etc could be more nasty for the
APE)

>What did you want to boot?

OS/2! :-) (which let me do high-speed z-modem downloading in the back-
ground on a 386 running the DOS program frontdoor while being able to do
other stuff)

>So you have more than Sio2PC already.
>
yes, Black-box etc.

>
>Its crippled to get people to try it out. I have invested a good 1000+ hours
> of time creating the software and have no intentions of giving it away free.

I wouldn't wanto either, however I just don't like the idea of cripleware,
Why don't you think people would register if you distributed the full-blown
version ?
If it does everything you promise even I would concider it for myself and
my Swedish friends, now with this IMHO rather high price and crippled
distribution I would say that your product is more likely to become
pirated. (do like Micro$oft, offer a cheep OS and then cheep upgrades :-))

>
>I didnt expect to make any money off APE when I started coding it, but the
> attitude of most of the e-mail I have recieved makes me wonder if Im
> wasting my time making it available at all.

hope not.
Scince this offering isn't aimed at me as a customer I can understand 39.99
but at a lower? fee maybe a lot of people not really in need of this
program could get it together, I for one is a relatively poor student and
cannot shell away $39.99 +$10 (exhange etc fee) on everything and her mama.

With friendly regards
Fredrik Lundholm - d1dol@dtek.chalmers.se

2546. Re: XEP80 and VT100: Has anyone done it? CAn you?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-05 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DEG6p1.8t4@freenet.carleton.ca>
Source record: 88669

Bates (mbates@stocko.com) writes:
> I am just curious if anyone has investigated what would be necessary to
> do VT100 emulation on the XEP80. You certainly would not have to worry
> about getting 80 cols. It is already there. Was there ever a BOBTERM
> upgrade? Is it that difficult? Thanks for your help. If given some o
> the answers I would be willing to sacrifice some sleep to se if it can be
> coded. - NO PROMISES it has been awhile :-)
> -Marlin

Actually, there was an emulator written to work only with te XEP80, but
could be use in regular 40col. mode. I think it was called VT800 or
somethig like that.

--
"My sweetest friend, everyone I know goes away in the end" -Hurt, NIN
ba930 <-NCF Nyx-> cdbrown | "Nothing is true until it's OFFICIALLY DENIED"
ax029 <-TFN BFN-> bi967 | "Don't fuck with Mr. Clean" -some t-shirt :)
= > J e S s T o D d ' S s P a C e ! ! < =

2547. Re: Mike from FTe wanted dead or alive

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-05 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DEG6w7.959@freenet.carleton.ca>
Source record: 88670

Konrad Kokoszkiewicz (CONRADUS@PLEARN.EDU.PL) writes:
> Do you know, what is up with Mike? I haven't got a mail from him for
> months. Did he leave us?

As far as I know, he's still working his many projects. My dad got a call
from him a month or two ago, btu I don't knwo if he ever got back to him.

--
"My sweetest friend, everyone I know goes away in the end" -Hurt, NIN
ba930 <-NCF Nyx-> cdbrown | "Nothing is true until it's OFFICIALLY DENIED"
ax029 <-TFN BFN-> bi967 | "Don't fuck with Mr. Clean" -some t-shirt :)
= > J e S s T o D d ' S s P a C e ! ! < =

2548. Re: Weekly Posting of New: aka what is APE

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-05 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <42hse9$9id@nyheter.chalmers.se>
Source record: 88671

In article <42ejbp$lho@news.cei.net>, Mark Statzer <mstatz@cei.net> wrote:

>Pay no attention to the people who p*ss & moan about Atari8 software -

Just because you make a Atari program doesn't meen you are sacred and
unquestionable.

>many of 'em still won't admit that no one writes software for it anymore.

Actually, this was a PC/program.

>
>As far as the long list of silliness at the beginning of his message, I have
>long ago decided that there will never be a Unix (or whatever he seems to
>want) for the Atari8, and have learned to live with it.

If it's me you are reffering to, No I don't ecxpect a Unix for the 8-bit.
I can live with it.
But for a PC/DOS program intended to run on a PC at 39.99 I guess I may
have views on that. (That's what I paid for OS/2 Warp here)
FYI OS/2 contained Word-processing/Scren blanker/Dos emulation/Windows
integration/ etc. however no Atari 1050 emulation, perhaps something for
OS/2 Klingon.

>
>Mark Statzer
>mstatz@cei.net
>
Fredrik Lundholm - d1dol@dtek.chalmers.se

2549. Atari OS image for rainbow

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-05 00:00:00 UTC
From: younga@ucssun1.sdsu.edu
Message-ID: <42inl8$rra@gondor.sdsu.edu>
Source record: 88672

I got rainbow, however my old 800XL no longer works. Therefore, I cannot get the required OS image out of my 800XL. Not to mention, I don't have an 850 Interface module. Is there any way I can get a hold of an OS image? I have always been fond of the Atari 8bit line. It was the computer that got me started with my current carrer - software engineer. Can anyone help me? I know there are copyright issues here but I hope Atari won't mind too much since I'm such a big fan and have a broken 800XL in the closet. :-)

thanks,

-Aaron Young

2550. FS: 800xl + PS for $12

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-05 00:00:00 UTC
From: benjohnson@aol.com
Message-ID: <42iul4$gn7@newsbf02.news.aol.com>
Source record: 88673

```
*
*
***************

Get an Atari 800xl in great condition with the hard to
find power-supply for only $12. Start playing those great
8-bit cartridge games you've been missing. This unit is in
great condition, with no fading or major blemishes.
Please add $5 for shipping to the contiguous 48 states.

***************
*
*
```

2551. Re: What Colorizer does (Was Re: A Matter of Choice)

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-05 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <RpFgstn.ransom22@delphi.com>
Source record: 88674

William Kendrick <kendrick@zippy.sonoma.edu> writes:

>Heh - Joe, NO Colorizer doesn't "do it for you"! Of course not!! :)
>How would it know how!!? Better yet, how would >I< know how to make IT know!?
>;)

I'm obviously no expert on this subject, but it seems to me that
it would be possible to make a translation table. I mean, does Turner
really have people colorizing entire movies by /hand/,frame by frame?
Granted, this is probably impossible on the Atari, but one would
think a program like CorelDRAW! would be able to handle it . . . but it
can't! Strange.

>For example, I had a picture of Captain picard in his ready-room which
>I captured in 80x192x16 shades.
>
>I load it up with Colorizer. Now I have a (still fullscreen) 80x96x16
>shade image. I select a yellowish color and outline his head. I then
>fill it in. Viola.. now it's a greyscale image with a little bit of
>"yellow-scale". I then outline other bits- the walls; fill them in brown.
>His clothes - fill them in red. I keep the tabletop the way it is (greys/
>blacks) since it's really just black, and viola.. I now have an
>80x96x256 color image - err, well, of course not all 256 colors were used..

Ah, now I understand. Thanks! :)

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2552. Ah...256K at last!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-05 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <RpOgU1k.ransom22@delphi.com>
Source record: 88675

Howdy,

I just received my Yorky 256K Upgrade from Richard Gore. I plugged
it into my 800XL (a simple matter of putting the p/s plug into the yorky,
the Yorky "p/s out" plug into the 800XL, and the PBI connector into the
PBI slot), booted SpartaDOS X, and I now have an 11 bank RAMDisk. :)
It runs MegaBlast (which requires a 130XE) perfectly, as well as
other "130XE only" programs. It's fully RamboXL compatable, too.

Man, this is gonna be great!

(Sorry, just had to gush about this, as I think it's pretty
neat:)

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2553. Interested in IDE-Harddisk-controller ???

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-05 00:00:00 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.253.0009D0F4@genesis.informatik.rwth-aachen.de>
Source record: 88676

Hello !!!

An over one year developing project will be ended in the next few weeks !
Our IDE-controller board is ready for production now and will be availiable
on the ABBUC-JHV on october 28 1995 in Heerten/Germany.

Because we want to sell the exemplars just on the JHV, and not just showing
them, we have to know how many people are interested in such a thing.
We will the boards have produced by a professional firm an so we need an
relativly exactly figure 'cause it's very to have lot's of borads less or
more than you could sell.

Here the figures:
-it's a real PBI-Device (runs only with XL -or XE with adaptor)
-supports single IDE-Harddisks 'till 504 meg a this time (but we'll working
on a LBA-mode and master/slave solution - a question of software only)
-emulating a 16 bit data bus
-use's the full capacity of the drive by splitting a 512 byte sector in two
256 byte sectors (of course, this slows down the performance a little bit,
but this doesn't matter we think)
- we have no exact speed figures (they will follow), but you have DISKRX (
diskmonitor by SPARTADOS) with over 32kBytes up in ca. 4 seconds !!!
-the controller-register are direct programable, so the a ATAPI-CD-ROM
solution is easy to do
-supports partitions up to $FFFF sectors (16 meg).
-up to eight partitions avialiable at one time
-stand alone bootable (you will not need any disk drive)
-running with BW-DOS,Sparta and MyDos
-you will need an external power-supply

There's no exact calculation yet, but the price will be something around
DM 100 for the board with all tools ...
We only want to sell it in Germany first - but also interested in selling
all over Europe - if someone could tell us what we have to do then !

Please mail to me if you are interested in buying one or want to have
closer information.
Please make a remark if you have already orderd one from ROLAND BUEHLER, so
that there are no double countings !
Ask your friends ...

Thanks
Matt

2554. DCM2ATR 1.3

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-05 00:00:00 UTC
From: cmwagner@gate.net
Message-ID: <42g696$1gs8@news.gate.net>
Source record: 88755

DCMTOATR 1.3 is now available. Minor enhancements were made. XFD
images can now be created on the fly with the 'x' switch. The default
is an ATR image.

It is available from:

ftp://ftp.gate.net/pub/users/cmwagner/msdos/atari/dcmatr13.tar.gz

or

ftp://ftp.gate.net/pub/users/cmwagner/msdos/atari/dcmatr13.zip

MS-DOS executable is included, as well as the C source code for
compiling under UNIX and other platforms.

2555. Wanted: Atari 8-bit Gyruss cart.

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-06 00:00:00 UTC
From: vsp@unix2.netaxs.com
Message-ID: <42jdv6$t49@netaxs.com>
Source record: 88677
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace

Subject says it all. I'm looking to purchase or trade for an Atari 8-bit Gyruss cart; a computer cart (I own an XEGS, so an 800-series cart should be fine) would be ideal, but I wouldn't mind a 5200 version as well.

If you have one that you might part with, please mail me with pricing or want-lists. I collect games for virtually all pre-NES systems, so I may well have something you're looking for.

jeff. of course, cash is just fine, too.

--
--- If you look very, very closely, you can see Edward R. Murrow. ---
http://www.netaxs.com/~vsp/ -- the usual array of cartlists and crap.
"We came / We peed / We conquered / You'll bleed" -- JB/L
"HELLO KITTY gang terrorizes town, family STICKERED to death!" -- BG

2556. 8-bit computer games and systems -- FS/T [09/06/95]

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-06 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <42jf1t$9j9@ixnews2.ix.netcom.com>
Source record: 88678
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

NOTE
This list now includes cartridge based software, as well as hardware.

updated 09/06/95

I have the following 8-bit computer equipment for sale or trade.
The list includes software and hardware from Atari, Commodore,
Radio Shack, and Texas Instruments.

Everything is sold as is. Unless specified, all items have been
tested and are in perfect working order.

Buyer has ten (10) days to send payment, and pays all shipping
costs, which will be sent via U.S. Snail. The shipping cost
depends on both the weight of the package and the distance that it
is traveling. Buyer has the choice of either first class or parcel
post (slower, but cheaper).

Payment must be made in U.S. funds, by either check or money order,
drawn from a U.S. bank branch. Canadian buyers must send a Canadian
Postal Money Order, payable in U.S. funds. This is the only way I
have found to deal with my friends to the north (my bank is very
picky, but the U.S. Post Office will cash a Canadian Postal M.O.)

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 7.50 ATARIWRITER
$ 7.50 BASIC
$ 6.00 GALAXIAN
$ 9.00 LETTER-GO-ROUND (Sesame Street) [CBS Software]
$ 6.00 MISSILE COMMAND
$ 5.00 PAC-MAN
$ 5.00 STAR RAIDERS

*****

COMMODORE 64 COMPUTER:

Loose cartridges, no box, manual, or overlays:
$ 9.00 FAST LOAD (Epyx)
$ 7.50 FROGGER (Parker Brothers)
$ 5.00 JUPITER LANDER
$ 5.00 KICKMAN
$ 5.00 MAGIC DESK I
$ 5.00 MUSIC COMPOSER
$ 6.00 OMEGA RACE
$ 5.00 SPEED/BINGO MATH

Complete cartridges. With box, and manual:
$ 7.00 KICKMAN

*****

COMMODORE VIC-20 COMPUTER:

Loose cartridges, no box, manual, or overlays:
$ 5.00 ADVENTURE LAND (#1914)
$ 5.00 ALIEN (#1906)
$ 5.00 AVENGER (#1901)
$ 5.00 GORF (#1923)
$ 5.00 OMEGA RACE (#1924)
$ 7.50 Q*BERT (Parker Brothers)
$ 4.00 RADAR RAT RACE (#1910) -- no label
$ 4.00 SPEED MATH / BINGO MATH (#1933)
$ 5.00 THE COUNT (#1917)

Loose cartridges with manual. No box:
$ 5.00 COSMIC CRUNCHER (#1922)

*****

TEXAS INSTRUMENTS (TI 99/4A) COMPUTER:

Loose cartridges, no box or manual:
$ 4.00 ADVENTURE
$ 4.00 BEGINNING GRAMMAR
$ 4.00 BLASTO
$ 4.00 CAR WARS
$ 4.00 CHISHOLM TRAIL
$ 4.00 HOME FINANCIAL DECISIONS
$ 4.00 HOUSEHOLD BUDGET MANAGEMENT
$ 4.00 HUNT THE WUMPUS
$ 7.50 JAWBREAKER II (Sierra On-Line)
$ 4.00 MUNCH MAN
$ 4.00 PARSEC
$ 7.50 PROTECTOR (Atari)
$ 4.00 TI INVADERS

****

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7, plus tax. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully.

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 600XL COMPUTER with original power supply, and RCA cable.

I will also throw in a second ATARI 600XL (haven't checked it out yet, so I don't know if it works or not), FREE.

This is a complete system, except for RF switchbox.

$29.00

*****

LOT #2

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply, and RCA cable.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox.

$49.00

*****

LOT #3

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 65XE COMPUTER with original power supply, and RCA cable

This is a complete system, except for RF switchbox.

$39.00

*****

LOT #4

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 130XE COMPUTER with original power supply, and RCA cable.

This is a complete system, except for RF switchbox.

$64.00

*****

LOT #5

ATARI 1050 (127K) DISK DRIVE, with original power supply, and
one (1) Molex connector cable.

$39.00

*****

LOT #6

ATARI 1050 (127K) DISK DRIVE, with one (1) Molex connector cable.

This disk drive doesn't include the power supply.

$34.00

*****

LOT #7

NEW RF SWITCHBOX PURCHASE OPTION

COMMODORE 64 COMPUTER with box, User's Guide (175 pgs.), power
supply, and RCA cable.

I will also throw in a second non-working COMMODORE 64 for parts,
FREE.

This is a complete system, except for RF switchbox.

$29.00

*****

LOT #8

COMMODORE 1541 DISK DRIVE with power cord, and serial cable.

$25.00

*****

LOT #9

COMMODORE 1541 DISK DRIVE.

Power cord and serial cable are available from Radio Shack for
around $11.

$20.00

*****

LOT #10

NEW RF SWITCHBOX PURCHASE OPTION

RADIO SHACK COLOR COMPUTER with RCA cable, built-in power cord, and
built-in BASIC.

This is a complete system, except for RF switchbox.

$14.00

*****

LOT #11

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER with TI power supply and RF
switchbox, Beginner's BASIC (150 pgs.), and one function key strip
(for keyboard).

I will also throw in a second working TI 99/4A console, FREE.

This is a complete system. Nothing else is needed to use.

$25.00

*****

I am interested in accepting 8-bit computer and/or pre-Nintendo video
game systems and/or cartridges in trade towards any of these items.
Systems I am interested in include, but are not limited to, the
following list:

ATARI 2600 (still need Starpath Supercharger [Arcadia])
ATARI 5200
ATARI 7800
ATARI 8-BIT COMPUTERS (still need Atari color monitor)
BALLY ASTROCADE
COLECOVISION
COLECO ADAM COMPUTER
COMMODORE 64 COMPUTER
COMMODORE VIC-20 COMPUTER
FAIRCHILD CHANNEL F
INTELLIVISION
MICROVISION (still need system)
ODYSSEY2
RCA STUDIO II (still need custom RF switchbox and power supply)
SEGA MASTER SYSTEM
TEXAS INSTRUMENTS T.I. 99/4A COMPUTER (still need TI color monitor)
TOMY TUTOR
TRS-80 COLOR COMPUTER
VECTREX

*NOTE: I already have most of these systems. What I am mainly looking
for now is software (primarily cartridge based).

Please send a list of what you have, and I'll let you know what I can offer. Please be specific, and indicate whether or not items (cartridges and/or systems) include the box and/or instruction manual. Please also mention any controllers that are included.

Request system reservations at: VGA2000@ix.netcom.com
or dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Interested in BUYING/SELLING/TRADING personally owned video games for:

GENESIS, SEGA CD, 32X, GAME GEAR, SATURN, SMS,
SUPER NINTENDO, GAME BOY, NES, 3DO, and ATARI JAGUAR?

For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at:

VGA2000@ix.netcom.com or dw901@cleveland.freenet.edu

2557. Re: 8-bit computer games and systems -- FS/T [09/06/95]

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-06 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <42kanb$iag@ns.mcs.kent.edu>
Source record: 88679
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

Michael J. Novak Jr. (vga2000@ix.netcom.com) wrote:
: ***NOTE***
: This list now includes cartridge based software, as well as hardware.

: updated 09/06/95
: ----------------

NOTE: Your prices are still too expensive and I doubt anyone from c.s.a.8
will purchase your equipment. If it hasn't sold the last 20 times you
posted it, it wont sell now.

;-)

2558. Found HARDWARE UPGRADE FAQ from Feb 1995

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-06 00:00:00 UTC
From: naslund@ridgecrest.ca.us
Message-ID: <DEGoHL.607@ridgecrest.ca.us>
Source record: 88680

I've seen some inquiries about this FAQ. I found an old copy on disk. I
hope this helps. It's given in its entirety below. Enjoy......Howard

##
From: d.paterson2@genie.geis.com
Newsgroups: comp.sys.atari.8bit
Subject: Hardware Upgrade FAQ
Date: 18 Feb 1995 13:47:59 -0600
Organization: UTexas Mail-to-News Gateway
Lines: 501
Sender: nobody@cs.utexas.edu
Message-ID: <199502181947.AA034866847@relay1.geis.com>
NNTP-Posting-Host: news.cs.utexas.edu

The Atari 8-bit Hardware Upgrade,
Modification and Add-On FAQ
==================================

| | |
| | |
/ | \

Version 0.1

Dated February 18, 1995

Maintained by: David A. Paterson
Mailto:d.paterson2@genie.geis.com

INTRODUCTION

This is a very basic version. I intend to add as people give
feedback to what they want to see, and how they want to see it.
Any info you have is more than welcome!

PURPOSE

This FAQ exists to describe the various hardware
modifications available to the Atari 8-bit user. It does not
teach you how to do them. It definitely doesn't take any
responsibility for the results if you do try them. But it will
try to give you some information about where to find more
information, which upgrades (or "hacks") are best, and who to
consult if things go wrong. For addresses and phone numbers of
any of the companies listed, consult the Vendors and Developers
List, posted at or about the 15th of each month.

It also exists to describe the many wild and wonderful products that have been produced for the Atari 8-bit. Many are unique, some may be apocryphal. Mainstream items like printers, modems, disk drives and cassette decks are all excluded. Temperature gauges, combination printer buffer/ramdisks that run through the joystick port, and other such are fair game.

POSTING FREQUENCY

This FAQ is posted whenever I remember to post it. It is posted to comp.sys.atari.8bit.

INDEX

Part I
RAM Upgrades
listed by computer

Part 2
Video
Upgrades
80 Column devices
Genlocks

Part 3
Operating Systems

Part 4
Other Neat Stuff
stereo sound, add-ons

Key to abbreviations

ANL - Analog Magazine
AC - Atari Classics Magazine
ANT - Antic Magazine
AIM - Atari Interface Magazine

PART I - RAM Upgrades

General

The 6502 microprocessor at the heart of every Atari 8-bit has a sixteen bit wide address bus. What this means is that it can access up to 2^16 memory locations. That's 65536 bytes. Some people, wanting more memory, came up with a variety of techniques to use more memory. Most were built around the idea of bank switching. Bank switching means that you swap chunks of memory around so that the CPU can see them when necessary. Most schemes use 16k banks, though 4k and 32k have also been tried.

Atari 400

The original Atari 400 had either 8k or 16k. Atari produced a board with 48k. Mosaic produced a 32k board, as well as a 64k board with 48k RAM plus 4 4k RAM banks. (ANL 13, IFC)

Atari 800

The Atari 800 came with three memory slots. Each slot could contain Atari 8k or 16k RAM boards. Mosaic produced 32k and 64k boards. Three 64k boards could be combined for 192k.

Axlon produced the 128k RAMdisk board. It banks 16k, using $CFFF as a control register. Banked memory appears from $4000 to $7FFF.

David Byrd created the "800 PLUS 288K UPGRADE" which rewired existing 16k RAM boards, but required additional work to become fully Axlon compatible. A nasty sort of flame war erupted between David Byrd and Jay Torres of the Windhover Project over who invented the upgrade.

Magna systems produced 256k, 512k and 1M boards which followed the Axlon standard. (ANL 65, 68)

Atari 1200xl

See 800xl.

Atari 600xl

As shipped, the Atari 600xl came with 16k RAM. Atari released the 1064 memory module which expanded the 600xl to 64k. MPP, now Supra, produced the Microram 64k Memory Board (ANL 19, 28)

RC Systems produced three expansion modules for the 600xl, raising memory to 32k, 48k or 64k (ANL 26, 12)

Richard Gore produced the Yorky, a 256k board which plugs in to the PBI. It provides full compatibility with 130xe type banking. It is for use on 600xls upgraded internally to 64k, or on 800xls. (AC 3/2, 10)

Atari 800xl

The Atari 800xl came with 64k RAM internal. To access RAM hidden under the OS ROMs, the PIA chip was used (PORTB, used for STICK(2) and (3) on the original 800). Claus Bucholtz published plans for a 256k upgrade which banked 32k at a time using PORTB for control in Byte magazine. (Byte Sept 85)

ICD released the RAMBO upgrade, providing 256k in 16k banks, using PORTB. Newell came out with the 256k XL, which would work on a 1200xl or 800xl, providing 256k total memory, . The two upgrades used different sequences to access their banks. (ANL 44, 115)

Charles Bucholtz updated his upgrade to use 16k banks after the release of the 130xe. Most of the 800xl upgrades can be made compatible with Antic banking. The only possible problem would be when Antic and the CPU are supposed to be using different memory

banks.

The Yorky will also provide 256 on an 800xl (see the entry under 600xl).

Newell released 1Meg and 4Meg upgrades for the 800xl. These banked 16k as well, and required disabling internal BASIC to properly access the memory.

Fine Tooned Engineering, having bought the rights to ICD and Newell's products, is bringing out a third method in the Mars 8. Though not yet released, it will use SIMMs for 256k, 1Meg or 4Meg RAM.

Atari 130xe

The 130xe was the first "official" method of banking memory. It too used PORTB, but with an added twist: ANTIC and the CPU could access different banks. This provided headaches for some owners of "older" upgrades, but few programs took advantage of this feature (SpartaDos Wedge and VideoBlitz demo only). Upgrades for the 130xe include replacing one set of 64k chips with 256k chips, raising the RAM to 320k. Adding another 256k for 576k total has also been done. These were designed by Scott Peterson, as was a 1088k upgrade.

PART II - Video

Upgrades

The most common video upgrades are the SuperVideo series, described in AC 2/6. Plans were provided for the 600xl, 800xl, 1200xl and 130xe. The SuperVideo upgrade provides the forgotten chroma signal on the monitor port. It corrects a number of errors in the parts in the Atari video circuit, resulting in a clearer image, particularly on monitors.

Providing TTL output was also covered in AC 2/6. Bob Woolley provided plans for the circuit, as well as instructions for getting TTL output from an XEP80. Be warned that the output is not in the standard Atari colours; on a CGA type screen, the sixteen possible shades are translated into eight colours.

80 column devices

Since the 400/800 were released in 1979, people have been clamouring for better text displays than the default 40x24. Two products were released for the 800: The Austin-Franklin 80 column board and the Bit 3 80 column board were both for use in the Atari 800. They replaced the third memory module. The Austin-Franklin board came with a "Right Cartridge" which provided the drivers. Removing the cartridge disabled the board. Some software would not run with an 80-column board installed.

Ace 80/80xl was a cartridge released which provided 80 columns by using bitmapped graphics on an 80 column screen. A similar technique was used in the Newell Omniview, an add-on for their Omnimon.

Atari's entry into the 80 column field was the much maligned XEP80. For maximum compatibility, the XEP80 attaches to the computer via a joystick port. It includes three character sets, 8k internally, and a parallel printer port. The software provided by Atari supports a 320x200 graphics mode. This mode only supports direct bit images. Hacks have been released which hook the XEP80 on via the parallel bus.

Genlock

In October and November of 1991, Michael St Pierre published articles in the SLCC Journal describing plans for a monochrome Genlock. A genlock is a system to synchronize live video with a computer image. Graphics can be overlaid, faded in or out, or used for titling.

In 1994, Michael announced Prism Studio, a full colour genlock. It is sold by Mytek.

PART III - Operating Systems

Computer OS
-------- --

400/800 Rev A. No self test; Memo Pad mode.
Rev B. Fixes several bugs in Rev A.

1200xl XL OS. Some incompatibilities with 400/800 OS

600xl/800xl Revised XL OS. Includes parallel bus handlers. Internal BASIC.

65xe/130xe Revised XL OS. (as above)

xegs Modified XL OS. Self-test mode changed.
Internal Missile Command and BASIC.

Operating System upgrades

UltraSpeed + OS : from CSS. Supports high speed disk communication. Drives 1 through 9. Any RAM upgrade. Includes three modes: standard xl/xe OS; 400/800 OS; UltraSpeed+ OS. For XL/XE systems.

Omnimon: from Newell. M/l monitor for 400/800. Installs into $C000 page of memory, otherwise unused.

RAMROD OS: from Newell. Replacement for 400/800. Includes accelerated floating point math package.

RAMROD XL: from Newell. OS speed-up routines, fast math, and Omnimon. Includes option for second OS.

XL Boss: from Allen Macroware. OS replacement for XL model computers. Includes m/l monitor. 400/800 OS compatible.

TurBoss: available from KP and Best. Fast math and fast screen routines. For XL/XE computers.

PART IV - Other Neat Stuff

Zucchini

In ANL 59,60 and 62, Dr. Lee S. Brilliant provided plans and software to turn a surplus Atari into a printer buffer for another Atari. He called it "The Atari Zucchini".

The Printer Buffer Routine (PBR) and Disk Emulator Routine (DER) came from B.L. Enterprises. They were cartridges and cables which worked in a similar fashion to the Zucchini. The PBR provided a buffer, while the DER emulated a disk drive on the remote computer. Stock XLs gave 403 free sectors; a 130xe would give 914. (ANL 65, 67)

Voice Master

Covox sold the Voice Master and Voice Master junior. These would capture and record speech. Bundled software attempted recognition of commands, with limited success. (ANL 47, 44)

Parrot

The Parrot was a sound digitizer sold by Alpha Systems. Resembling a paddle, the device had phono jack for input. Antic provided plans for a similar project, called the Antic Sampling Processor. (ANT 8/8, 11)

SoundMouse

Among the more esoteric products ever released was the SoundMouse, which interpreted sound to provide a reading on a paddle register. It did not act as a digitizer, like the Voice Master and Parrot did.Bundled software made the lava lamp look mainstream in its appeal. No commercial applications taking advantage of this unique device were released.

Gumby

Chuck Steinman of DataQue created this set of plans for building stereo sound by installing a second Pokey chip (Pokey and Gumby, get it?). Once installed, the second channel has all its addresses 16 bytes higher in memory ($D210 - $D21F). A small number of demos have been released in stereo.
ftp://atari.archive.umich.edu/Atari/8bit/Sound/gumby.arc

PIA2

With the use of PORTB for RAM banking, hackers were looking for more parallel outputs. This plan, for adding one more PIA chip, includes notes for adding two more. It was intended as a means to control large RAM upgrades. (AIM 3/2, 16)

Critical Connection

A long time ago, in a galaxy far, far away, was a mystic operating system known as CPM. A company named USS Enterprises produced the Critical Connection, a device to permit a CPM computer to emulate disk drives for the Atari. It was a cable, plus software for the CPM end of the system. The CPM system could also act as a printer buffer, and the CPM keyboard could be used in the place of the Atari keyboard. (ANL 39,103)

SIO2PC

With the demise of CPM and the rise of the IMI cartel (IBM-Microsoft-Intel) a new system similar to the Critical Connection arose. Nick Kennedy developed the SIO2PC hardware and software, which permits any PC with a serial port to act as up to four disk drives for an Atari. It can also act as a printer buffer.

Computer Eyes

Computer Eyes was a video capture system which plugged into two joystick ports. It could render images in a variety of modes. It required a composite video source. (ANL 35, 53)

Easy Scan

Take a cartridge, add a fibre-optic cable, and hook it onto a printer, and you've got Easy-Scan, an image scanner for the Atari 8-bit. Innovative Concepts produced this item. (ANT 7/6, 43)

WIMA Radio, Lima, Ohio

This radio station, when automating 6 broadcast hours daily, created a hardware and software package built around a 130xe for control. Control was via joystick ports and tone decoders. (ANT 8/7, 30)

Comp-U-Temp

This provided 8 or 16 channels and 2 or 4 sensors. It would monitor the temperature, with options to log results to disk or printer, or to sound an alarm if the temperature strayed out of set boundaries. The software was described as "cumbersome". (ANL 48, 35)

Turbo 816

Released by DataQue, this provided a replacement OS as well as a replacement for the 6502 CPU. A 65816 was substituted, providing new opcodes and a 24 bit address space (16Megs vs 64k

with the 6502).

Sweet 16

Released by Fine Tooned Engineering, this provides a 65816 CPU to replace the 6502.

MIDIMATE

MIDI stands for Musical Instrument Digital Interface. It is a system for computers to record, replay and control musical instruments. MIDIMATE, when combined with MidiTrack software, permits an Atari 8-bit to take control. (ANL 33, 26)

MicroNet

Supra provided the Atari community with its first networking product. MicroNet provides nine SIO connectors. Eight are for computers. The ninth goes to whatever peripherals are to be connected. The system served to isolate the computers electrically. It did no software checking, meaning that two or more users attempting to print or save at the same time could trash each others output. (ANL 51, 76)

MultiPlexer

CSS provided a better way to network. The Multiplexer system requires one host system which has all the disk drives and printers for the network. The slaves are connected via the cartridge port to the host, and all their disk and printer i/o is rerouted to the host. All the systems involved require their OS replaced with a special multiplexer OS.

MIO

ICD manufactured this wonderboard in 1987. Connected to the PBI or ECI, it provided either 256k or 1Meg of RAM, two RS232 ports, a parallel printer port and a SCSI hard drive port.

MIO II

Currently under development by Fine Tooned Engineering, this PBI/ECI board will provide an interface and power supply for an IDE hard disk. It may also include extended memory support for CPU upgraded computers, as well as a parallel port.

Black Box

CSS manufactures the Black Box, a PBI/ECI device that offers an optional 64k printer buffer. Its main attractions are its m/l monitor, 19200 baud RS232 port, parallel port, and hard disk interface. The parallel and serial ports do not use standard DB9 or DB25 connectors; custom cables are required.

Floppy Board

This is an add-on to the Black Box, also from CSS. It permits standard floppy drives, 360k, 720k, 1.2M and 1.44M, to be attached to the Black Box. Since they are connected to the PBI, these drives operate extremely quickly.

Supra/KP Hard Disk Interface

Supra released one of the first hard drives for the 800xl. It hooked up via the PBI. KP bought the rights to the interface from Supra.

R-Time 8

This is a clock cartridge for any Atari from Fine Tooned Engineering. It includes a pass-through connector so that any other cartridge can be plugged in as well. Though primarily intended for SpartaDos, software for other DOSes is included.

Mars-8

This is still under development from Fine Tooned Engineering. For 800xls only. Memory expansion of 256k, 1M or 4M. Install internally Action, Basic XL/XE, MAC/65, SpartaDos X, R-Time 8.

Atari 850

This device hooks into the SIO line, and provides 4 9-pin RS232 ports and a 15-pin parallel port. The RS232 ports are NOT IBM PC standard. The MIO and PR Connection use the same pinout.

P:R: Connection

This device plugs into the SIO line, and provides 2 9-pin RS232 ports and a 15-pin parallel port. It is powered by the SIO line. The Atari 1200xl requires an internal modification to work with this device, or with the Atari XM301 300 baud modem.

Voice Box II

Manufactured by the ALIEN Group, this speech synthesizer even nade it into TIME Magazine in their "Machine of the Year" issue in 1982. Plugging into the SIO line, this device would produce speech of the traditional computer variety.

R/128 RAMdisk Printer Buffer Spooler

Protronics of California announced this 128k RAMdisk/printer buffer which interfaced via the joystick ports, offering it as a replacement for the 850. A 512k upgrade was promised. (ANT 2/8, 106)

N1858-32

Newell Industries announced this 850 replacement in 1983. It offered two serial and one parallel port, along with an expandable 8k printer buffer. (ANT 2/8, 106)

Oscar Model 1

This bar-code scanner was from the Databar Corp. The intent
was to permit the speedy entry of computer programs which would be
encoded in magazines. (ANT 2/8, 107)

1200XL PBI

Hackers love the 1200xl for two reasons: because of all the
space available within the case, and because of the great
keyboard. Bob Woolley came up with this set of plans for adding a
parallel bus interface to the 1200xl.
ftp://atari.archive.umich.edu/Atari/8bit/Modifications/pbi1200.arc

=== End ===

2559. Re: Spartados HD Images: How to make them bootable

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-06 00:00:00 UTC
From: stucker@nyx10.cs.du.edu
Message-ID: <42jrdm$grd@nyx10.cs.du.edu>
Source record: 88681

Matthias Belitz (belitz@genesis.informatik.rwth-aachen.de) wrote:
: In article <42ejvf$r0r@nyx10.cs.du.edu> stucker@nyx10.cs.du.edu writes:
: Your an not registred user - aren't you ?

I would be if Mike from FTE ever bothered to answer my e-mail. Too bad for
him i guess. (and before you flame me, I have written him a number of times
without result, over a period of months)

: you could make every file bootable by the BOOT command:
: D1:BOOT D3:X32F.DOS

Guess thats another way! :)

Steve

2560. Re: DCM2ATR for DOS

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-06 00:00:00 UTC
From: pmorrisb@cix.compulink.co.uk
Message-ID: <DEHFD4.DrA@cix.compulink.co.uk>
Source record: 88682

> pmorrisb@cix.compulink.co.uk ("Phil Morris") wrote:
>
> >I've downloaded this and tried it and it converts my DCM files okay.
> >However, when go into
> >Xformer 2.52, press SHIFT F10, type A then D2:, it lists the files
with
> >some very unusual filenames, ie nothing that I can type in.
>
> Most DCM files are disk images, they have their own boot sectors, and
> are often not conforming to a known DOS directory structure. Try
> using the created images as D1:, i.e. XF252 disk.atr, if disk.atr was
> the converted .dcm file.
>
>
Thanks, I'll give that a go.

Will Defender work okay on version 2.52?

Phil

2561. Re: DCM2ATR for DOS

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-06 00:00:00 UTC
From: pmorrisb@cix.compulink.co.uk
Message-ID: <DEHFD5.Drx@cix.compulink.co.uk>
Source record: 88683

> A lot of boot disks have junk for disk directories - a small part of
> copy protection..
>
> If it's a boot disk, you'll want to stick it in D1: and start up
(emulator
> or computer).
>
> -bill!

Thanks, Bill, I'll give that a go.

Incidentally, is there a good version of Galaxians that will work under
2.52 (or version 3 for that matter?).

Regards,
Phil

2562. Re: DCM2ATR for DOS

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-06 00:00:00 UTC
From: pmorrisb@cix.compulink.co.uk
Message-ID: <DEHFD7.DsI@cix.compulink.co.uk>
Source record: 88684

> DCM2ATR was originally written for DOS, the DOS executable and source
> code is available, freely, from my ftp site.

Great, thanks.
>
> >Also, should I be able to use a Unix machine at work, where can I find
> >DCM2ATR executable (not source) for Unix please?
>
> ftp://ftp.gate.net/pub/users/cmwagner/msdos/atari/dcmatr12.zip

Thanks again! :-)

> I was planning on a reverse converter, ATR2DCM, but I haven't had a
> chance to actually work on that project.

That could certainly be useful.

Regards,
Phil

2563. Re: Weekly Posting of New: aka what is APE

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-06 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <42k2h0$eo9@nyheter.chalmers.se>
Source record: 88685

In article <144849@cup.portal.com>,
<Rick_Michael_Cortese@cup.portal.com> wrote:
>Fredrick, just a 'Point of order' My oldest son has A DX4 100 MHz, VLB
>computer & he gets so many NAKs under OS/2 that IMHO: SIO2PC is unusable.

I know, this was not my point though.
Well a few ns here and there, what could that be against 1050 arm movement?
:-)

>the next few months> 16550 support may not help the problem. Thing is,

Who said sio2pc had 16550 support?
And OS/2's multitasking is highly configurable, of the box, I'd say
it will be hard, but with a little bit of tweeking.....

>right now the SIO2PC hardware is tied to the ring indicator which as far
>as I can tell is one of the lowest priority interupts you can generate
>on an 8250, assuming it even CAN generate an interupt: I'll have to look
>at my docs. It probably won't matter if there's 2 byte buffer or a 100
>byte buffer if the clone doesn't get around to ACKing in time. Hind sight
>is always 20:20, but the SIO2PC hardware probably should have been tied

Well I'm not aware of Acking constraint etc, but I'd love to look into it
if I got the time and a HArdware Reference manual for 800.

>Rick

Regards,
Fredrik Lundholm - d1dol@dtek.chalmers.se

2564. Re: Weekly Posting of New: aka what is APE

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-06 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <42k2t8$epb@nyheter.chalmers.se>
Source record: 88686

In article <42hbmj$aus@news.xmission.com>,
James King <jeking@xmission.xmission.com> wrote:
>Fredrik Lundholm (d1dol@dtek.chalmers.se) wrote:
>
>: * Support for Buffered I/O (16550) What I want to be able to do is to have it
>
>In fact, Windows 95 barely even runs SIO2PC - even in full screen DOS mode.

Well, I'm running a Dos/OS2 2.1/OS2 3.0/Linux Boot-managed setup right now..
Sio2pc is one of the few things that make me keep the DOS partition.
Warp is mostly up, it's soo annoying having to reebot each time I'd like
to print etc. (I know I could connect my printer to the Black-Box, no cable
no time no gain though..)

> @ @ @ James King - jeking@xmission.com @ @ @

Regards
Fredrik Lundholm - d1dol@dtek.chalmers.se

2565. Re: Spartados HD Images: How to make them bootable

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-06 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <42k35c$eq2@nyheter.chalmers.se>
Source record: 88687

In article <42jrdm$grd@nyx10.cs.du.edu>, <stucker@nyx10.cs.du.edu> wrote:
>Matthias Belitz (belitz@genesis.informatik.rwth-aachen.de) wrote:
>: In article <42ejvf$r0r@nyx10.cs.du.edu> stucker@nyx10.cs.du.edu writes:
>: Your an not registred user - aren't you ?
>
>I would be if Mike from FTE ever bothered to answer my e-mail. Too bad for

Well Mike always answered my email, however I sent away for three Spartados registrations last summer, still no Spartados manuals here yet, hopefully its on its way right now though, yes things can get messed up, so I'm not flaming mike yet as he gave some reasonable explanations..

>
>Steve

Fredrik Lundholm - d1dol@dtek.chalmers.se

2566. Re: Weekly Posting of New: aka what is APE

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-06 00:00:00 UTC
From: stucker@nyx10.cs.du.edu
Message-ID: <42k4nd$qc3@nyx10.cs.du.edu>
Source record: 88688

Fredrik Lundholm (d1dol@dtek.chalmers.se) wrote:
: In article <144849@cup.portal.com>,
: <Rick_Michael_Cortese@cup.portal.com> wrote:
: >Fredrick, just a 'Point of order' My oldest son has A DX4 100 MHz, VLB
: >computer & he gets so many NAKs under OS/2 that IMHO: SIO2PC is unusable.

: I know, this was not my point though.
: Well a few ns here and there, what could that be against 1050 arm movement?
: :-)

Actually, FYI the 'arm movement' takes place after the first and most
time critical ACK. If you miss the first ACK, everything gets desynched
and you lose at least one command frame.

: >the next few months> 16550 support may not help the problem. Thing is,

: Who said sio2pc had 16550 support?
: And OS/2's multitasking is highly configurable, of the box, I'd say
: it will be hard, but with a little bit of tweeking.....

After the first ACK, the Atari will wait a VERY long time for the data returned
by the device. Missing that ACK is what causes the timeouts, etc. I
think running TX interrupts will help this.

: >right now the SIO2PC hardware is tied to the ring indicator which as far
: >as I can tell is one of the lowest priority interupts you can generate
: >on an 8250, assuming it even CAN generate an interupt: I'll have to look
: >at my docs. It probably won't matter if there's 2 byte buffer or a 100
: >byte buffer if the clone doesn't get around to ACKing in time. Hind sight
: >is always 20:20, but the SIO2PC hardware probably should have been tied

: Well I'm not aware of Acking constraint etc, but I'd love to look into it
: if I got the time and a HArdware Reference manual for 800.

If rick is willing to build a sio2pc device that uses another line I
would be happy to send a version os APE that supports it.

Steve

2567. Re: Weekly Posting of New: aka what is APE

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-06 00:00:00 UTC
From: mstatz@cei.net
Message-ID: <42jr13$d62@news.cei.net>
Source record: 88689

In <42hse9$9id@nyheter.chalmers.se>, d1dol@dtek.chalmers.se (Fredrik Lundholm) writes:
>
>Just because you make a Atari program doesn't meen you are sacred and
>unquestionable.

No, It doesn't. It also doesn't mean that you should expect Lotus 123 & then
tell 'em they suck when there are problems with it, thereby chasing them off,
never to bother to write Atari8 software again...

>
>Actually, this was a PC/program.
>

Yes, I know. I have an Atari *and* a PC.

>>
>>As far as the long list of silliness at the beginning of his message, I have
>>long ago decided that there will never be a Unix (or whatever he seems to
>>want) for the Atari8, and have learned to live with it.
>
>If it's me you are reffering to, No I don't ecxpect a Unix for the 8-bit.
>I can live with it.

Whew! That's a relief.

>But for a PC/DOS program intended to run on a PC at 39.99 I guess I may
>have views on that. (That's what I paid for OS/2 Warp here)

I'm not asking you to shut up - I'm asking you not to beat the poor guy over
the head with a stick until updates come out.

Not many people bother with Atari anymore - and I won't stand by and watch
someone who writes a great piece of software get thrashed for his trouble.

Congrats on the lowball price for OS/2 - most of us paid retail.

>FYI OS/2 contained Word-processing/Scren blanker/Dos emulation/Windows
> integration/ etc. however no Atari 1050 emulation, perhaps something for
>OS/2 Klingon.

No need to be insulting. I know what OS/2 Warp comes with - I'm writing on
it now.

And you are also correct in that 1050 support has never been in OS/2;
not in 2.0, or the three 2.1 beta's I participated in, or in 2.1 (or the 2.1 Service
Pak), or in Warp. I went back to my library of Beta CD's to check.

>
>Fredrik Lundholm - d1dol@dtek.chalmers.se
>

Mark Statzer
mstatz@cei.net
Team OS/2

2568. Re: Interested in IDE-Harddisk-controller ???

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-06 00:00:00 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199509061726.MAA26959@mail.cs.utexas.edu>
Source record: 88690

>-supports single IDE-Harddisks 'till 504 meg a this time (but we'll working
> on a LBA-mode and master/slave solution - a question of software only)

Up to 504 MB? At one time? It is interesting, because, as you said below,
there will be only 8 partitions 16 MB each (= 128 MB). Or perhaps your
software can handle a disk up to 504 MB, but generally the disk size is
limited by the DOS to 128 MB. If so, why 504 MB ONLY?

>- we have no exact speed figures (they will follow), but you have DISKRX (
> diskmonitor by SPARTADOS) with over 32kBytes up in ca. 4 seconds !!!

So it is rather slow, isn't it? 32 KB per 4 seconds = 8 KB per second.
For me, such speed is incredible. Always thought, that such routine cannot
be slower, than 14 KB per second (because my first, very primitive routine
had such a speed).

Konrad
conradus@plearn.edu.pl

2569. Re: Ah...256K at last!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-06 00:00:00 UTC
From: slcsj@cc.usu.edu
Message-ID: <1995Sep6.102048.60669@cc.usu.edu>
Source record: 88691

On Tue, 5 Sep 95 20:00:44 -0500, Joe Walsh <ransom22@delphi.com>
wrote:

> I just received my Yorky 256K Upgrade from Richard Gore. I plugged
>it into my 800XL (a simple matter of putting the p/s plug into the yorky,
>the Yorky "p/s out" plug into the 800XL, and the PBI connector into the
>PBI slot), booted SpartaDOS X, and I now have an 11 bank RAMDisk. :)
> It runs MegaBlast (which requires a 130XE) perfectly, as well as
>other "130XE only" programs. It's fully RamboXL compatable, too.
>
> Man, this is gonna be great!

<grin> I loved my SDX RAMdisk when I first upgraded to 256K... :)

Jesse, your friend! | 486DX2-66
slcsj@cc.usu.edu | Atari Jaguar
http://cc.usu.edu/~slcsj/ | Atari 1200XL 256K ;)

Coming October 6, Plug in the WIRE!

2570. Re: Atari 8-Bit Hard Disk Systems

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-06 00:00:00 UTC
From: Jason Hedrick <102416.675@CompuServe.COM>
Message-ID: <42l4jdhjp1@mhade.production.compuserve.com>
Source record: 88692

John,
When ICD supported the Atari 8-bit computers, they produced a thing called the MIO, or Multi Input Output (I think). It had built in extra RAM for a Ramdisk, Serial and Parallel ports and a SCSI port for Hard Drives. I've heard that it is not reliable, but know of a couple of people who own them, and have no complaints. ICD's 8-bit product line was sold to Fine Tooned Engineering. The owner's name is Mike Hohman his Internet address is F.TOONED@genie.geis.com (I think).
The other available option is the Black Box by Computer Software Services, (CSS) owned by Bob Puff. I'll quote directly from the catalog for a brief description of the Black Box.
The Black Box is and add-on board for the Atari 600XL (64kb), 800XL, and 130XE computers. It is a T-shaped board that plugs into the PBI port of the XL computer, or the ECI and cartridge ports of the 130XE. Connectors for both types of computers are built into the Black Box, so no adaptor boards are n necessary. A cartridge port is available on the board itself for 130XE users, since the board plugs into the cartridge port. The board is 12 inches wide and 3 inches deep, sitting back 3 inches from your computer. It has two switches, two push-buttons, and a set of DIP switches on the top.
The Black Box provides many unique and useful functions. The four primary functions are:
RS-232 serial modem port
Parallel printer port
SASI/SCSI hard disk port
Operating system enhancements
END QUOTE.
I own neither of these, but given the choice, it will be the Black Box. Not only does the Black Box do all that stuff, it does a LOT more. Also available is a floppy board add-on that allows you to hook up industry standard IBM compatable floppy drives. (5 (scratch that.) (5 1/4 " and 3.5" 1.2 Mb and 1.44 Mb, respectively, and the 8 inch floppies.) It also does a host of other stuff. I hope this has been helpful. Here's Computer Software Services' address and phone number. By the way, they now answer the phone, "New life electronics...". I don't know why. I haven't asked. But it's the same place, and the same stuff...

Computer Software Services
P.O. Box 17660
Rochester, New York 14617
Phone:(716) 429-5639
FAX:(716) 247-7158
BBS:(716) 247-7157
Give'em a call, and ask for the free catalog of Atari 8-bit products, and tell them Jason Hedrick sent ya.

--

Jason Hedrick

2571. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-06 00:00:00 UTC
From: ud264@freenet.Victoria.BC.CA
Message-ID: <1995Sep6.042524.13054@freenet.victoria.bc.ca>
Source record: 88693

Joe Walsh <ransom22@delphi.com> wrote:

>When you find your perfect platform (in my case, the Atari, obviously),
>and you stick to it, you're coming out ahead. I mean, sure, some day
>it will be impossible to run Atari software on an Atari computer - the
>disks, drives, and other "fragile" pieces of the system will go kaput
>someday. And at that time, I'll have to go out and buy the latest
>computer, whatever that happens to be.

Before your current system goes "kaput", you should start visiting the local thrift stores. Before long, you should be able to aquire some extra Atari disk drives & computers so you will never have to worry about the day arriving when you will be forced to buy a computer that gets Bill Gates official seal of approval.

It is worth noting that the prices of Atari computers at some thrift stores are quite good. An Atari 800 system that originally cost over $1,000 can be sometimes had for as little as $10. Not long ago I purchased 50 disks of original Atari 8bit commercial software for $7. No docs and some of the disks didn't run but for $7 it was still a good deal.

Ted Skrecky (GCACE ST Librarian)
ud264@freenet.victoria.bc.ca

2572. Re: Ah...256K at last!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-06 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <DEHnsx.KnL.0.-s@cs.vu.nl>
Source record: 88694

Joe Walsh <ransom22@delphi.com> writes:

>Howdy,
>
> I just received my Yorky 256K Upgrade from Richard Gore. I plugged
>it into my 800XL (a simple matter of putting the p/s plug into the yorky,
>the Yorky "p/s out" plug into the 800XL, and the PBI connector into the
>PBI slot), booted SpartaDOS X, and I now have an 11 bank RAMDisk. :)
> It runs MegaBlast (which requires a 130XE) perfectly, as well as
>other "130XE only" programs. It's fully RamboXL compatable, too.
>
> Man, this is gonna be great!
>
> (Sorry, just had to gush about this, as I think it's pretty
>neat:)

Hmm... maybe the time has come for me to get such an animal too.
What's the price of it? And, btw, does it _add_ 256 KB (which gives
your machine 320KB) or does it _expand_to_ 256 KB ?

>-Joe

Ivo

2573. Re: Weekly Posting of New: aka what is APE

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-06 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <145057@cup.portal.com>
Source record: 88695

My son got it to run under OS/2, but only in a full DOS window with something like 98% of multitasking pointed at it, I'd have to double check with him.
IMO: As you stated, some of the info that's important will either be found in the OS listing or DOS source code, but it may not be what we expected at first. I think what happens is the first thing DOS/OS does when it looks at a drive is send a SIO STATUS request regardless of what the real operation is going to be. This makes sense, because of things like moving the head the time out values are set to nothing<well, I should look them up> for the status

request & if the drive doesn't respond the DOS/OS doesn't waste a and a few seconds for all the other commands. I think the longest time out is for things like disk format, quickest is status. It's not that hard to check, we could do our own SIO status requests with various time outs to see if it's a problem.
Rick

2574. Re: Weekly Posting of New: aka what is APE

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-06 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <145058@cup.portal.com>
Source record: 88696

Steve, I'll get on it but as you know I'm a little more then slow about getting stuff out. As I think about it, what would really

make sense is just a simple jumper block that reroutes the Atari CMD line to a different IBM input. That way it would be usable with all versions of the software.

Rick

2575. Re: 1.44, XF551 - Possible?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-06 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <42l50g$mur@blackice.winternet.com>
Source record: 88697

> Rick_Michael_Cortese@cup.portal.com writes:
> Rich: A huge problem with getting the XF551 to read more then 256 byte
> sectors is it only has the on board 256 bytes of ram in the 8032/8052

(SNIP)

>
>>>>
Okay, Bob Puff installed a RAM, size unknown to me, to handlle
the 512 Byte sectors. I guess what I would have to add a 32K RAM to do the
same thing for a 1.44 Meg floppy. The RAM would hold one complete Track
(1024 x 18 sectors). Would even support 20 sectors/track I use this on my
STe and FALCON so long as I'm not going to be using them on a PC.
OOPS! That should be 32K by 8 RAM.
For me the problem would be the software (SDX & MyDOS support)
and the Firmware (XF551 Micro Code). I do have access to a PROM
Burner, DATAIO model 29B. I also hate to reverse engineer software
especially when it's already been done.

Anymore Ideas, Comments? Please!

Rich Mier

2576. Uploaded: Atari 800 Emulator for Unix + Amiga

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-06 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1995Sep6.225100.937@signus.demon.co.uk>
Source record: 88698
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

I have just uploaded the latest version (0.1.9) of my Atari 800
Emulator for Unix and CBM Amigas + AGA chipset.

If can be obtained via ftp from:-

ftp.demon.co.uk (158.152.1.44) in /pub/emulators

Changes in 0.1.9

- Corrected bug in IRQST and IRQEN
- Corrected minor bug in player missile collision detection
- Amiga version is now full screen + Menus
- Faster disk I/O
- Added ATARI800 environment variable. This allows the emulator to be
run from different directories. If ATARI800 is unset it will still
try to load the OS images from object/ below the current working
directory.
- colours.h replaces colours.dat
- Added man page.
- New way of handling Joysticks, Triggers, Paddles and Console Keys
- Corrected handling of CHBASE which was causing K-RAZY ANTIKS to
display garbage.
- Corrected handling of VCOUNT which was causing screen handling
errors in Star Raiders (galactic map) and Henri (game screen).
- Added Sound API. A test sound implementation is available for
the Linux SVGALIB version via /dev/sequencer - It's not very good
and has only been used to test the API. It is enabled by starting
the program with the -sound option. Listen to the title screens
of Necromancer, K-Razy Antiks and Henri (these are the best
I've heard).
- argc and argv are passed to the platform specific initialisation
code - Atari_Initialise(). This allows platform specific options
like -sound on the Linux SVGALIB version.
- Extra Amiga options -ocs -ecs and -aga. Currently the default is
AGA. The -ocs and -ecs have been tested on an A1200 with the
OCS and ECS emulation modes enabled. At the moment it is not
guaranteed to work on real OCS or ECS equiped machines since it
has only been tested under Workbench 3.0. Hopefully someone will
provide some feedback.
- Another two Amiga options -grey and -colour. The -grey option
produces a grey scale display on OCS, ECS and AGA machines. The
-colour option produces a full colour display on AGA machines and
up to 32 simultaneous colours on OCS and ECS machines.

- The DOUBLE_SIZE compilation flag for the X11 version has been replaced by a runtime options. The runtime options are -small, -large and -huge.

Bye for now
--
David Firth <david@signus.demon.co.uk>

2577. APE 1.06 Now Available

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-06 00:00:00 UTC
From: stucker@nyx10.cs.du.edu
Message-ID: <42lamv$oo0@nyx10.cs.du.edu>
Source record: 88699

Thanks to everyone for thier messages of support. I have decided
to make APE 1.06 available, and I will be uploading it to archive.umich.edu
and James King's ftp.xmission.com archive later tonight.

As always, if you cannot locate APE at one of these sites as
APE106D.ZIP, please feel free to e-mail me and I willbe happy to send
you a UUENCODED copy of the archive. Please send e-mail to classics@nacs.net

Here is a small summary of APE and the changes since v 1.04, as taken from
the 100k APE Users Manual.

9/2/95 Added of improved since APE 1.04:

* Titles added to file selector
* TAB can now be used to edit file selector path/filespec
* Misc HELP screen fixes
* Found memory leak in load disk image routine, fixed.
* Added first Diskcomm3 -> ATR conversion code
* DCM -> ATR converter now part of APE program, option [A]
* DCM -> ATR converter can now handle batch processing
using wildcards
* DCM -> ATR converter now asks if you want to mount the
image you just converted (if you convert only 1 image).
* Integrated new COMM routines, speed and reliability improved
* Verified HAPPY HS I/O w/ Diskcomm3, ok.
* Verified Ultraspeed I/O w/ Bitter Reality Demo, ok.
* APE now rejects corrupt/invalid ATR files
* HAPPY SECTOR COPY from the Happy System Disk verified to
work ok.
* Bug in Happy write routine found and fixed.
* Bug in computation of high sector numbers found and
squashed. Nobody complained about this, anyone out
there? :)
* Added UART/COMM configuration screen and code, now available
in [Z] Configuration, [4] Option 4.
* UART/COM settings now saved in APE.CFG
* Eliminated '.' from file selector, useless entry and its now
easier to navigate using the browser.
* Added '>' and '<' commands to traverse directory tree, as
requested for spartados users.
* PC Mirror updated to work a 2x speed w/ Happy HS I/O

** PC Mirror now compatible with Spartados. Can now copy files
of any size from the PC mirror into spartados using COPY,
XCOPY, etc. Spartados still has a bug in its i/o routine
but i found a way around it.

* Happy HS I/O writes were still causing jumps to ultraspeed
on occasion. Found a problem in the timing code and its
now a very solid routine.
* XF551 high speed I/O didnt work most of the time, again nobody
reported this monster bug. Fixed and verified with XFTOOLS.ZIP.

* Much of APE recoded and optimized. Many sections were in
the orignal beta 'just make it work' form and were real
electronic elephants. A few sections of non time-critical
repetitive code centralized. Code and data segment sizes reduced
signifigantly and program speed increased.

* Started recoding I/O routines for 3x SIO.
* Recoding of 3x SIO routines finished.
* Patched WARP.COM to allow 3x SIO speed, now renamed to
APE_WARP.COM to avoid confision. Verified reads and writes
with MyDOS 4.53.

** Added support for 3x SIO speed using Spartados 3.2g with
NO DRIVER REQUIRED. Spartados now boots in APE+ (3x SIO)
mode automatically.

* 'Force' in the help screed was spelled 'Forse', duh.
* Added Spartados Configuration Menu (Cfg [Z] Option [5]) to
allow selection of default Spartados speed for very slow
PC machines that cannot handle 3x SIO.
* 3x SIO verified NOT to work with Spartados versions 3.2d and
earlier. Spartados SIO routines in these versions cannot
keep up with APE+ SIO and get choppy.
* Cursor turned off, guess it annoyed some folks just sitting there
and blinking.
* Added 'APE+' display to indicate 3x sio running.
* APE+ SIO (3x) verified to work w/ 3.2g in single and double
density.
* APE+ SIO (3x) verified to work at 3x speed w/ bitter reality
demo. Any program that follows the Spartados model should
work w/ APE+ IO.
* APE+ SIO (3x) verified to work with MyCOPIER at 3x SIO speed.
* APE+ SIO (3x) verified to work w/ Diskcomm3

** Added support for 'simple' PROTECTED DISK images. Protection
information is stored in a 1k file of the same name with
the extension '.PRO'. Sample disk images:

APPLE.ATR/PRO - Apple Bandits protected version
SPY.ATR/PRO - Spy vs Spy protected version

* Fixed a bug in the DCM->ATR conversion code, leftover
junk from the standalone version eliminated.

* Fixed PC MIRROR to allow APE+ (3x) sio access.

* Screen blanker added, now blanks screen after 2 minutes of
keyboard and SIO inactivity.

* Ultraspeed timing tightened, better performance.

[The following code is complete, but is not included in APE 1.06
because without the ability to use the READ/WRITE TRACK commands
properly, they are not really useful except for show. When I
get a Happy/Archiver drive to test with, these may be included]

* Happy Controller Ram emulated.
* HAPPY System Disk now recognizes APE as HAPPY w/ Controller
Option installed.
* Happy Tracer Buffer emulated. HAPPY system disk now recognizes
its presence and displays it contents.
* Happy code buffer emulated and high speed transfers
working. Able to completely load 'BACKUP ANY DISK' and
accept drive programming.
* Happy move head command recognized
* Archiver READ TRACK command recognized, only response figured
out so far indicates a totally empty track.
* Archiver FORMAT TRACK command accepted.

And finally a small summary of APE taken from the Users Manual:

WHAT IS APE?

APE is an advanced serial application capable of emulating
an entire subsystem of devices on the Atari 8 Bit SIO bus.

WHAT HARDWARE IS REQUIRED?

APE talks to the SIO bus of your Atari 8 bit home computer using
an SIO2PC compatible serial cable. This serial device provides
the hardware required to convert the voltage levels present on
the Atari SIO bus to levels compatible with the PC serial port.

This device hooks directly to the SIO port of your atari computer,
and to the serial port of your PC compatible computer. No
interface or other additional hardware is required!

WHAT SIO HARDWARE DOES APE EMULATE?

The following SIO hardware and command systems are supported:

* Full cooperation with REAL sio devices, such as disk drives.

* Special APE+ 3x SIO mode! 1.5x faster than Happy Warp Speed
and US DOUBLER Ultraspeed. Functions transparently under
Spartados, no patch or loader required!

* SpartaDOS ULTRASPEED I/O in any drive/density
* Upto 8 Diskette Drives
* Single, Double and 1050 Enhanced Density for any drive
* Disk images of upto 16 megabytes in size!

* PC MIRROR drive gives access to files on your PC hard drive with
any dos and at all SIO speeds, including APE+ 3X SIO!

* REGISTERED users may now WRITE files to the PC mirror, making
file transfers to your PC as easy as using the
DOS Copy command

* Emulation of some PROTECTED disk images.

* Emulation of the Atari 850 interface, allowing you to use
your PC modem and printer from any atari application that
can use the 850 interface. 100% 850 stage 1 compliant.
* Hardware flow control for the PC modem using the R: device.

* Basic SIO Commands Supported
- Read Sector
- Write Sector
- Put Sector
- Disk Drive Status
- Controller Format Diskette
- Controller Format Enhanced Density Diskette
- Read Percom Extended drive configuration block
- Write Percom Extended drive configuration block
- Get 'Speed Byte'
- Ultraspeed I/O Sector Skew Format Diskette
- Print to 850 interface

* XF551 High Speed Read Sector
* XF551 High Speed Put Sector
* XF551 High Speed Write Sector
* Happy Warp Speed Read Sector
* Happy Warp Speed Put Sector
* Happy Warp Speed Write Sector
* Happy 'Are You Happy?' Command
* Happy Read Status Command
* Happy Format Diskette
* Happy Init Controller
* Happy Reset Drive
* Happy Set Unhappy Command
* Happy Set Fast Write
* Happy Force Protect
* Happy Force Write

[Extended Happy Stuff]
* Happy Tracer Data
* Happy Controller Option RAM
* Happy Drive Program Area

WHY USE APE?

Buying or building this interface, and purchasing the REGISTERED
version of APE will be one of the the best investments you can
possibly make in your Atari computer.

THE PRICE FACTOR

For less than the price of a SINGLE 'refurbished' 1050 disk drive from one of the few remaining atari 8 bit dealers you will receive all the following:

a) Emulation of 8 disk drives, each of which may hold a disk image of upto 16 MEGABYTES. Thats 128 megabytes of information and programs at your fingertips at all times!

b) Each emulated disk drive is also capable of emulating the Spartados US Doubler ULTRASPEED (2x), XF551 Warp Speed I/O (2x), Happy Warp Speed I/O (2x), APE+ Warp Speed I/O (3x).

This enables your disk access to be more than three times as fast as a standard 1050 disk drive using Spartados, Happy Warp Speed Dos, Mydos, and other high speed operating/dos systems and copy programs or just ANY dos using the Happy Warp Speed OS patch.

c) Using APE is like having a hard drive equal to that of your PC on your Atari, and for a SMALL FRACTION of what a similar system would cost for your 8 bit. APE also preserves the value of your existing PC hardware by making it available to use on your Atari also.

Ape does ** NOT ** erase and reuse your PC hard disks, it stores data in 'disk images'. Disk images are regular PC files (like this one) that mimic the size and format of a real Atari disk. They may be as small as 90k, the size of a Single Sided/Single Density 810 disk. And as large 16 megabytes, 65,535 DOUBLE DENSITY SECTORS.

If you previously used the software 'SIO2PC', your old SIO2PC disk images are 100% compatible with APE. APE itself creates images that are backward compatible with the SIO2PC .ATR format.

d) Transparent access to your PC printer from any atari 8 bit application, without the use of any special atari software. APE intercepts and replies to all SIO commands sent to the P: (printer) device and passes that data on to your PC printer. APE also is capable of preforming translations of this data on the fly to match the specifications of your PC printer!

e) Direct access to any file on your pc hard drive, from your Atari using the powerful PC MIRROR function. Transfer files to and from your MSDOS filesystem using only your Atari Dos copy function! No other software can offer this revolutionary feature!

f) Transparent access to your PC *MODEM* from most any Atari terminal program that is compatible with the Atari 850

interface! APE responds to stage 1 calls for the 850 interface R: (modem) handler, making it virtually 100% compatible with most terminal programs.

APE continues to provide access to your disk drives even when running in concurrent i/o. This allows you to do things such as run a BBS, download files, etc all without having ANY real atari disk drives or modems attached to your computer! (or wallet :)

The registered version of APE provides automatic HARDWARE flow control, allowing you to access modems transmitting data faster that 19.2k.

Note: Concurrent I/O is the special serial bus mode the atari uses to communicate with the 850 interface, modems and other streaming serial devices.

g) Reliability. You will never fear your data being lost to a bad floppy disk. Your files and data will rest in file on your PC hard drive, and can be backed up to a PC tape drive, etc. The same as your other valuable PC data.

And MUCH MORE! Read on to discover all the powerful features of APE.

2578. Re: 1.44, XF551 - Possible?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-06 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <145075@cup.portal.com>
Source record: 88700

Idea, but not a heck of a lot of help probably. You could see if you
can find Wooley's article. He lists the bytes/offsets for making the
5.25" to 3.5" upgrade. It will still mean you have to figure out a heck
of a lot, but it's a starting point. I don't think I even know somebody
that knows how to write 8050 code let alone disassemble & figure it out.
There's a couple of dozen outfits that sell 8050 disasemblers, but they
want something like $50 which is a little high for a one time project.
Rick

2579. Re: Ah...256K at last!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-06 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <BjIj8ny.ransom22@delphi.com>
Source record: 88701

Ivo van Poorten <ipoorten@cs.vu.nl> writes:

>Hmm... maybe the time has come for me to get such an animal too.

Hurry...he only has one left, as I understand it.

>What's the price of it? And, btw, does it _add_ 256 KB (which gives

The price is $90 US, post paid. i dunno about prices in other
currencies and/or to other countries.

>What's the price of it? And, btw, does it _add_ 256 KB (which gives
>your machine 320KB) or does it _expand_to_ 256 KB ?

It /expands to/ 256 KB. Sorry for the confusion.

-Joe
--

---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2580. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-06 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <BjCAMp7.ransom22@delphi.com>
Source record: 88702

Ted Skrecky <ud264@freenet.Victoria.BC.CA> writes:

>Before your current system goes "kaput", you should start visiting the
>local thrift stores. Before long, you should be able to aquire some
>extra Atari disk drives & computers so you will never have to worry
>about the day arriving when you will be forced to buy a computer that
>gets Bill Gates official seal of approval.
>
>It is worth noting that the prices of Atari computers at some thrift
>stores are quite good. An Atari 800 system that originally cost over
>$1,000 can be sometimes had for as little as $10. Not long ago I
>purchased 50 disks of original Atari 8bit commercial software for $7.

That's good advice. In previous years, I have focused on the
breadth of my system - that is, I tried to acquire as many /different/
items as possible. While there is some overlap (ie, I have three Atari
800's), mostly I have lots and lots of different items.
Now, though, I'm concentrating on system depth. I'm attempting
to get a reasonable number of backups of the items I use most frequently.
That will provide a number of additional years of usefulness.
Still, there will be some point at which I won't be able to use
the 8-bit anymore. That'll be a sad day, indeed. Until then, I'll be
thumbing my nose at Bill Gates. :)

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2581. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-07 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <42ls53$2ck@news1.halcyon.com>
Source record: 88606

Joe Walsh <ransom22@delphi.com> wrote:
>
> I did it. I just gave my MS-DOS box to a soon-to-be in-law. I am
>now an Atari8-only user.

I'm envious. I'd do the same thing for a whole bunch of reasons, but I
have delusions of actually being able to do something on a modern
computer that makes me a whole load of money so I can limit my
involvement in the computer world to writing Really Nifty Atari Games....

James Hague
junkster@halcyon.com

2582. Re: Weekly Posting of New: aka what is APE

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-07 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <42mifb$jhm@nyheter.chalmers.se>
Source record: 88607

In article <42jr13$d62@news.cei.net>, <mstatz@cei.net> wrote:
>In <42hse9$9id@nyheter.chalmers.se>, d1dol@dtek.chalmers.se (Fredrik Lundholm) writes:
>>
>No, It doesn't. It also doesn't mean that you should expect Lotus 123 & then
>tell 'em they suck when there are problems with it, thereby chasing them off,
>never to bother to write Atari8 software again...

I have my personal views on crippleware, on any platform.

>I'm not asking you to shut up - I'm asking you not to beat the poor guy over
>the head with a stick until updates come out.

You'r correct on that part, most of the things I wrote would be incorporated
anyhow, sooner or later, and I can understand work in progress, actually
I only wanted to reflect what I thought would make an improved product.

>
>Not many people bother with Atari anymore - and I won't stand by and watch
>someone who writes a great piece of software get thrashed for his trouble.
>
You didn't.

>No need to be insulting. I know what OS/2 Warp comes with - I'm writing on
>it now.

actually I noticed the IBM newsreader/2 in the header in the last post aswell.

>
>And you are also correct in that 1050 support has never been in OS/2;
>not in 2.0, or the three 2.1 beta's I participated in, or in 2.1
>(or the 2.1 Service
>Pak), or in Warp. I went back to my library of Beta CD's to check.

Perhaps your also experienced in OS/2 programming?
How are IRQ's handled under OS/2
Are process-priority easily changed dynamically?(manually from another
process or thread)
(or do you have to set os/2 to static multitasking first?)

WFR: Fredrik Lundholm - d1dol@dtek.chalmers.se

2583. FS: XE Game System - $45

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-07 00:00:00 UTC
From: benjohnson@aol.com
Message-ID: <42lsll$dtb@newsbf02.news.aol.com>
Source record: 88608

```
*
*
* Hmmm, somewhere in a parallel universe, Atari 2600's
* were packaged with a small sample of dog food and a
* copy of Chase the Chuckwagon, and Combat was
* a promotional cart you got for saving the UPC codes
* off of six AK-47's
***************

Did you ever want to play those 8-bit Atari Carts in style, well the
XE Game System is for you. It was Atari's last ditch effort to
market their 8-bit computer technology for game use. It comes
with a detachable keyboard (not normally needed for most cart
games), and is the same kind of gray color as the Atari ST
computer line. Quite nice looking and really compact. On the back
it has the same drive cable slot of all the Atari 8-bit systems, a RF
output for your TV, and composite and audio outs for a
composite monitor. It comes with power supply and two high quality
Wico joysticks. All for only $45 + $7 shipping. For $5 more add the
following cart games: Asteroids, Pac Man, Missile Command and Centipede.
30 day warranty included.

***************
* Hmmm, somewhere in a parallel universe, there are
* commercials where little human babies are chasing
* a chuckwagon.
*
*
```

2584. Re: Found HARDWARE UPGRADE FAQ from Feb 1995

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-07 00:00:00 UTC
From: RC2@GANET.NET
Message-ID: <OxuTwcaZBsHX083yn@GANET.NET>
Source record: 88609

In article <DEGoHL.607@ridgecrest.ca.us>,
naslund@ridgecrest.ca.us (howard) wrote:
} Atari's entry into the 80 column field was the much maligned
} XEP80. For maximum compatibility, the XEP80 attaches to the
} computer via a joystick port. It includes three character sets,
} 8k internally, and a parallel printer port. The software provided
} by Atari supports a 320x200 graphics mode. This mode only
} supports direct bit images. Hacks have been released which hook
} the XEP80 on via the parallel bus.

Does anyone know anything else about this hack of the XEP80 to the PBI?
Does it speed it up?

}MIO
}
} ICD manufactured this wonderboard in 1987. Connected to the
} PBI or ECI, it provided either 256k or 1Meg of RAM, two RS232
} ports, a parallel printer port and a SCSI hard drive port.

I just recently got one of these, but it only has one RS232, the other
port is labeled for 80 Columns. Anyone have any insite? (I haven't
got a chance to go through the docs yet.

Ryan 'Gozar' Collins RC2@GANet.net

"You can count on others, but its better to use your own fingers and toes"

http://www.ganet.net/~rc2

2585. Comparing Atari Graphix (8-bit, 7800, 5200, etc)

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-07 00:00:00 UTC
From: astaude@silas.cc.monash.edu.au
Message-ID: <42o25h$fe7@harbinger.cc.monash.edu.au>
Source record: 88610

Just wondering what the difference in graphic capabilities is between
the different 8-bit Atari Machines - ie the 7800, 5200 the 8-bit
computers, 800XL, 1200XL etc.


```
_ _
( \-/ )_.-'"``-._ "My Cat, Wolfy"
o o `| -._ )-;-,_`)
=(v_,)= _ )--\\ ``-' astaude@silas.cc.monash.edu.au
_.- _..-_/ / ((_/ (Anthony Staude)
((_.-' ((_/ ((_/
```

2586. FS: 800 system

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-07 00:00:00 UTC
From: mjr1769@tntech.edu
Message-ID: <1995Sep7.213252.14227@atlas.tntech.edu>
Source record: 88611

All of this goes together,it's a package deal!
For Sale:

Atari 800 w/48K
Atari 410 cassette drive
Atari 1050 disk drive
Commodore 1702 color monitor
Panasonic KX-P1090 printer (80 column,dot matrix,does graphics,
tractor or friction feed)
Ape-Face XLP printer interface (RS-232)

Atari- Atariwriter (cart)
BASIC (cart)
Basketball (cart)
States and Capitals (cass)
Conversational Spanish (cass)
Sublogic- Flight Simulator II (disk)
Koala- Micro Illustrator (disk)
WITH Koalapad touch tablet
Antic(APX Classics)- RAMbrandt ver. 2.0 (Compatible with touch
tablet or joystick, converts MicroIllustrator
files. Also prints files.
All of the above are in original boxes with documentation,
except the 800 and 410, which don't have the original box.
All of this equipment is in good shape. Of course, all cables and power
supplies are included.

You pay shipping. Make me an offer on this system!

MJR1769@gemini.tntech.edu

2587. building an 850, possible?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-07 00:00:00 UTC
From: ext287@neb.com
Message-ID: <ext287-0709951338000001@198.112.81.60>
Source record: 88612

Anyone know of schematics to build an 850 from scratch?
This might make alot of new Rainbow users, etc. pretty happy...

2588. Re: IDE Drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-07 00:00:00 UTC
From: heller@cdnow.com
Message-ID: <42norf$dap@netaxs.com>
Source record: 88613

Konrad Kokoszkiewicz (CONRADUS@PLEARN.EDU.PL) wrote:

Stuff about 512/256k sectors...

How about a hardware interface that always reads the lower 256 and upper
256k and only passes the requested part to the atari... and on writes..
it would replace its buffer with what is being written then write the new
data and the old cached data to the 512 area. Of course, for a random
write somewhere you would need to first READ the 512 data then update..
which makes a big slow down...

Is this how its being done?
--
A. Karl Heller - Making the world safe once again. heller@cdnow.com
---
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.
heller@cdnow.com - The World's Largest Online Music Store

2589. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-07 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <pLDjEd4.ransom22@delphi.com>
Source record: 88614

James Hague <junkster@coho.halcyon.com> writes:

>I'm envious. I'd do the same thing for a whole bunch of reasons, but I
>have delusions of actually being able to do something on a modern
>computer that makes me a whole load of money so I can limit my
>involvement in the computer world to writing Really Nifty Atari Games....

Heh. Well, you never know, you could be the next Bill Gates (or
at least Chris Crawford). :)

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2590. Re: Weekly Posting of New: aka what is APE

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-07 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <42mj72$jl2@nyheter.chalmers.se>
Source record: 88703

In article <42k4nd$qc3@nyx10.cs.du.edu>, <stucker@nyx10.cs.du.edu> wrote:
>Fredrik Lundholm (d1dol@dtek.chalmers.se) wrote:
>: In article <144849@cup.portal.com>,
>: <Rick_Michael_Cortese@cup.portal.com> wrote:
>
>Actually, FYI the 'arm movement' takes place after the first and most
> time critical ACK. If you miss the first ACK, everything gets desynched
> and you lose at least one command frame.

Yeah, I don't know how IRQ's are treated under OS/2, however if
you could have a small, efficient, assembler IRQ handler that just
ACK's and perhaps raises APE-priority in OS/2 It would be very doable.
(Without switching task first)
(This is how you implement efficient multitasking in ADA83 running on
ex. 68000 processors)

Well, now it turns into a native OS/2 app soon.. :-)

d1dol@dtek.chalmers.se

2591. Atari 8bit CD's

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-07 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <42lj19$mdj@news.xmission.com>
Source record: 88704

The first wave of Atari 8bit CD's went out last week. Let me know when you all start getting them. . .

I'm still waiting for 5 more to be created before I can mail them out. I anticipate getting them tommorow and will ship out by Friday.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2592. Testing

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-07 00:00:00 UTC
From: RC2@GANET.NET
Message-ID: <5xfTwcaZBgPQ083yn@GANET.NET>
Source record: 88705

```
--------------------------------------------------------------------------------
Ryan 'Gozar' Collins RC2@GANet.net

"You can count on others, but its better to use your own fingers and toes"

http://www.ganet.net/~rc2
--------------------------------------------------------------------------------
```

2593. Q: RAMDISK Programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-08 00:00:00 UTC
From: apatpgpauman@apa.apa.co.at
Message-ID: <42p01r$44a@news.Austria.EU.net>
Source record: 88615

Hi everybody !

Can anyone help me in finding out
how the RAMDISK upgrades are integrating
their memory into the computer?

I know how the 130XE works because it's
described in the manual (PORTB of PIA).

But how do other upgrades (like the 4MB
from ICD or Mars8) work ? As I calculated
this, you need 7 bits to access 4MB in a
32K window (which won't suite into the
PORTB of PIA because 3 bits are used by
ROM, Selftest and BASIC) and it wont't
be compatible with 130XE because
ANTIC and CPU can't access different pages,
right?

Anyone out there who digged out some information?
Please let me know,

Thanx, mario

2594. Re: Found HARDWARE UPGRADE FAQ from Feb 1995

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-08 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DEK8vJ.9Ku@iglou.com>
Source record: 88616

In article <OxuTwcaZBsHX083yn@GANET.NET>,
Ryan 'Gozar' Collins <RC2@GANET.NET> wrote:
>}MIO
>}
>} ICD manufactured this wonderboard in 1987. Connected to the
>} PBI or ECI, it provided either 256k or 1Meg of RAM, two RS232
>} ports, a parallel printer port and a SCSI hard drive port.
>
>I just recently got one of these, but it only has one RS232, the other
>port is labeled for 80 Columns. Anyone have any insite? (I haven't
>got a chance to go through the docs yet.
>
I have a 256K MIO, and I'm sure some others reading this newsgroup have
them. There is only one RS232 port; the "80 column" port would have
required an additional board, which was never produced. The 80-column
port and the serial port are identical-looking side-by-side 9-pin
connectors, so the confusion is understandable. ICD chose to use
Atari-standard printer and serial connectors and an IBM-standard monitor
connector.

--
Directions: Use only as directed.

2595. Re: DCM2ATR for DOS

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-08 00:00:00 UTC
From: pmorrisb@cix.compulink.co.uk
Message-ID: <DELAKH.BMx@cix.compulink.co.uk>
Source record: 88617

> pmorrisb@cix.compulink.co.uk ("Phil Morris") wrote:
>
> >I've downloaded this and tried it and it converts my DCM files okay.
> >However, when go into
> >Xformer 2.52, press SHIFT F10, type A then D2:, it lists the files
with
> >some very unusual filenames, ie nothing that I can type in.
>
> Most DCM files are disk images, they have their own boot sectors, and
> are often not conforming to a known DOS directory structure. Try
> using the created images as D1:, i.e. XF252 disk.atr, if disk.atr was
> the converted .dcm file.
>
>
Thanks - I've now tried this but it now complains there is no Basic and
SHIFT-F10 won't give any options to load, save, etc.

Any other ideas please?

TVM,
Phil

2596. Plans of RS232 interface

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-08 00:00:00 UTC
From: mvan4490@novell.karlin.mff.cuni.cz
Message-ID: <86670.mvan4490@novell.karlin.mff.cuni.cz>
Source record: 88618

Have somebody? Could s.o. send it to me?

I tried send a mail to conf., but I am absolutely unsuccesful...

Milan

2597. Atari equipment for sale!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-08 00:00:00 UTC
From: Terry Ortman <102603.2652@CompuServe.COM>
Message-ID: <42q5tflpq1@mhafn.production.compuserve.com>
Source record: 88619

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV connector, original cost $599.00, Joysticks $19.95 each, asking $100.00 or best offer.

ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb (IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4 disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5 floppies, any IBM compatible printer, modem port for using any RS232C compatible external modem, includes Auto-Term Disk for Atari computers, CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS master Disk, CP/M Supplement Manual, modem cable, printer cable, original cost $695.00 for the ATR8000 Basic system, printer cable $39.95, Modem cable $39.95, asking $125.00.

Dual Floppy Disk Drives in case with power supply and cooling fan, connecting cable, for above ATR8000 or any IBM compatible computer. Case can hold 4 half height 5.25 floppies, original cost $895.00, Case alone is worth $89.95 at most supply companies, asking $85.00.

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers, manual, power supply, connecting cables, oil, original cost $399.95. Also have a non-working 1027, can be fixed at any Atari service center, both printers cost new $399.95 each, asking $100.00 for both of them.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very good condition, like new, supports single and dual density modes, includes manual, power supply, DOS 3.0 master disk and manual, as well as DOS 2.5 Master Disk, original cost $179.95, DOS 2.5 cost $25.00, asking $100.00.

Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers. Upgrades and replaces the 6502C in the computer with the 16-bit 65C816 CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up programs as much as 350% faster. The 65C816 processes 4 instructions per clock cycle (Only the new P6, 80686 Intel chip does that, besides this), as compared to the 6502 which processes one instruction per clock cycle. Original cost $249.95. Includes T816 assembler $75.00, Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks, valued at $25.00 each. Asking $250.00 for the entire package.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific programs, already wired for Turbo-816 installation, just need to re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the

256K DRAMs, asking $125.00.

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Send all inquiries/offers to: admiral@freebbs.com via Internet E-Mail,
or E-Mail reply to this, all serious offers will be considered! Will
also consider trading for IBM computer (80386SX at least).

--
Internet address: admiral@freebbs.com

2598. MPP Parallel Printer Interface for sale or trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-08 00:00:00 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <42q7b9$fe2@ucsbuxa.ucsb.edu>
Source record: 88620

I have an MPP Parallel Printer Interface for sale or trade.
It includes the Operator's Manual.

I would like $10 + shipping or you can offer Atari 8-bit cartridges

--

6500dtpt@ucsbuxa.ucsb.edu David Tipton

2599. Re: Q: RAMDISK Programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-08 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <42qb09$t93@blackice.winternet.com>
Source record: 88621

> apatpgpauman@apa.apa.co.at (Mario Paumann) writes:
> Hi everybody !
>
> Can anyone help me in finding out
> how the RAMDISK upgrades are integrating
> their memory into the computer?
>
> I know how the 130XE works because it's
> described in the manual (PORTB of PIA).
>
> But how do other upgrades (like the 4MB
> from ICD or Mars8) work ?

ICD didn't do a RAM upgrade past 256K, the RAMbo XL.
Newell did the 1 Meg and 4 Meg. As for the 4 Meg, it is NOT
compatitble with most software except BBS software. They all use
the PIA Port B, some slightly differently. Just more added logic to
determine if the CPU should be addressing Banked RAM or OS
RAM or BASIC or whatever. Oh yes, Scott Petterson did do a 576k
and 1 Meg. At one time I drew it all out but I have no idea what
I did with the schematic.

The Mars8 is new and not out yet but I think it relies
on changing the 6502 for a 65816.

> Anyone out there who digged out some information?
> Please let me know,
>
>
>>>>
Rich Mier

2600. Re: XM301 modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-08 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <42qb1t$5kl@charm.magnus.acs.ohio-state.edu>
Source record: 88622

In article <bwillard.88.00207F09@mindspring.com>,
Bruce Willard <bwillard@mindspring.com> wrote:
>Anyone know what term pgms work with the XM301? I just picked one up, but
>have no idea what will work other than the program that originally came with
>it.

1) Any program written for the xm301 or the 1030, such as 1030
Express.
2) Any program that can use different serial drivers rather than
having the modem code built in. This includes all the modern
programs that I'm aware of.

I believe Bobterm comes with a driver for the xm301.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2601. Re: XM301 modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-08 00:00:00 UTC
From: liamr@ren.us.itd.umich.edu
Message-ID: <42qav9$1n3@lastactionhero.rs.itd.umich.edu>
Source record: 88623

Any of the ones that work with the 1030. The one I always used was 1030
Express! (I think that's what it was called).

Bruce Willard (bwillard@mindspring.com) wrote:
: Anyone know what term pgms work with the XM301? I just picked one up, but
: have no idea what will work other than the program that originally came with
: it.

: Bruce Willard
: bwillard@mindspring.com

2602. Re: Comparing Atari Graphix (8-bit, 7800, 5200, etc)

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-08 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <42oltg$1hg@nic-nac.CSU.net>
Source record: 88624

I believe the 400/800/XL/XE and the 5200 have identical graphics capabilities, although I'm not sure that the 5200 supports GTIA modes (80x192x16/80x192x9).

The 7800 has much nicer (at least it sounds like it, I've yet to play a 7800 :( ) graphics, and not only has DLIs, but "DLI's *within* DLI's"..

So for example, one can change the color of the screen at some point down the screen on the XL, but one can also change the color of the screen at some point ACROSS it on the 7800.

At least this is what I think I remember hearing long ago - nobody quote me on this. :) Was I close to correct?

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2603. XM301 modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-08 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.88.00207F09@mindspring.com>
Source record: 88625

Anyone know what term pgms work with the XM301? I just picked one up, but have no idea what will work other than the program that originally came with it.

Bruce Willard
bwillard@mindspring.com

2604. Re: Atari equipment for sale!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-08 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <42qqmi$200@crl6.crl.com>
Source record: 88626

Terry Ortman (102603.2652@CompuServe.COM) wrote:
: ATARI Equipment, MUST SELL!!!
:
: ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
: connector, original cost $599.00, Joysticks $19.95 each, asking $100.00
: or best offer.

<Rest of this crap deleted>

Hahahaha! Original cost? Joysticks 19.95 each? *ROTFLMAO*
Hope no gullible persons fall for your scam; maybe this post will drive
them away. People, these prices are outrageous - keep looking
elsewhere. You'll find a much better deal anywhere else.

John
jvogel@crl.com

2605. Re: XEP80 and VT100: Has anyone done it? CAn you?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-08 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510101ac7607b40016@[137.22.11.119]>
Source record: 88627

>I am just curious if anyone has investigated what would be necessary to
>do VT100 emulation on the XEP80. You certainly would not have to worry
>about getting 80 cols. It is already there. Was there ever a BOBTERM
>upgrade? Is it that difficult? Thanks for your help. If given some o
>the answers I would be willing to sacrifice some sleep to se if it can be
>coded. - NO PROMISES it has been awhile :-)

Yes, VT850 has been the most serious attempt at VT100 emulation on the XEP80.

Yes, BobTerm comes with XEP80 support (but not VT100 emulation).

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Excellent at VT100 on the XEP80; 1200bps top speed
Merit/UMich: Telecomm/vt850b1.arc

BobTerm 1.22, shareware by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; excellent for BBSing
Merit/UMich: Telecomm/bterm12.arc

Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

2606. Re: WTB: SpartaDOS X

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-08 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510100ac7606a4c019@[137.22.11.119]>
Source record: 88628

>I heard FTE is selling SpartaDOS X? How can I get in contact with them? If
>not, does someone want to sell theirs?

Fine Tooned Engineering's SDX is sold by a number of 8-bit Atari vendors,
including B&C ComputerVisions and Computer Software Services.

B&C ComputerVisions
1725 De La Cruz Blvd Ste 7
Santa Clara CA 95050-3011
USA
tel: (408) 986-9960
FAX: (408) 986-9968
Phone Hours: Tue-Fri 10am-6pm
Retail Store Hours: Thu & Fri 10am-6pm, Sat 10am-5pm
Vendor: new/used hardware, commercial/PD/freeware/shareware

Computer Software Services
See also: Bob Puff
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Fine Tooned Engineering
P.O. Box 31270
Mesa, AZ 85275
United States
tel: (408) Get-REAL {438-7325} [Orders] (OLD??)
BBS: (408) 438-6775 (OLD??)
URL:mailto:ftooned@delphi.com
URL:mailto:f.tooned@genie.geis.com
Developer: BASIC XL, BASIC XL ToolKit, BASIC XE, MAC/65, MAC/65 ToolKit,
Action!, Action! ToolKit, Action! RunTime Package, P:R: Connection,
R-Time 8, US Doubler, Multi I/O 130XE Extender, FlashBack!, SpartaDOS X 4.22,
SpartaDOS 3.2g, SpartaDOS ToolKit, 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL,

RAMROD XL2, OSNXL, OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon,
Small Business Management, Small Business Management for the 130,
Express! Professional, MARS 8, Mini I/O II, Sweet 16

Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

2607. Comparing Graphics 400/800, 5200, 7800

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-08 00:00:00 UTC
From: DM9200@mm.appstate.edu
Message-ID: <42pudm$4e2@lester.appstate.edu>
Source record: 88629

I had a 7800 and it appeared neither better nor worse than the 8bit computers graphics-wise.

Atari could have saved themselves two failed systems if they had scrapped the 5200 and 7800 from the get-go in favor of an XE game system style system using the 8bit carts.

Imagine, a substantial base of software from the introduction, near zero R&D because all they'd've needed was a shell for a stripped down 400, and a pre-existing user base among the 400/800 users.

Those dumb a$$es. I shoulda run things. ;)

2608. Re: building an 850, possible?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-08 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DEL091.FEH@aston.ac.uk>
Source record: 88630

```
;Anyone know of schematics to build an 850 from scratch?
;This might make alot of new Rainbow users, etc. pretty happy...

I believe it may be possible to build a RS232 type device and
plug it into one of the joystick ports. If that isn't tough
enough, you then have to write the software, probably in
assembler.
```

2609. 6502/6507 data sheets?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-08 00:00:00 UTC
From: classics@nacs.net
Message-ID: <42r30r$5io@seka.nacs.net>
Source record: 88631
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

I need to find technical information on the 65(c?)02 processer used in
the computer series, and very much need information on the 6507, which
I believe was used in the Atari 2600.

Im specifically seeking the number of machine cycles each flavor of
each instruction requires to execute on each of these processors.

Also, even if ya dont know this stuff here is something im sure someone
here knows:

When using the BIT instruction, are the N, V and Z flags set off of
the Accumulator, Memory or the byte that resulted from the 'invisible' AND?

The 2 books I have on 6502 machine language are really vauge about this, one
even says just to avoid the instruction ;)

Also, does BRK *ALWAYS* vector through the address in $FFFE/F no matter
what type of machine the 6502 is installed in?

Thanks

Steve
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

2610. Re: Atari equipment for sale!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-08 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <42qdlh$f0f@bug.rahul.net>
Source record: 88632

Terry Ortman (102603.2652@CompuServe.COM) wrote:
: ATARI Equipment, MUST SELL!!!
:
: ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
: connector, original cost $599.00, Joysticks $19.95 each, asking $100.00
: or best offer.

Bwa ha ha! Try $20 for the whole thing.

: ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb
: ... asking $125.00.

Bwahahahahahahahahahaaaaaaa!

: Dual Floppy Disk Drives in case with power supply and cooling fan,
: connecting cable, for above ATR8000 or any IBM compatible computer.
: Case can hold 4 half height 5.25 floppies, original cost $895.00, Case
: alone is worth $89.95 at most supply companies, asking $85.00.

Bwahahahahahahahahahaaaaa! Care to name the supply companies?

: ATARI 1027 Letter Quality Printer, New in Box, with ink rollers,
: manual, power supply, connecting cables, oil, original cost $399.95.
: Also have a non-working 1027, can be fixed at any Atari service center,
: both printers cost new $399.95 each, asking $100.00 for both of them.

For a *1027?* Boo hoo hoo ha ha haaaaaaaa!

: ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very
: good condition, like new, supports single and dual density modes,
: includes manual, power supply, DOS 3.0 master disk and manual, as well
: as DOS 2.5 Master Disk, original cost $179.95, DOS 2.5 cost $25.00,
: asking $100.00.

Stop it, man, you're killing me!

: MUST SELL, will consider any reasonable offers on this equipment.

How about 20% of your asking prices?

: Send orders to:

[snip]

: Send all inquiries/offers to: admiral@freebbs.com via Internet E-Mail,
: or E-Mail reply to this, all serious offers will be considered! Will
: also consider trading for IBM computer (80386SX at least).

If you'll give me $2000 for a 386 system with 1 MB RAM and an 80 MB
hard drive, (Original cost: $2,500!!), then we'll talk.

--
ziggy29@rahul.net is Tim Irvin--husband, system administrator, grad student,
softball maniac. Find me at http://www.rahul.net/ziggy29 if you dare. I
may even add pretty pictures someday.
Softball '95: 31 games, 17-14, .612

2611. Re: Comparing Atari Graphix (8-bit, 7800, 5200, etc)

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-08 00:00:00 UTC
From: landon@netcom.com
Message-ID: <landonDEL5r6.M9B@netcom.com>
Source record: 88633

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: The 7800 has much nicer (at least it sounds like it, I've yet to play
: a 7800 :( ) graphics, and not only has DLIs, but "DLI's *within* DLI's"..

sort of. from my fuzzy memory, there's a horizontal display list
that fills up a buffer for display on the next scanline. i don't
believe that interrupts are generated for horizontal activity; the
beastie is basically DMA limited (certain number of stamps/line) and
you don't necessarily want the CPU to steal *more* cycles.

there seemed to be enough memory bandwidth to bitmap the screen (in
hires) a little more than twice. of course, this exceeded the amount
of memory in the unit, but with a stamp-like architecture this is
really the point.

: So for example, one can change the color of the screen at some point
: down the screen on the XL, but one can also change the color of the
: screen at some point ACROSS it on the 7800.

you can do this on a 400/800, too. you just have to be *real*
careful about the refresh counts, or mask the jitter with a foreground
object (this is SOP on some Sega h/w due to some chip-level bugs, i
have read...).

--

landon@netcom.com when their eloquence escapes me
R1100GS, R100GS, TransAlp their logic ties me up and wrecks me...
DoD #1475 -- the police

2612. Re: Atari equipment for sale!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-08 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Sep08.182844.5128@wariat.UUCP>
Source record: 88634

I don't think we should laf at what we think are high prices. Probably
the prices will not bring offers, but it supports the value of our own
stuff. I'm glad somebody thinks this stuff is worth so much. I remember
someone who wanted, like, $10 for single issues of Antic. It was
interesting, somebody else thought they must be real rare colletor's
items.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
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****

2613. Re: Atari equipment for sale!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-08 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <42r57f$ihr@crl2.crl.com>
Source record: 88635

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: I don't think we should laf at what we think are high prices. Probably
: the prices will not bring offers, but it supports the value of our own
: stuff. I'm glad somebody thinks this stuff is worth so much. I remember

*Bullsh*t*
You're not the sucker who pays for it and thinks he's getting a good deal.
I would pity the fool who would fall for this scam.

That's all I'm gonna say; personally, this sounds like a troll.

John
jvogel@crl.com

2614. Re: 6502/6507 data sheets?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-09 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <145303@cup.portal.com>
Source record: 88636
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Steve; Number of cycles is a little long, something like 156 op codes
depending on mode i.e. LDA $1000 vs LDA $00 vs LDA $30. I believe there's
also a problem with # of cycles changing if a page is cross, i.e.
$600 BNE $610 ;Takes 2 cycles
$600 BNE $5F0;Takes 3 cycles.
So really, you don't know, can't know, how many cycles your code will
use until after you've assembled it & find out if you're crossing page
boundries. I don't have the instruction cycles in electric form, but
it's only a page or two in most books, like p374-375 in Zaks, I'll make
a copy for you.
The BRK instruction always jumps through $FFFE-F, in the Atari this is
a vector that points to the vector table on page two<?>. On power up
it just points to a routine that clears up the stack/RTI. As John Harris
and a few other said, the 6502 series has a hardware glitch which allows
the BRK instruction to fail on ocassion.
I don't use the BIT operator myself, but my understanding is it operates
on the A reg & memory but the only status register is affected. This is
to different from the other logical operators in that the results aren't
deposited in the A reg.
LDA #0
STA $600
LDA #1
AND $600
A REG now set to zero & n & v flags set
LDA #0
STA $600
LDA #1
BIT $600
A REG still set to one & z flag set. Whoops! I meant Z flag vs V above!
The status bits, n & v, are set directly from the memory location. I never
really thought about it, but for doing stuff like determining string length
on an Atari where the CR=>155, I guess this would be a good instruction to
use since it doesn't modify the bytes being examined. Ditto for string
compares.
The 6507s were used by Atari EVERYWHERE! The VCS, the 810 & 1050, the
850. They must of really loved that chip. I've seen some, IMO; odd
source code out of Atari that was targeted for the 6507. As I recall, it
was writen like it was targeted for a 6502 with the low memory references
in the 6507 addressing range, but the ROM in the $FXXX region. Been a while
so I could be wrong, but I remember thinking at the time, "It must be they
are testing it on [6502, 6502 emulator] or the 6507 will just ignore the
upper address bits. That is assembling a ROM with the address range
of $F000-$FFFF has the same effect of $7000-$7FFF since the address

lines are not brought out.
Rick

2615. Forsale: Atari 7800 system and games

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-09 00:00:00 UTC
From: astaude@silas.cc.monash.edu.au
Message-ID: <42qrln$pii@harbinger.cc.monash.edu.au>
Source record: 88637
Cross-posted to: rec.games.video.atari,aus.ads.forsale,aus.ads.forsale.computers,comp.sys.atari.8bit

```
Forsale: Complete PAL Atari 7800 System
In brand-new mint condition-

Console, 2x Controller-Pads, Power Supply, Inbuilt Asteroids Game

Also:
Mario Brothers
Pole Position II
Galaga
Aces of Aces
Desert Falcon
BallBlazer
Karateka
Crossbow

All cartridges are in perfect/mint condition.

Make your offers - Email me back...

_ _
( \-/ )_.-'"``-._ "My Cat, Wolfy"
o o `| -._ )-;-,_`)
=(v_,)= _ )--\\ ``-' astaude@silas.cc.monash.edu.au
_.- _..-_/ / ((_/ (Anthony Staude)
((_.-' ((_/ ((_/
```

2616. FS/T: Classic computer games and systems [09/09/95]

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-09 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <42rphp$m46@ixnews2.ix.netcom.com>
Source record: 88638
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

NOTE
This list now includes cartridge based software, as well as hardware.

updated 09/09/95

I have the following Classic computer equipment for sale or trade.
The list includes software and hardware from Atari, Commodore,
Radio Shack, and Texas Instruments.

Everything is sold as is. Unless specified, all items have been
tested and are in perfect working order.

Buyer has ten (10) days to send payment, and pays all shipping
costs, which will be sent via U.S. Snail. The shipping cost
depends on both the weight of the package and the distance that it
is traveling. Buyer has the choice of either first class or parcel
post (slower, but cheaper).

Payment must be made in U.S. funds, by either check or money order,
drawn from a U.S. bank branch. Canadian buyers must send a Canadian
Postal Money Order, payable in U.S. funds. This is the only way I
have found to deal with my friends to the north (my bank is very
picky, but the U.S. Post Office will cash a Canadian Postal M.O.)

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 7.50 ATARIWRITER
$ 7.50 BASIC
$ 6.00 GALAXIAN
$ 9.00 LETTER-GO-ROUND (Sesame Street) [CBS Software]
$ 6.00 MISSILE COMMAND
$ 5.00 PAC-MAN
$ 5.00 STAR RAIDERS

*****

COMMODORE 64 COMPUTER:

Loose cartridges, no box, manual, or overlays:
$ 9.00 FAST LOAD (Epyx)
$ 7.50 FROGGER (Parker Brothers)
$ 5.00 JUPITER LANDER
$ 5.00 KICKMAN
$ 5.00 MAGIC DESK I
$ 5.00 MUSIC COMPOSER
$ 6.00 OMEGA RACE
$ 5.00 SPEED/BINGO MATH

Complete cartridges. With box, and manual:
$ 7.00 KICKMAN

*****

COMMODORE VIC-20 COMPUTER:

Loose cartridges, no box, manual, or overlays:
$ 5.00 ADVENTURE LAND (#1914)
$ 5.00 ALIEN (#1906)
$ 5.00 AVENGER (#1901)
$ 5.00 GORF (#1923)
$ 5.00 OMEGA RACE (#1924)
$ 7.50 Q*BERT (Parker Brothers)
$ 4.00 RADAR RAT RACE (#1910) -- no label
$ 4.00 SPEED MATH / BINGO MATH (#1933)
$ 5.00 THE COUNT (#1917)

Loose cartridges with manual. No box:
$ 5.00 COSMIC CRUNCHER (#1922)

*****

TEXAS INSTRUMENTS (TI 99/4A) COMPUTER:

Loose cartridges, no box or manual:
$ 4.00 ADVENTURE
$ 4.00 BEGINNING GRAMMAR
$ 4.00 BLASTO
$ 4.00 CAR WARS
$ 4.00 CHISHOLM TRAIL
$ 4.00 HOME FINANCIAL DECISIONS
$ 4.00 HOUSEHOLD BUDGET MANAGEMENT
$ 4.00 HUNT THE WUMPUS
$ 7.50 JAWBREAKER II (Sierra On-Line)
$ 4.00 MUNCH MAN
$ 4.00 PARSEC
$ 7.50 PROTECTOR (Atari)
$ 4.00 TI INVADERS

****

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7, plus tax. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully.

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 600XL COMPUTER with original power supply, and RCA cable.

I will also throw in a second ATARI 600XL (haven't checked it out yet, so I don't know if it works or not), FREE.

This is a complete system, except for RF switchbox.

$29.00

*****

LOT #2

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply, and RCA cable.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox.

$49.00

*****

LOT #3

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 65XE COMPUTER with original power supply, and RCA cable

This is a complete system, except for RF switchbox.

$39.00

*****

LOT #4

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 130XE COMPUTER with original power supply, and RCA cable.

This is a complete system, except for RF switchbox.

$64.00

*****

LOT #5

ATARI 1050 (127K) DISK DRIVE, with original power supply, and
one (1) Molex connector cable.

$39.00

*****

LOT #6

ATARI 1050 (127K) DISK DRIVE, with one (1) Molex connector cable.

This disk drive doesn't include the power supply.

$34.00

*****

LOT #7

NEW RF SWITCHBOX PURCHASE OPTION

COMMODORE 64 COMPUTER with box, User's Guide (175 pgs.), power
supply, and RCA cable.

I will also throw in a second non-working COMMODORE 64 for parts,
FREE.

This is a complete system, except for RF switchbox.

$29.00

*****

LOT #8

COMMODORE 1541 DISK DRIVE with power cord, and serial cable.

$25.00

*****

LOT #9

COMMODORE 1541 DISK DRIVE.

Power cord and serial cable are available from Radio Shack for
around $11.

$20.00

*****

LOT #10

NEW RF SWITCHBOX PURCHASE OPTION

RADIO SHACK COLOR COMPUTER with RCA cable, built-in power cord, and
built-in BASIC.

This is a complete system, except for RF switchbox.

$14.00

*****

LOT #11

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER with TI power supply and RF
switchbox, Beginner's BASIC (150 pgs.), and one function key strip
(for keyboard).

I will also throw in a second working TI 99/4A console, FREE.

This is a complete system. Nothing else is needed to use.

$25.00

*****

I am interested in accepting 8-bit computer and/or pre-Nintendo video
game systems and/or cartridges in trade towards any of these items.
Systems I am interested in include, but are not limited to, the
following list:

ATARI 2600 (still need Starpath Supercharger [Arcadia])
ATARI 5200
ATARI 7800
ATARI 8-BIT COMPUTERS (still need Atari color monitor)
BALLY ASTROCADE
COLECOVISION
COLECO ADAM COMPUTER
COMMODORE 64 COMPUTER
COMMODORE VIC-20 COMPUTER
FAIRCHILD CHANNEL F
INTELLIVISION
MICROVISION (still need system)
ODYSSEY2
RCA STUDIO II (still need custom RF switchbox and power supply)
SEGA MASTER SYSTEM
TEXAS INSTRUMENTS T.I. 99/4A COMPUTER (still need TI color monitor)
TOMY TUTOR
TRS-80 COLOR COMPUTER
VECTREX

*NOTE: I already have most of these systems. What I am mainly looking
for now is software (primarily cartridge based).

Please send a list of what you have, and please be specific (indicate whether or not cartridges and/or systems include the box and/or instruction manual). Please mention any controllers that are included.

Request system reservations at: VGA2000@ix.netcom.com
or dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Michael J. Novak Jr. !! BUYING/SELLING/TRADING: 3DO, Atari Lynx, Atari
Video Game Advantage !! Jaguar, NES, Nintendo Game Boy, Super Nintendo,
6861 Anthony Lane !! Sega Saturn, Sega Genesis, Sega CD, Sega 32X,
Parma Hts., OH 44130 !! Sega Game Gear, SMS, Sony Playstation, Turbo
(216) 843-8815 Voice !! Duo, and many, many others!
!!!!!!!!!!!!!!!!!!!!!! ** Over 2 years on the Internet! **

For current list, or to be placed on my e-mail list, please leave E-Mail at:
VGA2000@ix.netcom.com OR dw901@cleveland.freenet.edu

2617. Re: DCM2ATR for DOS

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-09 00:00:00 UTC
From: cmwagner@gate.net
Message-ID: <42rmk5$1nl6@news.gate.net>
Source record: 88639

pmorrisb@cix.compulink.co.uk ("Phil Morris") wrote:

>Thanks - I've now tried this but it now complains there is no Basic and
>SHIFT-F10 won't give any options to load, save, etc.

You shouldn't have to load/save/etc anything.

XF252 <filename.atr> and it should load that image as D1... Maybe
you could tell me what the archive you are trying to use is, and I can
get a better idea of the situation.

2618. Re: XEP80 and VT100 -- Has anyone done it? Can you?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-09 00:00:00 UTC
From: winston@merk.com
Message-ID: <DEMquF.FK2@merk.com>
Source record: 88640

On Monday, September 4, 1995 at 20:57:46 -0700
Bates <mbates@stocko.com> wrote:

B> I am just curious if anyone has investigated what would be
B> necessary to do VT100 emulation on the XEP80.

It doesn't need to be done. There is already a VT220 emulation that has been written for the XEP80 80 column adapter. Strangely enough, I believe that this was called "VT220.EXE" or "VT220.COM". The program was --SUPPOSED-- to allow you to emulate a VT220 on both the XEP80 and on the regular ATARI screen, but whenever I ran it, my regular console screen would freeze up and lock. This leads me to believe that it might only write onto the XEP80 adapter, since I never got the program to write to the regular screen. (Unless there was some trick like a screen toggle key of which I was unaware....) The XEP80 program VT220.EXE is a terminal program, only, and does not allow for file uploading and downloading. (As I never had an XEP80, I could never test it fully.)

2619. [--- BOBTERM and SPARTA 32gx ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-09 00:00:00 UTC
From: winston@merk.com
Message-ID: <DEMtE0.Gpr@merk.com>
Source record: 88641

Here is my hardware setup:
ATARI 800XL (stock), ATARI 850 interface, Hayes "Hayes Stack"
SMARTMODEM 1200 modem, ATARI XF551 drive, AMDEK COLOR-1 monitor

Using SPARTA-DOS 3.2gx and BOBTERM 1.22 I just attempted to perform a YMODEM BATCH upload to a UNIX system running SZ/RZ. Strangely enough, the last sector of each one of my files was never transmitted, and the end of each and every file was truncated! I am going to try and switch over to MyDOS and try running BOBTERM 1.22 again. Has anyone had similar problems ? Are either SPARTA-DOS 33a or BW-DOS up on the Michigan archives ? Would switching out of batch mode solve my problem ? Thanks for any and all advice.

2620. Re: [--- BOBTERM and MyDOS 4.50 ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-09 00:00:00 UTC
From: winston@merk.com
Message-ID: <DEMzAB.J4D@merk.com>
Source record: 88642

Hmm... YMODEM BATCH under MyDOS 4.50 also appears to have some problems. Sending YMODEM BATCH to UNIX SZ/RZ appears to be sending double line endings. Very strange. Hmm... perhaps I have to manually override the CRC matching ? In any event XMODEM 1K appears to be working perfectly, at least... yay! Does anyone else experience problems with YMODEM batch ? Does anyone else have a work-around for it ? Thanks.

2621. [--- cal.shar ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-09 00:00:00 UTC
From: winston@merk.com
Message-ID: <DEn1K2.Jy4@merk.com>
Source record: 88643
Body handling: HTML body converted to readable text

For those who say that UNIX is impossible to do on the ATARI 6502 8-bit...
For those who are interested in ATARI CC65 SMALL-C compilers under
SPARTA-DOS...
For those who are interested in 'C' programming in general...
I present the following SHAR UNIX shell archive:

NOTE: It is an extremely "quick-and-dirty" conversion of an early CAL
program. To test it out try invoking the following: cal 09 1995 > S:
(It should print to the S: device in a manner similar to TEXTPRO.)
The program needs to be compiled with CC65. The executible code will run
under both SPARTA-DOS and MYDOS. Some ATASCII alternate versions of the
built-in help screen have been included as UUENCODED files. The coding is
"quick-and-dirty". The looping algorithm is clumsy. The built-in help
screen is slow. It is printed, when it should be preloaded into memory as
an alternate screen and then "pointed to". The command parsing is
primitive and pathetic. It uses multiply chained IF statements in a
dispatch table instead of the more elegant "switch" statement logic.
What can I say? The program works! I kept the logic very simple. Maybe
you expert programmers out there can clean the program up a bit and make it
"elegant" for me. I tried compiling a later version of CAL under CC65, but
it required a call to the system time vector and generated logical value
errors (a.k.a. LVALUEs) when attempting to use indexed pointer array logic.
I'm not sure exactly what is wrong with it, as CC65 has a few quirks and
the source modules would need some picking apart. In any event, have fun
messing around with the SHAR. Let's see if it can be made better. Perhaps
the output could be made to be redirected through the "R:" device as well
as the "S:", "P:", and "D:" devices ?

```
---- Cut Here and unpack ----
#!/bin/sh
# This is cal.shar, a shell archive (shar 3.32)
# made 09/09/1995 10:52 UTC by winston@merk
# Source directory /u/winston/_atari/_cal
#
# existing files will NOT be overwritten
#
# This shar contains:
# length mode name
# ------ ---------- ------------------------------------------
# 317 -rw-r--r-- clean.bat
# 312 -rw-r--r-- make.bat
# 105 -rw-r--r-- cal.lnk
# 3144 -rw-r--r-- cal.c
# 357 -rw-r--r-- calbugs.c
```

```
# 489 -rw-r--r-- caldesc.c
# 99 -rw-r--r-- calhelp.c
# 333 -rw-r--r-- calname.c
# 2596 -rw-r--r-- jan1.c
# 7861 -rw-r--r-- main.c
# 388 -rw-r--r-- number.c
# 520 -rw-r--r-- calbugs.uue
# 702 -rw-r--r-- caldesc.uue
# 488 -rw-r--r-- calname.uue
#
if touch 2>&1 | fgrep 'amc' > /dev/null
then TOUCH=touch
else TOUCH=true
fi
# ============= clean.bat ==============
if test X"$1" != X"-c" -a -f 'clean.bat'; then
echo "File already exists: skipping 'clean.bat'"
else
echo "x - extracting clean.bat (Text)"
sed 's/^X//' << 'SHAR_EOF' > clean.bat &&
XERASE D1:CALNAME.M65
XERASE D1:CALNAME.OBJ
XERASE D1:CALDESC.M65
XERASE D1:CALDESC.OBJ
XERASE D1:CALBUGS.M65
XERASE D1:CALBUGS.OBJ
XERASE D1:CALHELP.M65
XERASE D1:CALHELP.OBJ
XERASE D1:MAIN.M65
XERASE D1:MAIN.OBJ
XERASE D1:NUMBER.M65
XERASE D1:NUMBER.OBJ
XERASE D1:CAL.M65
XERASE D1:CAL.OBJ
XERASE D1:JAN1.M65
XERASE D1:JAN1.OBJ
X
X
X
SHAR_EOF
$TOUCH -am 0909062095 clean.bat &&
chmod 0644 clean.bat ||
echo "restore of clean.bat failed"
set `wc -c clean.bat`;Wc_c=$1
if test "$Wc_c" != "317"; then
echo original size 317, current size $Wc_c
fi
fi
# ============= make.bat ==============
if test X"$1" != X"-c" -a -f 'make.bat'; then
```

```
echo "File already exists: skipping 'make.bat'"
else
echo "x - extracting make.bat (Text)"
sed 's/^X//' << 'SHAR_EOF' > make.bat &&
XCC65 -V CALNAME.C
XRA65 CALNAME.M65
XCC65 -V CALDESC.C
XRA65 CALDESC.M65
XCC65 -V CALBUGS.C
XRA65 CALBUGS.M65
XCC65 -V CALHELP.C
XRA65 CALHELP.M65
XCC65 -V JAN1.C
XRA65 JAN1.M65
XCC65 -V CAL.C
XRA65 CAL.M65
XCC65 -V NUMBER.C
XRA65 NUMBER.M65
XCC65 -V MAIN.C
XRA65 -V MAIN.M65
XLINK65 -V -O CAL.COM RUNTIME.OBJ @CAL.LNK C.OLB
X
X
X
SHAR_EOF
$TOUCH -am 0909061995 make.bat &&
chmod 0644 make.bat ||
echo "restore of make.bat failed"
set `wc -c make.bat`;Wc_c=$1
if test "$Wc_c" != "312"; then
echo original size 312, current size $Wc_c
fi
fi
# ============= cal.lnk ==============
if test X"$1" != X"-c" -a -f 'cal.lnk'; then
echo "File already exists: skipping 'cal.lnk'"
else
echo "x - extracting cal.lnk (Text)"
sed 's/^X//' << 'SHAR_EOF' > cal.lnk &&
X
XD:CALNAME.OBJ
XD:CALDESC.OBJ
XD:CALBUGS.OBJ
XD:CALHELP.OBJ
XD:JAN1.OBJ
XD:CAL.OBJ
XD:NUMBER.OBJ
XD:MAIN.OBJ
X
X
```

```
X
SHAR_EOF
$TOUCH -am 0909062095 cal.lnk &&
chmod 0644 cal.lnk ||
echo "restore of cal.lnk failed"
set `wc -c cal.lnk`;Wc_c=$1
if test "$Wc_c" != "105"; then
echo original size 105, current size $Wc_c
fi
fi
# ============= cal.c ==============
if test X"$1" != X"-c" -a -f 'cal.c'; then
echo "File already exists: skipping 'cal.c'"
else
echo "x - extracting cal.c (Text)"
sed 's/^X//' << 'SHAR_EOF' > cal.c &&
X/* $Id: cal.c,v 4.3.2 1983/08/11 $ */
X
X/*
X * Copyright (c) 1983 The Regents
X * of the University of California.
X * All rights reserved.
X *
X * This code is attributed as software
X * contributed to Berkeley by:
X * Kim Letkeman.
X *
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X * NEGLIGENCE OR OTHERWISE) ARISING IN
X * ANY WAY OUT OF THE USE OF THIS
X * SOFTWARE, EVEN IF ADVISED OF THE
X * POSSIBILITY OF SUCH DAMAGE.
X *
X */
X
X
X
Xchar mon[] = $(
X 0,
X 31, 29, 31, 30,
X 31, 30, 31, 31,
X 30, 31, 30, 31,
X$);
X
Xcal(m, y, p, w)
Xchar *p;
X$(
X int d, i;
X char *s;
```

```
X s = p;
X d = jan1(y);
X mon[2] = 29;
X mon[9] = 30;
X switch((jan1(y+1)+7-d)%7) $(
X /*
X * non-leap year
X */
X case 1:
X mon[2] = 28;
X break;
X /*
X * 1752
X */
X default:
X mon[9] = 19;
X break;
X /*
X * leap year
X */
X case 2:
X ;
X $)
X for(i=1; i 9)
X *s = i/10+'0';
X s++;
X *s++ = i%10+'0';
X s++;
X if(++d == 7) $(
X d = 0;
X s = p+w;
X p = s;
X $)
X $)
X $)
X
X
X
SHAR_EOF
$TOUCH -am 0909062295 cal.c &&
chmod 0644 cal.c ||
echo "restore of cal.c failed"
set `wc -c cal.c`;Wc_c=$1
if test "$Wc_c" != "3144"; then
echo original size 3144, current size $Wc_c
fi
fi
# ============= calbugs.c ==============
if test X"$1" != X"-c" -a -f 'calbugs.c'; then
echo "File already exists: skipping 'calbugs.c'"
```

```
else
echo "x - extracting calbugs.c (Text)"
sed 's/^X//' << 'SHAR_EOF' > calbugs.c &&
X/* $Id: calbugs.c,v 1 1995/05/17 $ */
X
Xchar *bugs[] = $(
X"BUGS:",
X" Be aware that 'CAL 78' refers to",
X"the early Christian era, not the 20th",
X"century. Also, the year is always",
X"considered to start in January, even",
X"though this is historically naive.",
X"",
X$);
X
X
X
Xcalbugs()
X$(
Xint i;
X
Xfor(i=0; i<7; i++)
X printf("%s\n", bugs[i]);
X$)
X
X
X
SHAR_EOF
$TOUCH -am 0909062895 calbugs.c &&
chmod 0644 calbugs.c ||
echo "restore of calbugs.c failed"
set `wc -c calbugs.c`;Wc_c=$1
if test "$Wc_c" != "357"; then
echo original size 357, current size $Wc_c
fi
fi
# ============= caldesc.c ==============
if test X"$1" != X"-c" -a -f 'caldesc.c'; then
echo "File already exists: skipping 'caldesc.c'"
else
echo "x - extracting caldesc.c (Text)"
sed 's/^X//' << 'SHAR_EOF' > caldesc.c &&
X/* $Id: caldesc.c,v 1 1995/05/17 $ */
X
Xchar *desc[] = $(
X"DESCRIPTION:",
X" CAL displays a calendar for the",
X"specified year. If a month is also",
X"specified, a calendar for that month",
X"only is displayed. YEAR can be",
```

```
X"between 1 and 9999. MONTH is a number",
X"between 1 and 12. The calendar",
X"produced is that for England and her",
X"colonies. (NOTE: Try September 1752.)",
X"",
X$);
X
Xcaldesc()
X$(
Xint i;
X
Xfor(i=0; i<10; i++)
X printf("%s\n", desc[i]);
X$)
X
X
X
SHAR_EOF
$TOUCH -am 0909062795 caldesc.c &&
chmod 0644 caldesc.c ||
echo "restore of caldesc.c failed"
set `wc -c caldesc.c`;Wc_c=$1
if test "$Wc_c" != "489"; then
echo original size 489, current size $Wc_c
fi
fi
# ============= calhelp.c ==============
if test X"$1" != X"-c" -a -f 'calhelp.c'; then
echo "File already exists: skipping 'calhelp.c'"
else
echo "x - extracting calhelp.c (Text)"
sed 's/^X//' << 'SHAR_EOF' > calhelp.c &&
X/* $Id: help.c,v 1 1995/05/17 $ */
X
Xhelp()
X$(
X calname();
X caldesc();
X calbugs();
X$)
X
X
X
SHAR_EOF
$TOUCH -am 0909062595 calhelp.c &&
chmod 0644 calhelp.c ||
echo "restore of calhelp.c failed"
set `wc -c calhelp.c`;Wc_c=$1
if test "$Wc_c" != "99"; then
echo original size 99, current size $Wc_c
```

```
fi
fi
# ============= calname.c ==============
if test X"$1" != X"-c" -a -f 'calname.c'; then
echo "File already exists: skipping 'calname.c'"
else
echo "x - extracting calname.c (Text)"
sed 's/^X//' << 'SHAR_EOF' > calname.c &&
X/* $Id: calname.c,v 1 1995/05/17 $ */
X
Xchar *name[] = $(
X"CAL(1)___UNIX_BSD(11-Aug-83)___CAL(1)",
X"NAME: cal - display calendar",
X"SYNOPSIS:",
X" CAL [MONTH] YEAR [> [P: | D:x.x]]",
X" [ HELP | MAN | ? ]",
X" [ QUIT | EXIT | END ]",
X$);
X
Xcalname()
X$(
Xint i;
X
Xfor(i=0; i<6; i++)
X printf("%s\n", name[i]);
X$)
X
X
X
SHAR_EOF
$TOUCH -am 0909062795 calname.c &&
chmod 0644 calname.c ||
echo "restore of calname.c failed"
set `wc -c calname.c`;Wc_c=$1
if test "$Wc_c" != "333"; then
echo original size 333, current size $Wc_c
fi
fi
# ============= jan1.c ==============
if test X"$1" != X"-c" -a -f 'jan1.c'; then
echo "File already exists: skipping 'jan1.c'"
else
echo "x - extracting jan1.c (Text)"
sed 's/^X//' << 'SHAR_EOF' > jan1.c &&
X/* $Id: jan1.c,v 4.3.2 1983/08/11 $ */
X
X/*
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```

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X *
X */
X
X
X
X/*
X * return day of the week
X * of jan 1 of given year
X */
Xjan1(yr)
X$(
X int y, d;
X/*
X * normal gregorian calendar
X * one extra day per four years
X */
X y = yr;
X d = 4+y+(y+3)/4;
X/*
X * julian calendar
X * regular gregorian
X * less three days per 400
X */
X if(y > 1800) $(
X d -= (y-1701)/100;
X d += (y-1601)/400;
X $)
X/*
X * great calendar changeover instant
X */
X if(y > 1752)
X d += 3;
X return(d%7);
X $)
X
X
X
SHAR_EOF
$TOUCH -am 0909062195 jan1.c &&
chmod 0644 jan1.c ||
echo "restore of jan1.c failed"
```

```
set `wc -c jan1.c`;Wc_c=$1
if test "$Wc_c" != "2596"; then
echo original size 2596, current size $Wc_c
fi
fi
# ============= main.c ==============
if test X"$1" != X"-c" -a -f 'main.c'; then
echo "File already exists: skipping 'main.c'"
else
echo "x - extracting main.c (Text)"
sed 's/^X//' << 'SHAR_EOF' > main.c &&
X/* $Id: main.c,v 4.3.2 1995/08/19 $ */
X
X/*
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X *
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X *
X * Revision History:
X * =================
X * Modified for the ATARI 6502 8-bit
X * CC65 SMALL-C compiler (5/11/95):
X * o READARGS() line parsing added.
X * o Programming loop logic added.
X * o Exit using "QUIT" or "quit".
X * Modified for I/O redirection
X * CC65 SMALL-C compiler (8/19/95):
X * o "end", "exit" exits added.
X * o help, man, ?, screen added.
X * o S:, D:, P: redirection added.
X */
X
X#ifndef lint
Xchar copyrt1[] =
X "@(#) Copyright (c) 1983 The Regents of the University of California.";
Xchar copyrt2[] =
X "@(#) All rights reserved.";
X#endif /* not lint */
X
```

```
X#ifndef lint
Xstatic char sccsid[] = "@(#)cal.c 4.3.2 (Berkeley) 8/19/95";
X#endif /* not lint */
X
X#include "stdio.h"
X
Xchar m_nopen[]=" cannot open\n";
Xchar outfile[]="D:CALFILE.OUT";
XFILE *channel, *output;
X
Xchar dayw[] = " S M Tu W Th F S";
Xchar *smon[]= $(
X "January", "February", "March",
X "April", "May", "June", "July",
X "August", "September", "October",
X "November", "December",
X$);
Xchar string[432];
Xchar argbuf[120]; /* non-CLI input */
X
Xmain(argc, argv)
Xchar *argv[];
X$(
X int y, i, j;
X int m;
X
X/* Begin program loop */
Xloop:
X
X /* for non-CLI, get arguments */
X /* No args MyDOS, argc=0 */
X if (argc<1) $(
X /* get args */
X argc=readargs("% cal ",argbuf,argv+1) + 1;
X $)
X
X /* No args SpartaDOS, argc=1 */
X if (argc<2) $(
X
X printf("usage: cal [month] year [ > D:x.x ]\n");
X printf(" [ > P: ]\n\n");
X /* get args */
X argc=readargs("% cal ",argbuf,argv+1) + 1;
X /* exit(1); */
X goto loop;
X $)
X
X /* exit program */
X if (0 == strcmp(argv[1],"QUIT")
X || 0 == strcmp(argv[1],"quit")
```

```
X || 0 == strcmp(argv[1],"EXIT")
X || 0 == strcmp(argv[1],"exit")
X || 0 == strcmp(argv[1],"END")
X || 0 == strcmp(argv[1],"end") )
X $(
X exit(1);
X $)
X
X /* program help */
X if (0 == strcmp(argv[1],"HELP")
X || 0 == strcmp(argv[1],"help")
X || 0 == strcmp(argv[1],"MAN")
X || 0 == strcmp(argv[1],"man")
X || 0 == strcmp(argv[1],"?") )
X $(
X help();
X /* clear args */
X argc = 0;
X argv[1] = "";
X argv[2] = "";
X argv[3] = "";
X argv[4] = "";
X goto loop;
X $)
X
X
X
X/* Assign output channel */
X
X/* Just argv[0-2], default to screen */
X if(argc < 4) channel = stdout;
X
X /* if 3 or 4 arg.s, make file */
X if(argc > 3
X && ( 0 == strcmp(argv[2],">")
X || 0 == strcmp(argv[3],">") )
X )
X $(
X /* clear out old file */
X if(0 == strcmp(argv[2],">") )
X $(
X fdelete(argv[3]);
X /* open file. error to stdout */
X if (!(output=fopen(argv[3], "w")))
X $(
X fputs(argv[3], stdout);
X fputs(m_nopen, stdout);
X exit(0);
X $)
X $)
```

```
X if(0 == strcmp(argv[3],">") )
X $(
X fdelete(argv[4]);
X /* open file. error to stdout */
X if (!(output=fopen(argv[4], "w")))
X $(
X fputs(argv[4], stdout);
X fputs(m_nopen, stdout);
X exit(0);
X $)
X $)
X channel = output;
X fputs("Writing output...\n", stdout);
X $)
X
X
X
X/* print out year */
Xif(argc == 2 || argc == 4)
X goto xlong;
X
X
X/*
X * print out just month
X */
X m = number(argv[1]);
X if(m<1 || m>12)
X goto badarg;
X y = number(argv[2]);
X if(y<1 || y>9999)
X goto badarg;
X for(j=0; j<432; j++)
X string[j] = '\0';
X fprintf(channel, "\n %s %u\n", smon[m-1], y);
X fprintf(channel, "%s\n", dayw);
X cal(m, y, string, 24);
X/* for(i=0; i<6*24; i+=24) */
X for(i=0; i<144; i+=24)
X pstr(string+i, 24);
X fprintf(channel, "\n");
X /* exit(1); */
X /* close open file */
X if(argc > 3) fclose(output);
X
X /* clear args */
X argc = 0;
X argv[1] = "";
X argv[2] = "";
X argv[3] = "";
X argv[4] = "";
```

```
X goto loop;
X
X
X
X/*
X * print out complete year
X */
Xxlong:
X y = number(argv[1]);
X if(y<1 || y>9999)
X goto badarg;
X fprintf(channel, "\n\n\n");
X fprintf(channel, " %u\n", y);
X fprintf(channel, "\n");
X for(i=0; i<12; i+=3) $(
X /* for(j=0; j<6*72; j++) */
X for(j=0; j<432; j++)
X string[j] = '\0';
X fprintf(channel, " %.3s", smon[i]);
X fprintf(channel, " %.3s", smon[i+1]);
X fprintf(channel, " %.3s\n", smon[i+2]);
X fprintf(channel, "%s %s %s\n", dayw, dayw, dayw);
X cal(i+1, y, string, 72);
X cal(i+2, y, string+23, 72);
X cal(i+3, y, string+46, 72);
X /* for(j=0; j<6*72; j+=72) */
X for(j=0; j<432; j+=72)
X pstr(string+j, 72);
X $)
X fprintf(channel, "\n\n\n");
X /* exit(1); */
X /* clean up */
X
X /* close open file */
X if(argc > 3) fclose(output);
X
X /* clear args */
X argc = 0;
X argv[1] = "";
X argv[2] = "";
X argv[3] = "";
X argv[4] = "";
X goto loop;
Xbadarg:
X printf("Bad argument\n\n");
X /* clear args */
X argc = 0;
X argv[1] = "";
X argv[2] = "";
X argv[3] = "";
```

```
X argv[4] = "";
X goto loop;
X
X$)
X
X
X
Xpstr(str, n)
Xchar *str;
X$(
X int i;
X char *s;
X extern FILE *channel;
X s = str;
X i = n;
X while(i--)
X if(*s++ == '\0')
X s[-1] = ' ';
X i = n+1;
X while(i--)
X if(*--s != ' ')
X break;
X s[1] = '\0';
X fprintf(channel, "%s\n", str);
X $)
X
X
X
SHAR_EOF
$TOUCH -am 0909062695 main.c &&
chmod 0644 main.c ||
echo "restore of main.c failed"
set `wc -c main.c`;Wc_c=$1
if test "$Wc_c" != "7861"; then
echo original size 7861, current size $Wc_c
fi
fi
# ============= number.c ==============
if test X"$1" != X"-c" -a -f 'number.c'; then
echo "File already exists: skipping 'number.c'"
else
echo "x - extracting number.c (Text)"
sed 's/^X//' << 'SHAR_EOF' > number.c &&
X/* $Id: number.c,v 4.3.2 83/08/11 $ */
X
X/*
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X *
```

```
X */
X
X
X
Xnumber(str)
Xchar *str;
X$(
X int n, c;
X char *s;
X n = 0;
X s = str;
X while(c = *s++) $(
X if(c<'0' || c>'9')
X return(0);
X n = n*10 + c-'0';
X $)
X return(n);
X $)
X
X
X
SHAR_EOF
$TOUCH -am 0909062395 number.c &&
chmod 0644 number.c ||
echo "restore of number.c failed"
set `wc -c number.c`;Wc_c=$1
if test "$Wc_c" != "388"; then
echo original size 388, current size $Wc_c
fi
fi
# ============= calbugs.uue ==============
if test X"$1" != X"-c" -a -f 'calbugs.uue'; then
echo "File already exists: skipping 'calbugs.uue'"
else
echo "x - extracting calbugs.uue (Text)"
sed 's/^X//' << 'SHAR_EOF' > calbugs.uue &&
Xbegin 644 calbugs.ata
XM+RH)("1)9#H@8V%L8G5G65A2P@
XM(&5V96XB+`HB=&AO=6=H('1H:7,@:7,@:&ES=&]R:6-A;&QY(&YA:79E+B(L
XM"B(B+`HD*3L*"@H*8V%L8G5G caldesc.uue &&
Xbegin 644 caldesc.ata
XM+RH)("1)9#H@8V%L9&5S8RYC+'8@,2`Q.3DU+S`U+S$W("0@"2HO"@IC:&%R
XM("`J9&5S8UM=(#T@)"@*(D1%4T-225!424]..B(L"B(@("`@P^'L("!D:7-P
XM;&%Y65D+B`@(-GE
XMX?(@(&-A;B`@(&)E(BP*(F)E='=E96X@,2!A;F0@.3DY.2X@S>_N].@@:7,@
XM82!N=6UB97(B+`HB8F5T=V5E;B`@(#$@(&%N9"`@,3(N("`@5&AE("!C86QE
XM;F1A calname.uue &&
Xbegin 644 calname.ata
XM+RH)("1)9#H@8V%L;F%M92YC+'8@,2`Q.3DU+S`U+S$W("0@"2HO"@IC:&%R
XM("`J;F%M95M=(#T@)"@*(L/!S*BQJ:"@H-7.R=B@PM/$J+&QK<'UYZVXLZF@
```

```
XMH*##P2!C86QE;F1A_N].A=(/GEX?(@6SX@6U`Z('P@
XM1#IX+GA=72(L"B(@("`@("`@(%L@Z.7L\"!\(.WA[B!\(+\@72(L"B(@("`@
XM("`@(%L@\?7I]"!\(.7XZ?0@?"#E[N0@72(L"B0I.PH*8V%L;F%M92@I"B0H
XM"FEN="!I.PH*9F]R*&D],#L@:3PV.R!I*RLI"B`@("!P
```

2622. Re: XEP80 and VT100 -- Has anyone done it? Can you?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-09 00:00:00 UTC
From: mbates@stocko.com
Message-ID: <mbates-0909950932160001@ppp12.stocko.com>
Source record: 88644

Hmm, I will have to investigate that file. BTW, I did investigate VT850.
The emulation is QUITE nice. HOWEVER, without docs I can not figure out
how to change baud rates. The read.me states that documentation will be
provided upon shareware fees being paid BUT that was 1991. Can anyone
confirm the author is satill out there? If not can anyone tell me how to
change baud rates, etc?

Thanks
-Marlin

In article <DEMquF.FK2@merk.com>, winston@merk.com (Winston Smith) wrote:

> On Monday, September 4, 1995 at 20:57:46 -0700
> Bates <mbates@stocko.com> wrote:
>
> B> I am just curious if anyone has investigated what would be
> B> necessary to do VT100 emulation on the XEP80.
>
>
> It doesn't need to be done. There is already a VT220 emulation that
> has been written for the XEP80 80 column adapter. Strangely enough, I
> believe that this was called "VT220.EXE" or "VT220.COM". The program was
> --SUPPOSED-- to allow you to emulate a VT220 on both the XEP80 and on the
> regular ATARI screen, but whenever I ran it, my regular console screen
> would freeze up and lock. This leads me to believe that it might only
> write onto the XEP80 adapter, since I never got the program to write to the
> regular screen. (Unless there was some trick like a screen toggle key of
> which I was unaware....) The XEP80 program VT220.EXE is a terminal
> program, only, and does not allow for file uploading and downloading. (As
> I never had an XEP80, I could never test it fully.)
>

2623. Re: Help finding tv-video monitor conversion box!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-09 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DEnI5D.HoJ@iglou.com>
Source record: 88645

In article <42nhgb$c7n@cville-srv.wam.umd.edu>,
John D. Koch <lderbery@wam.umd.edu> wrote:
>
> A friend of mine has a problem. He used to own an Atari 800 and now
>he wants to get a 'converter box' (his term) that one can plug in to the
>video input to let the monitor be a tv. It is an old monitor that uses
>'chroma' and 'luma' inputs, and he says the atari catalog used to list
>just such a device.

Use a VCR. You could get a used one in a thrift store for as little as
20 bucks.

--
Directions: Use only as directed.

2624. Re: [--- BOBTERM and MyDOS 4.50 ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-09 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Sep09.153514.9900@wariat.UUCP>
Source record: 88646

(Winston S. talks about ymodem on unix and BobTerm.)
I'm 95% positive that the ymodem batch in BobTerm is NOT the ymodem you
are using on the unix. You said rz/sz which is Chuck Forseberg's
zmodem. It would be sb/rb for dsz ymodem, which isn't what BobTerm's
ymodem is at all. I wonder how the thing worked at all. I think
BobTerm's ymodem batch is more like a 1k xmodem with filenames
automatically sent/received.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
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Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

2625. Re: XM301 modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-09 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Sep09.153757.9900@wariat.UUCP>
Source record: 88647

(Somebody asks about term programs for xm301. somebody else says
BobTerm 1.2? comes with driver for xm301.)
YES, get that Jim Dillow driver for the xm301. If it is the R: handler
I'm thinking of from Jim Dillow, it allows running any 850 type term
program using the xm301. That R: handler is so good, I suspect you can
run Flickerterm, Ice-T or any of the 850 type term programs.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

2626. Re: building an 850, possible?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-09 00:00:00 UTC
From: wa2vci@gti.gti.net
Message-ID: <42su83$bf1@gti.gti.net>
Source record: 88648

In article <DEL091.FEH@aston.ac.uk>, Chris Lam <lamcw@aston.ac.uk> wrote:
>
>;Anyone know of schematics to build an 850 from scratch?

Why build one? Just buy one. For example, I have one here that
would like to find a new home.

2627. 600xl Supervideo 2.1

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-09 00:00:00 UTC
From: aj445@cleveland.Freenet.Edu
Message-ID: <42t1s9$6fb@usenet.INS.CWRU.Edu>
Source record: 88649

Hi,

A couple weeks ago, I did the SuperVideo 2.1 mod to a 64k 600xl
that I have. I even did the errata which was published a
couple months later. I get video out on my 1702 with split
luma/chroma, but it is very "grainy", almost like lines going
thru the screen. It is readable, but looks terrible. Now, I'm
no novice at this Supervideo bit ... I did a 130xe , and a 1200xl.
Both came out fine, and the 1200 xl mod was a lot more involved
than the 600xl.

Anyone ever attempt the 600xl mod from AC, some years ago? Is
Ben Poehland still around?? Any help would be appreciated.

Bill ... still using 8bits (and others) after 16 years ..
cooncat@ix.netcom.com

2628. Re: Atari 8bit opcodes

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-09 00:00:00 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199509091138.GAA00895@mail.cs.utexas.edu>
Source record: 88650

```
-->BNR - Branch for No Reason.
-->CMD - Create Meaningless Data.
-->DRA - Decrement Random Address.
-->EDR - Emit Deadly Radiation.
-->LLI - Lose Last Instruction.
-->PRS - Push Results off Stack.
-->RIS - Remain In Subroutine.
-->SHB - Scramble High order Bit.
-->TEC - Take Extra time for Calculation.

Some others:

JMP - Jump if Memory Present (conditional jump)
BNE - Branch to Non-Existent code
BRA - Branch to Random Address
BVS - Branch to Virtual Subroutine
CLD - CalL a Doctor
DEC - DElete the Code
RTI - Return from the Infinity

bye :)

Konrad
conradus@plearn.edu.pl
```

2629. Atari Disk Drive Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-09 00:00:00 UTC
From: khan@deltanet.com
Message-ID: <42rbhm$cu3@news2.deltanet.com>
Source record: 88651

My 1984 vintage Indus GT recently bit the dust, leaving me with 2 800s, ~50 diskettes, and no disk drives. Anybody have a spare disk drive and power supply which they'd trade or sell? Local (Orange County, CA) deals preferred, but will consider all offers. Email me and let's talk.

Thanks!

2630. SIOcopy

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-09 00:00:00 UTC
From: tbauer@saul1.u.washington.edu
Message-ID: <42spnm$uv@nntp5.u.washington.edu>
Source record: 88652

Hi,

I was wondering if anybody had any hints on using the program SIOcopy
(the program using a cable between the Lpt1: port on an IBM and the
SIO port on an Atari Drive to transfer files) had any problems
with the program or the construction of the cable.

I am currently using a 386/40 and a Happy modified 1050 and had
completely no luck with the program.

Any suggestions?

Thanks,
Tom

--
tbauer@u.washington.edu

2631. Re: SIOcopy

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-09 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <42tc56$1mkq@firehose.mindspring.com>
Source record: 88653

In article <42spnm$uv@nntp5.u.washington.edu>,
tbauer@saul1.u.washington.edu (Thomas Bauer) wrote:
>Hi,
>
>I was wondering if anybody had any hints on using the program SIOcopy
>(the program using a cable between the Lpt1: port on an IBM and the
>SIO port on an Atari Drive to transfer files) had any problems
>with the program or the construction of the cable.

Yes, I tried that and it didn't work for me either. Go for SIO2PC, it works great, and seems to be what almost everyone here is using. The plans for building it are in the file, but the cable & box work with APE as well as SIO2PC.

Bruce Willard bwillard@bham.mindspring.com

2632. Re: Atari 8bit Opcodes!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-09 00:00:00 UTC
From: system@fred.com
Message-ID: <66c8aD4w165w@fred.com>
Source record: 88654

ud264@freenet.Victoria.BC.CA (Ted Skrecky) writes:

> BNR - Branch for No Reason.
> CMD - Create Meaningless Data.
> DRA - Decrement Random Address.
> EDR - Emit Deadly Radiation.
> LLI - Lose Last Instruction.
> PRS - Push Results off Stack.
> RIS - Remain In Subroutine.
> SHB - Scramble High order Bit.
> TEC - Take Extra time for Calculation.
HCF - Halt and Catch Fire

Just was given a literal vanload of 8-bit stuff. More than I even had back before I got rid of my stuff in '90 or so, which I've been regretting ever since.

Good to be back home.

--
Frederick J. Polsky v1.0 <system@fred.com> +1 907 337 7805 GAT d-- a-- w+++ v- C++>!C UBLOSX+>++(-) P L>++ E- W-- N++ K+++>--- w--- !O M- V- PS+++ PE++ Y+ PGP t 5 X R- tv-- b+ DI++++ D+(---) G++ e* H++(-)(*) r-- y++(--) !oo!
Send $1 to: PO Box 232251 Anchorage AK 99523-2251

2633. Re: 6502/6507 data sheets?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-10 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <145322@cup.portal.com>
Source record: 88556
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

>When using the BIT instruction, are the N, V and Z flags set off of
> the Accumulator, Memory or the byte that resulted from the 'invisible' AND?

The Z flag is set to the result of the invisible AND.

The N and V flags are set directly from the memory byte, bits 7 and 6
respectively.

John Harris - jharris@cup.portal.com

2634. Re: 6502/6507 data sheets?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-10 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DEpKrL.L55@iglou.com>
Source record: 88557
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Some software uses the BIT instruction as a "skip-two-bytes" instruction,
where the "address" following the BIT opcode is another instruction.

--
Directions: Use only as directed.

2635. Re: 600xl Supervideo 2.1

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-10 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <42ulul$3e2@news.umbc.edu>
Source record: 88558

Thom Bone (thombone@ix.netcom.com) wrote:

: What is the Supervideo mod? What is it supposed to do?

It is the video upgrade to the Atari 8-bit XL and XE series that Atari should have had in the first place, especially for the XL series of their 8-bit home computers.

It adds the missing separated composite chroma line (and luma line on the 600XL!), boosts the separated composite monochrome or luma line and enhances the overall quality of the video signal, and is especially noticeable on a good split video color composite monitor like the Commodore 1701/1702/1802/1902/1084, Magnavox 1CM-135, Teknika MJ-10, Thompson, and many other similar monitors with the separated composite luma/chroma capability.

The color saturation and definition is boosed significantly, the graininess is gone, the shadowing effect and color bleed is practically eliminated, and it looks like great! The difference is quite visible, and the mod is especially recommended for the those with original 1200XLs, and the 800XLs. Even the XE line of computers are improved, especially for sharpness and color boost.

I heartily recommend it. All the details are in the Decembe 1993 issue of ATari Classics.

Tom

-=-
Thomas Drake | From an Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

2636. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-10 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <42uqd1$h56@news.xmission.com>
Source record: 88559

I'm stuck in the same quandry as most of you. I have this MASSIVE 486 Dx2/80 w/32meg RAM, 3gig hard drive space, 4x CDrom, 150meg IOMEGA removable and SVGA, with all 32bit cards and all the latest OS's in BOOT MANAGER (OS/2 Warp, Windows NT 3.51 workstation, Windows 95 and Linux), yet I cant quite decide which one I SHOULD be using on a regular basis.

I'm finding myself not even touching the Atari, yet I know the PC is costing me a fortune and is really serving no vital function at home -- except for my when my wife uses it for Word Perfect 6.1 or Word 95 and spreadsheets.

My Atari system went from 4 terminals all connected via the CSS MUX to just ONE stock XL (with US+ OS) running on an MIO, 14.4k modem and whatnot.

I guess when I took my BBS down, I just kind of started to loose interest in the Atari. I've often considered hooking up the MUX again, but dont think it would get utilitized.

This message is being typed on my PC via Procomm Plus for Windows 2.1 (sigh)

@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ---------- @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2637. Re: 6502/6507 ...

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-10 00:00:00 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199509101435.JAA28587@mail.cs.utexas.edu>
Source record: 88560

>Also, even if ya dont know this stuff here is something im sure someone
> here knows:
>
>When using the BIT instruction, are the N, V and Z flags set off of
> the Accumulator, Memory or the byte that resulted from the 'invisible'AND?

The N and V bits are COPIED from the argument in memory.
The Z bit is a result of your 'invisible' AND-operation.

I cannot help you in instruction-timing, because there are over
150 various instructions and I cannot remember them. But at my home
I have the timing-table, so if you need it, please mail me.

KMK
conradus@plearn.edu.pl

2638. Atari 8bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-10 00:00:00 UTC
From: ae661@freenet.buffalo.edu
Message-ID: <DEpF8s.LHG@freenet.buffalo.edu>
Source record: 88561

Hi -

I really need to clear out some room, so I'm selling my 8bit stuff.
Below is a fairly complete list. Will sell the entire system or
parts.

800XL w/ Newel 256K
1200XL
1050 without case but with US Doubler
Hybrid Arts Midimate and Miditrak III
MPP Microport (6521 on a board, plugs in to expansion slot)
Parrot II (sampler)
CX77 drawing tablet
MPP 300 baud modem (joystick interface)
MPP Parallel interface

Books and software
Spartados 3.2d
Basic XE
Syncalc
Paperclip
Mapping the atari rev. ed.
Basic turbocharger
Hackerbook for your atari computer
6502 programming
Analog Atari 8bit extra
Atari 400/800 disk guide
Scanalyzer
Your atari comes alive

and many, many disks of software plus many years of
articles from Antic, Analog, and Compute!

Please, make me a reasonable offer on all this stuff!

oops, almost forgot... plenty of cables and power supplies!
--

David Anderson ae661@freenet.buffalo.edu

2639. Re: Atari OS image for rainbow

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-10 00:00:00 UTC
From: lovegrov@joyce.oit.umass.edu
Message-ID: <42to16$peb@nic.umass.edu>
Source record: 88562

Aaron Young (younga@ucssun1.sdsu.edu) wrote:
: I got rainbow, however my old 800XL no longer works. Therefore, I cannot
: get the required OS image out of my 800XL. Not to mention, I don't have
: an 850 Interface module. Is there any way I can get a hold of an OS image?

The image is included with the PC XFormer distribution. Make sure you
have the latest Stuffit expander when un-compressing the archive.
It works just fine with Rainbow.

: I have always been fond of the Atari 8bit line. It was the computer
: that got me started with my current carrer - software engineer.

Same here. :)

Good Luck.
Mike White

2640. Help with 1200 mods

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-10 00:00:00 UTC
From: rziegler@sover.net
Message-ID: <42vjan$hc8@thrush.sover.net>
Source record: 88563

Hello All,
Can anybody tell me if I need to cut and jumper the traces involved in the first step of the newell 1 meg upgrade for the 1200 xl, if I have the 800xl os installed? I tried cutting and jumpering the traces as the instructions said and it didn't work. Upon restoring the traces every thing worked fine. The traces are completely cut and everything was installed properly. Any help is very much appreciated. Thanks.

2641. upgrade my atari 800xl please

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-10 00:00:00 UTC
From: roy <supra1@delphi.com>
Message-ID: <hrJDNob.supra1@delphi.com>
Source record: 88564

```
i need an interface , modem , whatever, newsoftware, completely everything new
to run my computer so that i can connect to school
i have a diskdrive and printer , needsoftware and terminal programs ???
please help
roy philip
rphilip@vm.temple.edu
9-9-95
```

2642. Re: Atari equipment for sale!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-10 00:00:00 UTC
From: roy <supra1@delphi.com>
Message-ID: <hLBj9mS.supra1@delphi.com>
Source record: 88565

Terry Ortman <102603.2652@CompuServe.COM> writes:

>ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb
>(IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4
>disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5
>floppies, any IBM compatible printer, modem port for using any RS232C
>compatible external modem, includes Auto-Term Disk for Atari computers,
>CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS
>master Disk, CP/M Supplement Manual, modem cable, printer cable,
>original cost $695.00 for the ATR8000 Basic system, printer cable
>$39.95, Modem cable $39.95, asking $125.00.

sir if this is a good starter system for online use i am sold
roy
rphilip@vm.temple.edu

2643. Want to buy: Omnimon OS for 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-10 00:00:00 UTC
From: classics@nacs.net
Message-ID: <42vmet$qcp@seka.nacs.net>
Source record: 88566

I need to buy a new Omnimon OS chip for my 800xl. I used to have one I
got directly from Newell industries, but it long since died. Ive had zero
luck getting FTE to answer my e-mail, so im looking to buy it from
another source.

Thanks

Steve

-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

2644. Re: 600xl Supervideo 2.1

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-10 00:00:00 UTC
From: thombone@ix.netcom.com
Message-ID: <42u4it$3tp@ixnews6.ix.netcom.com>
Source record: 88567

In <42t1s9$6fb@usenet.INS.CWRU.Edu> aj445@cleveland.Freenet.Edu (Bill Somrak) writes:
>
>
>Hi,
>
>A couple weeks ago, I did the SuperVideo 2.1 mod to a 64k 600xl
>that I have. I even did the errata which was published a
>couple months later. I get video out on my 1702 with split
>luma/chroma, but it is very "grainy", almost like lines going
>thru the screen. It is readable, but looks terrible. Now, I'm
>no novice at this Supervideo bit ... I did a 130xe , and a 1200xl.
>Both came out fine, and the 1200 xl mod was a lot more involved
>than the 600xl.
>
>Anyone ever attempt the 600xl mod from AC, some years ago? Is
>Ben Poehland still around?? Any help would be appreciated.
>
>Bill ... still using 8bits (and others) after 16 years ..
>cooncat@ix.netcom.com

What is the Supervideo mod? What is it supposed to do?

--
..Thom Bone
SLOT ROCKET (formerly: "Butt Trumpet")

"We care even less."

-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.6.2

mQCNAy/L08kAAAEEALDLWDjeSoEI/e+H2QLWqVISoOt1CVGBvIDcodp/AEEmWs0S
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UuKSs0FK0u3uJXfKgwfqmy6EYSKHTB0Hl6dZM5+B4+xAF1tbt3UyHVKBcEP9AAUR
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=Y043
-----END PGP PUBLIC KEY BLOCK-----

"Great spirits have always encountered violent opposition from mediocre minds."
- Albert Einstein

2645. ATARI/COLECO/C64/FAIRCHILD/INTV/ODY2/TI99/4A AUCTION

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-10 00:00:00 UTC
From: jrm8248@u.cc.utah.edu
Message-ID: <42vm50$k6k@news.cc.utah.edu>
Source record: 88568

ATARI/COLECO/C64/FAIRCHILD/INTV/ODY2/TI99/4A AUCTION

I am posting this auction here because I believe that some
people who read this newsgroup are interested. Here is the
order of the items in this auction. There are several
very good cartridges in this auction, so please
take the time to look through this auction for things
you might want and then send me a bid on those items.

HERE IS THE ORDER:

ATARI 2600
ATARI 5200
ATARI 7800
ATARI 400/800
ATARI MISCELLANEOUS
COLECOVISION
COLECO ADAM
COMMODORE 64
FAIRCHILD
INTELLIVISION
ODYSSEY2
TEXAS INSTRUMENTS 99/4A
MISC SYSTEMS

This Auction will end at Midnight Mountain Time on
SUNDAY, SEPTEMBER 17, 1995 unless bidding is
still strong.

Atari 2600 cart's are all preceded by their VGR rarity
rating.

The Rules follow this auction.

Please send all bids to jrm8248@u.cc.utah.edu

Happy Bidding!!

ATARI 2600-NEAR MINT W/BOX & DIRECTIONS

Chopper Command $3.00 min

C Missle Command $3.00 min

R Big Bird's Egg Catch: CCW still shrinkwrapped $3.00 min

R Oscar's Trash Race: CCW still shrinkwrapped $3.00 min

R Subterranea: Imagic $3.00 min

Atari 2600-LOOSE GAMES, COLORED LABEL NO PICTURE

C Adventure: cx-2613

C Basketball: cx-2624

C Championship Soccer: cx-2616

C Circus Atari: cx-2630

U Dodge'em: cx-2637

C Football: Atari

C Space Invaders: cx-2632

U Space War: cx-2604

C Video Olympics: cx-2621

Atari 2600-LOOSE GAMES, COLORED LABEL W/ PICTURE

C Asteroids

R Basic Programming

C Basketball

C Berserk

C Football

C Home Run

U Jr. Pac Man

C Missle Command

R Othello

C Pac-Man

U Slot Racers

U Space War

U Star Raiders

U Street Racer

U Video Pinball

U Warlords

C Yars Revenge

Atari 2600-LOOSE GAMES, SILVER LABEL W/ PICTURE

U Battlezone

C E.T.

U Galaxian

C Joust

U Moon Patrol

C Phoenix

C Pole Position

C Realsports Football

C Vanguard

Atari 2600-LOOSE GAMES, M NETWORK

R Bump N Jump

C Football

C Lock N Chase

C Super Challenge Baseball

Atari 2600-LOOSE GAMES, ACTIVISION

U Ice Hockey

C Laser Blast

C Pitfall

U River Raid

R Robot Tank

U Skiing

R Sky Jinks

U Spider Fighter

U Starmaster

C Tennis

Atari 2600-LOOSE GAMES, AMIGA

ER Mogul Maniac

Atari 2600-LOOSE GAMES, COLECO

C Donkey Kong

U Mousetrap

C Venture

Atari 2600-LOOSE GAMES, DATA AGE

U Encounter At L-5

Atari 2600-LOOSE GAMES, FOX VIDEO GAMES

ER Crash Dive

Atari 2600-LOOSE GAMES, IMAGIC

U Atlantis

U Cosmic Ark

C Demon Attack

R Fire Fighter

C Star Voyager

Atari 2600-LOOSE GAMES, PARKER BROTHERS

U Amidar

U GI JOE: Cobra Strike

C Q*Bert
Damaged end label

U Reactor

R Spiderman

C Star Wars: The Empire Strikes Back

Atari 2600-LOOSE GAMES, SEARS TELEGAMES

C Breakaway IV

R Missle Command

C Space Invaders

U Tank Plus

Atari 2600-LOOSE GAMES, SPECTRAVISION

R Planet Patrol

ATARI 5200-LOOSE GAMES

-Centipede

-Defender

-Frogger

-Jungle Hunt

-Kangaroo

-Mario Brothers

-Moon Patrol

-Ms. Pac-Man

-Pac-Man

-Pengo

-Pole Position

-Popeye

-Q*Bert
label is torn

-Qix

-Robotron: 2084

-Space Dungeon

-Star Wars: The Arcade Game

-Soccer

-Space Invaders

-Super Breakout

ATARI 7800-LOOSE GAMES

-Centipede

-Pole Position II

ATARI 400/800-LOOSE GAMES

-Alien Garden: Epyx $2.00 min

-Atari Logo: RX8032 $2.00 min

-Atariwriter Word Processor: RX8036 $2.00 min

-Basic Computing Language: CXL4002 $2.00 min

-Fraction Fever: Spinnaker $2.00 min

-Millipede $2.00 min

-Pac-Man: CXL4022 $2.00 min

-Platter-Mania: Epyx $2.00 min

-Star Raiders: CXL4011 $2.00 min

-3-D Tic-Tac-Toe $2.00 min

-Up N Down: Sega $2.00 min

ATARI-MISCELLANEOUS
*all are in near mint condition

-ATARI FORCE Comic Book #2 $2.00 min

-ATARI FORCE Comic Book #3 $2.00 min

-ATARI Video Game Catalog $2.00 min

-INTELLIVISION Video Game Catalog: 1981 $2.00 min

-INTELLIVISION Video Game Catalog: 1982 $2.00 min

-INTELLIVISION Video Game Catalog: 1982, torn corner $2.00 min

---
COLECOVISION-LOOSE GAMES

```
-----------------------------------------------
-Cabbage Patch Kids Picture Show
-Carnival
-Donkey Kong
-Donkey Kong Junior
-Dr. Seuss Fix-Up The Mix-Up Puzzler
-Gorf
-Ladybug
-Pepper II
-Q*Bert
-Smurf Paint N Play Workshop
-Smurf Rescue in Gargamels Castle
-Super Action Baseball
-Zaxxon
-----------------------------------------------
COLECO ADAM DATA PACKS
-----------------------------------------------
-ADAMCalc
-Blank: still in box
-Buck Rodgers
-CP/M 2.2 & Assembler
-SmartBASIC
-SmartLOGO
-------------------------------------------------
COMMODORE 64-Loose Cartridges
-------------------------------------------------
-Kickman $2.00 min
-Congo Bongo $2.00 min
-Jukebox: Spinnaker $2.00 min
with case and directions
-------------------------------------------------
FAIRCHILD VIDEOCART- LOOSE GAMES
-------------------------------------------------
```

-#1: Tic-Tac-Toe, Shooting Gallery, Doodle, Quadra Doodle $2.00 min

-#3: Video Blackjack $2.00 min

-#4: Spitfire $2.00 min

-#6: Math Quiz I $2.00 min

-#8: Magic Numbers $2.00 min

-#9: Drag Race $2.00 min

-#11: Backgammon, Acey-Deucy $2.00 min

-#12: Baseball $2.00 min

INTELLIVISION-LOOSE GAMES

-Advanced Dungeons &Dragons

-Atlantis: Imagic

-Baseball

-Boxing

-Burger Time

-Donkey Kong: Coleco

-Frog Bog

-Las Vegas Poker & Blackjack

-Lock N Chase

-Major League Baseball

-Microsurgeon

-Mission X

-NASL Soccer

-NFL Football

-Night Stalker

-Poker

-Q*Bert: Parker Brothers

-Skiing

-Space Armada

-Space Spartans

-Sub Hunt

-Triple Action

-TRON Deadly Discs

-TRON Maze-A-Tron

INTELLIVISION-Box+Directions
-Most boxes have some wear.

-Donkey Kong

-Lock N Chase: w/overlay, no docs

-Pitfall: no docs

-Reversi: no docs

-Sea Battle

-Space Battle: w/ overlay

-Star Strike: w/ overlays

-TRON Maze-A-Tron: no docs, w/ overlay

-Utopia: w/ overlay

ODYSSEY2- LOOSE GAMES

-Alien Invaders-Plus, w/ box, w/ directions

-Alpine Skiing

-Baseball

-Blockout/Breakdown

-Bowling/Basketball

-Casino Slot Machine

-Computer Golf

-Cosmic Conflict

-Dynasty/Directional Dynasty

-Football

-Freedom Fighters

-Hockey/Soccer

-Invaders From Hyperspace

-KCs Crazy Chase

-KC Munchkin

-Matchmaker/Buzzword/Logix

-Math-A-Magic/Echo

-Out of This World/Helicopter Rescue

-Powerlords

-Speedway/Spinout/Cryptologic $.50 min

-Sub Chase/Armored Encounter

-UFO

-War Of Nerves

TEXAS INSTRUMENTS 99/4A-Loose Cartridges

-Adventure

-A-Maze-Ing

-Alligator Mix

-Beginning Grammar

-Blackjack and Poker

-Burgertime

-Car Wars, w/box, w/ directions

-Donkey Kong: Atari

-Dragon Mix

-Early Learning Fun

-Equations

-Facemaker

-Home Financial Decisions

-Household Budget Management

-Hunt The Wumpus

-Minus Mission

-Multiplication

-Munchman

-Number Magic

-Parsec

-Personal Real Estate

-Personal Record Keeping

-Reading On

-Subtraction

-The Attack

-TI Invaders

-Touch Typing Tutor

MISC. SYSTEMS-
*some systems say no cables but if you bid I will look for them, but
I will
not guarantee that I find them. Shipping will vary depending on the system.
MINIMUM BID INCREMENTS FOR ALL OF THE SYSTEMS WILL BE $1

-Colecovision/Adam Controllers: White

-Coleco Adam Computer: CPU, Keyboard & Joysticks $6.00 min

-Nintendo Control Deck: 1 controller & rf switch $5.00 min

-Intellivision II w/ Atari System Changer $8.00 min
no cables

-Atari Keyboard Controller

TRADES:

I will be willing to trade for Sega Saturn stuff, 2600 Berenstain Bears
and
other ER and UR carts....

HERE ARE THE RULES:

1. This auction will end on Sunday, September 17, 1995
at Midnight Mountain Time unless there is still heavy bidding.

2. Current high bids will be posted every other day on this
newsgroup and bidders will most likely be notified when
they are outbid for an item.

3. High bidders will be posted by their email name unless
otherwise specified.

4. When sending a bid, your subject must be AUCTION BID .

5. Minimum bids will be $1 and bidding increments will
be $.50 unless otherwise posted all in US Dollars.

6. If two people bid identical bids, then the person
responding first will get credit for the bid.

7. Shipping will be $2.00 for the first cartridge + $.50
for each additional cartridge. Shipping and handling
for systems will range between $6 and $10.00 depending
on weight. Larger systems may be more. All cartridges
and systems will be shipped through the US Postal
System anywhere in the Continental US. Other areas
will need to make special arrangements for shipping.

8. Following the auction, each bidder will be contacted
individually for payment and shipping. Money Orders
(sorry no personal checks) are the preferred form of
payment, but cash is always accepted. Payment
MUST be received within 7 days.

9. The will be no guarantee or warranty on anything purchased
from this auction. Cartridges have been tested and do work,
unless otherwise specified. Most systems have been tested and
do work. The systems which may not work are the ones without
cables or a power supply.

10. FINALLY, IF YOU ARE THE HIGH BIDDER YOU MUST
PAY FOR YOUR ITEMS, OTHERWISE YOUR POSTMASTER
WILL BE INFORMED AND YOU WILL BE BARRED FROM
FUTURE AUCTIONS!!!

11. I reserve the right to refuse bids.

12. I reserve the right to alter the rules or the auction itself.

Your participation in this auction signifies your consent
to follow these rules as stated.

Send all bids to: james.manazer@m.cc.utah.edu

2646. Re: [--- BOBTERM and MyDOS 4.50 ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-10 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DEpLAH.LIy@iglou.com>
Source record: 88569

I've used Bobterm's Ymodem to download plenty of files from Unix systems
using sb; I'm not sure about the uploading. I think the main difference
in the Ymodem batch protocols is in what they send following the filename.
Sb/rb sends a lot of ascii numbers representing the file length and
time/date stamps. (I haven't used Bobterm with Spartados; does it use
this time/date info, or does a downloaded file show the date that it was
downloaded?) I used to use a CP/M system that would show ridiculous
file lengths like 1280K while downloading, but the downloads turned out
all right.
--
Directions: Use only as directed.

2647. Re: 600xl Supervideo 2.1

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-10 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hxEB92X.ransom22@delphi.com>
Source record: 88570

drake thomas (phd posi) <tdrake1@umbc.edu> writes:

>The color saturation and definition is boosed significantly, the
>graininess is gone, the shadowing effect and color bleed is practically
>eliminated, and it looks like great! The difference is quite visible, and
>the mod is especially recommended for the those with original 1200XLs,
>and the 800XLs. Even the XE line of computers are improved, especially
>for sharpness and color boost.
>
>I heartily recommend it. All the details are in the Decembe 1993 issue of
>ATari Classics.

I heartily recommend it as well. I did the upgrade to my 800XL a while
back, and noticed the change in FlickerTerm-80 immediately. But, I hadn't
played many games since then...until last night. Whooee! What a huge
difference it makes! Centipede doesn't look washed out any more. The
black background is /black/, not a grainy brown-grey. Ms. Pac-Man and
Pac-Man also look incredibly good. Man, what a difference!
If Atari had only put the $2 of extra parts in there, they would
have done themselves a /big/ favor.

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2648. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-10 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hxHilYW.ransom22@delphi.com>
Source record: 88571

James King <jeking@xmission.xmission.com> writes:

>I'm stuck in the same quandry as most of you. I have this MASSIVE 486
>Dx2/80 w/32meg RAM, 3gig hard drive space, 4x CDrom, 150meg IOMEGA
>removable and SVGA, with all 32bit cards and all the latest OS's in BOOT
>MANAGER (OS/2 Warp, Windows NT 3.51 workstation, Windows 95 and Linux),
>yet I cant quite decide which one I SHOULD be using on a regular basis.

Whoo...expensive system!

>I'm finding myself not even touching the Atari, yet I know the PC is
>costing me a fortune and is really serving no vital function at home --
>except for my when my wife uses it for Word Perfect 6.1 or Word 95 and
>spreadsheets.

Sounds like you don't have much use for computers, period, at home
anymore.

>I guess when I took my BBS down, I just kind of started to loose interest
>in the Atari. I've often considered hooking up the MUX again, but dont
>think it would get utilitized.

What do you use the 486 for? If it's just word processing, then
it sounds like it's time for you to back off from computers for a while
until you get the "itch" again. :) Heck, if all you used your Atari's for
was running the BBS, mebbe you don't need a computer for yourself at all,eh?

>This message is being typed on my PC via Procomm Plus for Windows 2.1 (sigh)

Why? :) Use that ol' Atari to connect. :)

I was thinking about the "It's a matter of choice" issue yesterday,
and decided to check in on a couple other "orphan computer user" newsgroups.
I picked the TI 99/4a group and the Apple][group for my little survey
of what's going on.
The TI folks had about 100 messages posted in the last 14 days. That's
about 1/4 the posts we get here. But, all the posts were good, much
similar to what we discuss here. In fact, there's a guy there developing a
FT-80 type terminal program with 80 columns, ANSI, VT100, etc. for their
machine. It's very much a live group, enjoying their computers WAY beyond
the life TI gave them.
The Apple people had about 800 messages posted in the lat 14 days,
which is double our typical quantity. But the content! Oh, gad, there
were three or four threads chock full (30+ in one) of flames directed toward
some guy who is developing software to provide "3D sound" from the
Mockingboard (a device similar to the Pc's Sound Blaster, but which came out
long before SB did). The flames started out with stuff like "There is No

way you can produce 3D sound from a Mockingboard, no matter WHAT the software," and ended with a bunch of arguments about each side's use of grammar and spelling! Yeesh!
Now, the TI folks had been written off by TI long, long ago. They got squat when compared to the Apple folks, in terms of products and support. Yet the TI community is cohesive, and the developers (like the person doing the 80-column terminal) are treated with some degree of respect and gratitude.
In contrast, the Apple folks, who were given everything for YEARS from Apple and a /slew/ of other companies, are bickering about whether a developer can make a product that sounds quite interesting, instead of just letting him do it and see whether he fails. Doesn't cost anything for folks to let him try.
I think it's interesting to see that those of us who were generally mistreated by the computer community (TI and, to a lesser extent, Atari users) and the manufacturers of our products, magazines, etc. have pulled together so well, when those who had all the advantages ("Apple][Forever," remember? Yeah, the Apple][people are still bitter that did not hold true. but gad, they got 100* the support we did, let alone the TI people) are fragmented and bickering.
Oh, sure, we have our fights here, too - but it's about things like pirating, not petty squabbles over whether Bill can write Geneocide for chrissakes!

Anyway, were the Atari to disappear from the face of the earth tomorrow, I'd definitely choose to be a member of TI rather than the Apple community.

And, to relate this back to the subject at hand, the Apple][people are much more like the Mac and especially the MS-DOS/Windows people - fractionalized, fragmented, bickering people.
It's been said that you know a person by who they associate with.
I'd rather associate with you folks than MS-DOS/Windows, Apple, or any other group. It's an easy choice. :)

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2649. page-flipping

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-10 00:00:00 UTC
From: bbingham@turbo.KEAN.EDU
Message-ID: <Pine.OSF.3.91.950910221931.10372A-100000@turbo.kean.edu>
Source record: 88572

Hello, I have a couple questions about page-flipping in games.
Excuse me if I phrase this stuff awkwardly :)

1. How neccessary is it to page flip? (might be a stupid question)

2. Let's say your program is small. As I understand it as Antic is
drawing the screen, your program is excecuting. Should you use VBI or
whatever to control flips, to avoid switching pages in midst of Antic's
drawing?

Also interested in:
Line drawing algorhythms(sp?)
Ray casting techniques.
What techniques did WayOut use.

msg me here or bbingham@turbo.kean.edu

Thanks!

2650. SIO2PC hardware & more...

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-10 00:00:00 UTC
From: Dag.Hugdahl@flight.org
Message-ID: <a0f_9509101225@flight.org>
Source record: 88573

I've seen a couple of messages from people looking for pre-built SIO2PC hardware and I too would be interested if someone could point me in that direction as well. Also, didn't someone mention a while back that a new version of Flickerterm was available? I recently checked umich, but didn't see it.

Thanks.
-Dag-
---------- -//- ----------
Internet: Dag.Hugdahl@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

2651. Re: Comparing Graphics 400/800, 5200, 7800

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-10 00:00:00 UTC
From: doctor@right1.right.net
Message-ID: <doctor.810747746@right1>
Source record: 88574

DM9200@mm.appstate.edu (Miller, Daniel C.) writes:

>I had a 7800 and it appeared neither better nor worse than the 8bit
>computers graphics-wise.

I know how the Atari computer works and the 7800 did things that were
impossible on the computer.Compare Dark Chambers on both machines.

>Atari could have saved themselves two failed systems if they had scrapped
>the 5200 and 7800 from the get-go in favor of an XE game system style
>system using the 8bit carts.

8-bit carts??? as opossed to what?
The addressing was 14-bit. (16k cart un-banked)

>Imagine, a substantial base of software from the introduction, near zero
>R&D because all they'd've needed was a shell for a stripped down 400, and
>a pre-existing user base among the 400/800 users.

God no!Use a 1200XL case and keyboard.Well,maybe keep the cartridge port on
the top and make it smaller.But keep the 1200XL keyboard.
--

The Doctor

2652. SpartaDOS:latest versions

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-10 00:00:00 UTC
From: doctor@right1.right.net
Message-ID: <doctor.810749295@right1>
Source record: 88575

I have SpartaDOS 3.2e and SpartaDOS X 4.20 (with the 4.21 ATARIDOS.SYS handler).

So what's the difference between the latest version (whatever that is) and the standard (v3.2e) version that came from ICD?

(did they finaly introduce a "default drive" like MyDOS has)

--

The Doctor

2653. Re: Atari equipment for sale!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-10 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <42tjre$t7h@nic-nac.CSU.net>
Source record: 88655

Like me - I got the following:

800XL (stock, needed cleaning)
1050 disk drive (stock I guess, never tested it, don't use floppy drives)
19 cartridges (1 didn't work, some needed a little connector cleaning,
a few are dups of what i have)
1 joystick (quickshot ii plus)
1 printer intfc (no use for it)
All connectors
All power-sups

All of this I got just for walking over an overpass and picking it up.
I'd have sincerely thanked this guy by now but my e-mail-box got trashed
not long after this transaction and was replaced by an ANCIENT backup file.
>:^(

Oh yeah, and all I was told I was going to get was an 800XL + 1050 (for free)
and thought I'd be lucky to get working cables and supplies!

Cool, huh!? Anybody need a 1050, printer interface or some random (popular)
carts?? :) $0!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2654. I have mule .atr file!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-11 00:00:00 UTC
From: nltd@grove.iup.edu
Message-ID: <1995Sep10.220932.700@grove.iup.edu>
Source record: 88576

I have a mule .atr file that works if anyone wants it. I'm not sure if it works with the emulator, but I do know it works with sio2pc (I have played 3 or 4 games running it from the PC). If you want a copy, send me a disk and a SASE or send me $2.00 and I will send you out one. Please also include your address as I am not psychic. Thanks.

Cliff Friedel
2160 Lazor Street Apt 105
Indiana PA 15701
nltd@grove.iup.edu

PS- I also have literally thousands of other titles. If you need something let me know and I can get it for you or at lease try anyhow. Some of the other titles I have already available: 7 cities of gold, Alternate Reality: the city, Atariwriter, Fight Night, RedMax, Tomahawk, Paperclip, Hardball, Bop 'n Wrestle, Speed King, and others. Please note I will also trade titles for a copy of kennedy approach's instructions. Thanks again!

2655. Atari 400 w/11 carts forsale

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-11 00:00:00 UTC
From: jap5r@watt.seas.Virginia.EDU
Message-ID: <DEqq00.4CG@murdoch.acc.Virginia.EDU>
Source record: 88577
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit,misc.forsale.computers.other.system

I have an Atari 400 computer which I would like to sell.
It works and includes the following:
Atari 400 with attached video cable
Power supply
1 working joystik
2 joystiks with the boots missing, condition unknown
the following carts (loose all working)
Dig-Dug
Super Breakout
Qix
Donkey Kong
Centipede
Basic
Music Composer
Asteroids
Pac-Man
Football
Space Invaders
the following cassettes (loose condition unkown)
Black Jack
Hangman
Eastern Front
Video Math

Price: $40+shipping. Please No trades. I will be selling all of
my classic video games over the next few months (waiting to get some
out of storage) due mainly to space and the fact that I need a
powerbook for school. Look for these systems in the future:
Colecovision/Amiga/Vectrex/C=64/Tandy/Microvision/TI/Lots of Atari
(Anybody want all of it?)

2656. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-11 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <432qg9INNc63@duncan.cs.utk.edu>
Source record: 88578
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $100 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

2657. Re: Comparing Graphics 400/800, 5200, 7800

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-11 00:00:00 UTC
From: mfe@cis.ufl.edu
Message-ID: <mfe-1009952148070001@dialup-c3.cis.ufl.edu>
Source record: 88579

In article <42pudm$4e2@lester.appstate.edu>, DM9200@mm.appstate.edu (Miller, Daniel C.) wrote:

> I had a 7800 and it appeared neither better nor worse than the 8bit
> computers graphics-wise.
>
Actually, the 7800 was a NEW design -- it wasn't just a repackaged Atari computer like the 5200. As such, it had more RAM (than the other game systems), better graphics, and better sound than the 8-bit computers/game systems that came before it.

The was designed by old (Warner) Atari to be MUCH more than just a game machine. It had an expansion slot which would allow one to connect an optional keyboard and XL-compatible peripherals, but it was NOT compatible with XL software and this is why the computer portion of the system was never actually released.

> Atari could have saved themselves two failed systems if they had scrapped
> the 5200 and 7800 from the get-go in favor of an XE game system style
> system using the 8bit carts.
>

Personally, I don't consider the 5200 a "failed system." It died when EVERYONE's systems died. Coleco, Intellivision, Vectrex, and Atari all lost big-time on the game system market in 1983-1984.

New Atari is to blame for the failure of the 7800. It is technically superior to the Nintendo Entertainment System (the original) in all areas, but, in traditional new Atari style, they released the hardware with only the games that old Atari had finished. They figured that these would be enough to get the sales going, and then the third party developers would pick up the slack. Unfortunately, by 1985 the games that were available for the 7800 were 2 years old and of little interest to the game-playing population of the day. This is why the NES made it; they made current games available for their system.

Now, in 1995, it looks like Atari is doing the same thing with the Jaguar. How's the saying go? Fool me once, shame on you. Fool me twice, shame on me.

-Michael Ellis

2658. Wanted: Atari joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-11 00:00:00 UTC
From: "Mr. Kimberly M Beattie" <kimbo@interramp.com>
Message-ID: <430osi$555@usenet1.interramp.com>
Source record: 88580

I donated my "old" Atari 130XE to a local day care center and the kids loved it! They loved playing the Atari games so much they finally broke the joystick. So I'm looking for a joystick, or information on where I can get a joystick(s) for the Atari. I've checked around locally, but can't seem to find anything. Does anyone have a suggestion (or joystick)?

Reply to the group or by email at kimbo@duster.com.

Thanks.

2659. Re: building an 850, possible?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-11 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <430dnd$g14@charm.magnus.acs.ohio-state.edu>
Source record: 88581

There are plans for an R-Verter style interface (compatible with the sx212) up at umich. I'm afraid I don't remember the file name at the moment.

--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2660. Q: Use of Game Cartridges and Cassette Games in Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-11 00:00:00 UTC
From: mbouthil@aol.com
Message-ID: <431at0$5jl@newsbf02.news.aol.com>
Source record: 88582

I had a few questions regarding the use of game cartridges and audio cassette based programs with the various Atari emulators (Rainbow and PC Xformer). Bill Kendrick suggested I post this in comp.sys.atari.8bit so everyone could have a shot at them:

1) Is there any way to transfer game cartridges to a file so they can be used with an emulator?

- If so, how is it done (what special hardware/software is required).
- What copyright issues are involved? (Is it OK if you destroy the original cartridge after doing this and only use the ROM image on one computer at a time?)

2) Is there any way to transfer audio cassette based games to a file so they can be used with an emulator? These are machine language games not BASIC programs.

I assume this would be easier, since it must be possible to write a program that reads data from the cassette tape and writes them to disk. I don't don't know how to do it though...

It would be really cool if someone could figure out a way to "read" cassette data through a PC/Mac microphone input. This could be accomplished in real time or by sampling/recording the tones as a WAV file (or SoundEdit file on the Mac). Actually this could become a

really convenient way to transfer data between any Atari and a host computer as long as the files were small. It would only require an audio cable.

Mark Bouthillier
mbouthil@aol.com

2661. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-11 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Sep11.063352.20427@wariat.UUCP>
Source record: 88583

Re: A matter of choice.
To Jim and others who aren't sure what their Atari8 is good
for.
I have three computer systems, A8, ST and pc XT clone. They
each have their own strong points. The ST for midi, the XT
for just about everything, word processing, data base,
spreadsheet, telecomm, income tax programs. The pc has
current software I can run for income tax each year, legal
document preparation and 80 column telecomm. The ST has
most of the 'main' stuff computers are used for, but no
current software like tax preparation. And no updated
software, like telecomm (freeze dried is pretty good tho).
My point is, Jim, you have a kid now. You may be getting
others. In a very short while your kid, like my grandkids,
are going to want to do stuff on the computer and you are
going to want to do stuff with them. There's very little on
my pc or ST I can do with them. There's a TON of stuff on
the A8 I can set up and pretty much let 'em rip themselves.
So, do like I do, and grab all the kiddie software you can.
The harder arcade and other games could be very interesting
even to teen agers. A8 is a fantastic game machine and you
don't have to spend $69.95 to get a space blastemup and have
a sound blaster, CD rom, 32 megs memory 1 gig hard drive and
all that.
(Some of my 4 and 6 year old grandaugter's favorites. 'Grandma's
House', 'Hodge Podge', 'Tink's Adventure'. I have a muppet's
learning keyboard they also like very much. As far as I know
there is no muppet's keyboard for my other computers.)
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

2662. Re: IDE Drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-11 00:00:00 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199509111358.IAA17760@cs.utexas.edu>
Source record: 88584

>it would replace its buffer with what is being written then write the new
>data and the old cached data to the 512 area. Of course, for a random
>write somewhere you would need to first READ the 512 data then update..
>which makes a big slow down...
>Is this how its being done?

No, writings aren't cached, because is may be dangerous for your data.
If you wrote a file, which took the odd number of sectors (13, for example),
its last sector wasn't written to the disk - it remained in the cache. So,
if you switch off the power then, the data will be lost...

Generally, it is necessary to read-and-write 512 bytes to store 256 bytes
to the disk, or this way is at least safe. Now I am thinking about another
way to improve the speed, and I hope, that it will greatly speed up both
operations (i.e. reading and writing) from their current levels: 31 and
7 kilobytes per second for reading and writing respectively. These levels
cannot be identified with so called 'max-transfer-rate'. This rate is
about 55 KB per second in my disk :) and will be more.

Bye
KMK

2663. Re: page-flipping

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-11 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199509111452.HAA12219@zippy.sonoma.edu>
Source record: 88585

In article <Pine.OSF.3.91.950910221931.10372A-100000@turbo.kean.edu>,
Blair Bingham <bbingham@turbo.KEAN.EDU> wrote:
>Hello, I have a couple questions about page-flipping in games.
>Excuse me if I phrase this stuff awkwardly :)
>
>1. How neccessary is it to page flip? (might be a stupid question)

Usually a good idea; I rarely do it and it shows, but I don't usually care
(I'm either short on memory or it doesn't look too horrid).

>2. Let's say your program is small. As I understand it as Antic is
>drawing the screen, your program is excecuting. Should you use VBI or
>whatever to control flips, to avoid switching pages in midst of Antic's
>drawing?

Yes, always use VBI for page flipping stuff! Or you can use DLI, actually.
I had a friend write a ColorView mode routine for me (ate up all of my
RAM though, the way it wanted the images to be stored! >:^( ) - instead
of using both DLI (color changes) and VBI (frame flips), it simply did
something funky at the END of the DLI to make the next frame look different.
It was all assembled stuff (as if I understand 6502 assembly anyway :)),
so I don't know exactly how he went about it, but it was a neat routine.
I'd like him (or myself) to write a banked-RAM version of CV modes...

>Also interested in:
>Line drawing algorhythms(sp?)

Good question - I need a fast, mode-specific one for Action!, myself.

>Ray casting techniques.

<gulp!>

>What techniques did WayOut use.

I wonder what YOU'RE up to! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2664. Re: 600xl Supervideo 2.1

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-11 00:00:00 UTC
From: buescher@shed.inel.gov
Message-ID: <BUESCHER.95Sep11102415@shed.inel.gov>
Source record: 88586

I've done it. It works. You probably messed up somewhere. I did.
Lots of places, actually, but I caught them as I went along so when I
finished it worked beautifully.

Brent.

2665. SI 1.9 released

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-11 00:00:00 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199509111359.IAA17786@cs.utexas.edu>
Source record: 88587

If you are interested in testing this program (SysInfo 1.9), then sending me your suggestions, please mail me.

Known bug:

- the speed indicator goes wrong on the PC XFormer 2.0. But, I think, this report should be sent rather to the Branch Always Software... :)

Bye
KMK

2666. Atariwriter file reader

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-11 00:00:00 UTC
From: tbauer@saul1.u.washington.edu
Message-ID: <4322eo$aqs@nntp5.u.washington.edu>
Source record: 88588

Hi,

I was wondering if there was a program in the archives to allow me
to read Atariwriter + data files or convert them to ascii.

Thanks,

Tom

P.S. What is this supervideo upgrade all about. How simple is it?
I have seen no instructions for it on the archives.

--
tbauer@u.washington.edu

2667. Re: Wanted: Atari joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-11 00:00:00 UTC
From: "Mark E. Huss" <meh@bis.adp.com>
Message-ID: <4322o4$sh6@igthost.bis.adp.com>
Source record: 88589

"Mr. Kimberly M Beattie" <kimbo@interramp.com> wrote:
>I donated my "old" Atari 130XE to a local day care center and
>the kids loved it! They loved playing the Atari games so much
>they finally broke the joystick. So I'm looking for a
>joystick, or information on where I can get a joystick(s) for
>the Atari. I've checked around locally, but can't seem to find
>anything. Does anyone have a suggestion (or joystick)?

What I did (way back then) was to buy a heavy-duty arcade
joystick and 'fire' button, put them in a box, and hooked
it up using the old cable/connector.

I don't even know if today's arcade games still use 4-switch
joysticks, but mine has never worn out.

--
// Mark E. Huss == meh@bis.adp.com NJ, USA
// "But the sun is going down!" "No, no, you're confused:
// the horizon is moving up" (Firesign Theatre)

2668. Re: 600xl Supervideo 2.1

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-11 00:00:00 UTC
From: mjewison@irus.rri.uwo.ca
Message-ID: <431ge3$1hj@falcon.ccs.uwo.ca>
Source record: 88590

In article <42t1s9$6fb@usenet.INS.CWRU.Edu>, aj445@cleveland.Freenet.Edu (Bill Somrak) writes:
|>
|> Anyone ever attempt the 600xl mod from AC, some years ago? Is
|> Ben Poehland still around?? Any help would be appreciated.
|>

Ben is still around, but he's primarily lurking nowadays. He only has net access thru GEnie right now, so he only reads the Digest, rather than c.s.a.8. I suspect he's probably behind in his Digest reading so I would suggest contacting him directly:

b.poehland@genie.geis.com

Don't be surprised if it takes him a few days to get back to you.

- Mike Jewison
mjewison@irus.rri.uwo.ca

2669. re: 6502/6507 data sheets

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-11 00:00:00 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199509111432.JAA01046@mail.cs.utexas.edu>
Source record: 88591

Rick Michael Cortese absurdly writes:

>Steve; Number of cycles is a little long, something like 156 op codes
>depending on mode i.e. LDA $1000 vs LDA $00 vs LDA $30.

There's no difference between LDA $00 and LDA $30 (they both take 3 cycles,
opp. to LDA $1000, which takes 4 cycles). Perhaps you meant: LDA #$30.
It takes 2 cycles.

>also a problem with # of cycles changing if a page is cross, i.e.
>$600 BNE $610 ;Takes 2 cycles
>$600 BNE $5F0;Takes 3 cycles.

BNE takes 2 cycles, if the CPU don't do the jump. If it does, the BNE
takes 3 cycles on the same page, otherwise 4 cycles.

>The BRK instruction always jumps through $FFFE-F, in the Atari this is
>a vector that points to the vector table on page two<?>. On power up
>it just points to a routine that clears up the stack/RTI.

Absurd. The IRQVEC ($FFFE) doesn't point to a vector in a page, but to
the routine called SINRDYI ($C030) in ROM. This routine has to check the
source of the interrupt (whether it was POKEY, or a new device or BRK or
something else), then call a proper interrupt-routine by a proper vector
in RAM.

>and a few other said, the 6502 series has a hardware glitch which allows
>the BRK instruction to fail on ocassion.

Don't think. The mistake is rather in the documentation, than in the CPU.
The BRK never fails, if the programmer knows, that this instruction is
TWO BYTES LONG (the second is ignored).

>A REG now set to zero & n & z flags set

The N bit is set to zero for this example.

>I never
>really thought about it, but for doing stuff like determining string length
>on an Atari where the CR=>155, I guess this would be a good instruction to
>use since it doesn't modify the bytes being examined. Ditto for string
>compares.

Pity. The BIT instruction is very useful for various purposes. You can
easily test 7 and 6 bits in any memory location, for example: BIT DDEVIC
is the fastest and shortest way to check, whether the called device
is a disk drive or not:

```
BIT DDEVIC
BVS NO_DRIVE
```

because in all other codes ($40, $50, $60) the 6 bit is set to 1. BIT allow you also to check, whether the current SIO-operation is writing or not:

```
BIT DSTATS
BMI WRITE
```

and so on.

Nevertheless, this instruction isn't very useful to test string-endings, due to lack of addressing modes.

>Been a while
>so I could be wrong, but I remember thinking at the time, "It must be they
>are testing it on [6502, 6502 emulator] or the 6507 will just ignore the
>upper address bits.

As far as I know, the 6507 address space is 8 KB.

Regards
KMK

2670. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-11 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <145346@cup.portal.com>
Source record: 88592

Joe, your comments about who you'd rather associate with really hit home! I didn't buy my first clone until maybe 86 or 87 & I'd have to admit for being a piece of junk, my experience with other users of that thing weren't that bad, but my 2nd one! I remember MAT*RAT saying something like, "You know what I hate about MS DOS? Everybody has their hand out!" in the CIS 8 bit sig. Tandy was having a parking lot sale & I picked up one of their '286 clones & 20 meg hard drive for about $500. For the time, Tandy was a better choice then IBM since most software houses were supporting the 320x16 color mode & the built in sound. Sure enough, as I'm leaving the parking lot a guy approaches me & says, "That's a nice computer, I have the same model. I use it in my business as a consultant. Buy the way, you have to know how to set the jumpers to use it with a non Tandy hard disk." My being my usual dense self said, "Really! What's the settings?" to which the guy responded, "Hey! I'm a computer consultant! If you want me to tell you how to set it up, you'll have to hire me!" Sheesh! That set the mood for most of my dealings in the MS DOS world. Even when I have to expose myself to the MS DOS world on a daily basis, their is NEVER a sense of community or comaraderie.
Rick

2671. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-11 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <431oe1$j2q@charm.magnus.acs.ohio-state.edu>
Source record: 88593

I feel the same way about who I'd rather associate with -- that's why
I still hang around here even though I don't use my Atari as much as I
used to.

And Rick, your story reminded me of my own dilemma: I could get money
for my computer knowledge, but I don't feel right charging people for
giving them simple information.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2672. Re: Comparing Atari Graphix (8-bit, 7800, 5200, etc)

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-11 00:00:00 UTC
From: junkster@chinook.halcyon.com
Message-ID: <431lgt$k5t@news1.halcyon.com>
Source record: 88594

AS <astaude@silas.cc.monash.edu.au> wrote:
>Just wondering what the difference in graphic capabilities is between
>the different 8-bit Atari Machines - ie the 7800, 5200 the 8-bit
>computers, 800XL, 1200XL etc.

All the 8-bit computers and the 5200 have basically the same hardware;
the graphics capabilities are identical. The 7800 has an interesting
graphics chip which is similar to one component in the Jaguar graphics
system (the object processor). Basically, it lets you write fancy
display lists that, more or less, let you display two-dimensional chunks
of memory at arbitrary x and y coordinates. A sprite system, really, but
you have to fool with the display list to move things.

James Hague
junkster@halcyon.com

2673. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-11 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <RHEgV0s.ransom22@delphi.com>
Source record: 88595

William Kendrick <kendrick@zippy.sonoma.edu> writes:

>>[...] not petty squabbles over whether Bill can write Geneocide for
>>chrissakes!
>
>Ah, but I can't. :) At the moment. My programming skills seem not what

Leave it to me to pick the one game you say you can't do. :)

>Anyway - I guess what I was TRYING to say was "I can't do it at this point",
>but I guess I've proven myself wrong. Of course, I'd MUCH rather do it

Yay! there is hope yet. ;)

-Joe
--

_____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2674. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-11 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <RnFANMI.ransom22@delphi.com>
Source record: 88596

<Rick_Michael_Cortese@cup.portal.com> writes:

>Joe, your comments about who you'd rather associate with really hit home!

Whew. Thanks. I worried all day that I had written that poorly,
and someone would take offense, or that my experience in non-A8 circles
has been atypical.

>use it with a non Tandy hard disk." My being my usual dense self said,
>"Really! What's the settings?" to which the guy responded, "Hey! I'm a
>computer consultant! If you want me to tell you how to set it up, you'll
>have to hire me!" Sheesh! That set the mood for most of my dealings
>in the MS DOS world. Even when I have to expose myself to the MS DOS
>world on a daily basis, their is NEVER a sense of community or
>comaraderie.

Right-o, Rick. We have a superlative group here (and, I bet, in the
A8 world at large - meaning those who cannot get online). At first I was
amazed at how large a percentage of the messages in this newsgroup are
pleas for help and numerous replies to those pleas. I'd never encountered
that before. It's great, and a wonderful resource. None of us know
everything, so we help eachother whenever we can. It's a real help to
know that - when Carole and I started the SV 2.1 upgrade with no previous
experience with such upgrades, I was given confidence by knowing that, if
i encountered trouble, I could come here for answers to my questions.

As I said before, I'm glad to be a part of this.

-Joe
--

---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2675. wanted: 1050 disk drive (that works)

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-11 00:00:00 UTC
From: agim@maestro.maestro.com
Message-ID: <DErIzK.I10@maestro.maestro.com>
Source record: 88597

i'm looking to buy a disk drive for my old atari 800xl. i used to have a model 1050 disk drive, but i would settle for any compatible drive. if you have one to sell or know of someplace where i can find one, please send me some email with the information. i will be greatly appreciated...

agim@maestro.com

2676. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-11 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199509110708.AAA08365@zippy.sonoma.edu>
Source record: 88598

In article <hxHilYW.ransom22@delphi.com>,
Joe Walsh <ransom22@delphi.com> wrote:

>[...] not petty squabbles over whether Bill can write Geneocide for
>chrissakes!

Ah, but I can't. :) At the moment. My programming skills seem not what
I imagined them, esp. when trying to work with Action! - great, superb,
fast language; but it strives to be Sweet16ized!

But - I will have access to some hefty AV equipement
(PowerMac8100-something/AV plus color page scanner, color slide scanner,
and a VCR video setup!) and may get some help from, say, Hard Software or
maybe Tight; that'd be cool. Incorporating their stuff into my stuff may
take the Action! knowledge of Rick Cortese, but seeing some of the stuff
these Euro-dudes can do, it'll be well worth it. :) (I could ALWAYS do with
some good Atari synth music - digi stuff I can do on my own, but I suck
otherwise.)

Also, I've found (well, always had it, never got around to looking at it)
some XE RAM banking ditties in Action! (coulda done it myself, I suppose,
but I'm not very confident when it comes to that sort of stuff for some
reason).

Anyway - I guess what I was TRYING to say was "I can't do it at this point",
but I guess I've proven myself wrong. Of course, I'd MUCH rather do it
in 3D like Castle Wolfenstein 3D or DOOM or Marathon, but that'd DEFINITELY
take not only help from Europe but also a Sweet16-pumped Action! compiler! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick (Now with a tiny tidbit of Melissa in it!)

2677. re: 6502/6507 data sheets

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-11 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <145358@cup.portal.com>
Source record: 88599

```
;Rick Michael Cortese absurdly writes:

>Steve; Number of cycles is a little long, something like 156 op codes
>depending on mode i.e. LDA $1000 vs LDA $00 vs LDA $30.

;There's no difference between LDA $00 and LDA $30 (they both take 3 cycles,
;opp. to LDA $1000, which takes 4 cycles). Perhaps you meant: LDA #$30.
;It takes 2 cycles.
Caught me, typo. I reply on line so this happens a lot

>also a problem with # of cycles changing if a page is cross, i.e.
>$600 BNE $610 ;Takes 2 cycles
>$600 BNE $5F0;Takes 3 cycles.

;BNE takes 2 cycles, if the CPU don't do the jump. If it does, the BNE
;takes 3 cycles on the same page, otherwise 4 cycles.
Caught me here also, read the online reply statement
>The BRK instruction always jumps through $FFFE-F, in the Atari this is
>a vector that points to the vector table on page two<?>. On power up
>it just points to a routine that clears up the stack/RTI.

;Absurd. The IRQVEC ($FFFE) doesn't point to a vector in a page, but to
;the routine called SINRDYI ($C030) in ROM. This routine has to check the
;source of the interrupt (whether it was POKEY, or a new device or BRK or
;something else), then call a proper interrupt-routine by a proper vector
;in RAM
Your nit picking here, Steve asked for more info on this & I explained it
fully and acurately. Also your ref to SINRDYI in $CXXX is only good for the XL
OS. If you're going to be petty you should at least try to be asaccurate as
you're demanding others people to be.
>and a few other said, the 6502 series has a hardware glitch which allows
>the BRK instruction to fail on ocassion.
;Don't think. The mistake is rather in the documentation, than in the CPU.
;The BRK never fails, if the programmer knows, that this instruction is
;TWO BYTES LONG (the second is ignored).
You know, I think you just possibly will be corrected about this by more
people then myself. John Harris posted some code that demonstrated the bug
beyond any doubt & several other people pulled out docs for later
processors, like I said on line so..., the 6502C & 65816 where they said they
corrected the bug in the BRK instruction. I doubt very seriously they fixed a
bug that wasn't there. You just don't know what you're talking about.
>A REG now set to zero & n & z flags set
;The N bit is set to zero for this example.
Steve made the same assumption, i.e. by set I meant set to the appropriate
value. That is, you can set something to zero, you can set something to
1, get it?
```

>I never
>really thought about it, but for doing stuff like determining string length
>on an Atari where the CR=>155, I guess this would be a good instruction to
>use since it doesn't modify the bytes being examined. Ditto for string
>compares.

;Pity. The BIT instruction is very useful for various purposes. You can
;easily test 7 and 6 bits in any memory location, for example: BIT DDEVIC
;is the fastest and shortest way to check, whether the called device
;is a disk drive or not:

;BIT DDEVIC
;BVS NO_DRIVE

;because in all other codes ($40, $50, $60) the 6 bit is set to 1. BIT
;allow you also to check, whether the current SIO-operation is writing
;or not:
Well, it seems I usually bang on the hardware anyway. I still can't see what
the savings your talking about. This seems to be a constant form of nit picking
so let me explain something to you. It does not make a heck of a lot of sense
to talk about saving a cycle or two when you are doing something like saving a
file to disk or cassette. Aren't you the guy that was talking about the
freaking Turdo Tape OS? Ask me if I care if I save 1/100,000 of a second when
I'm writing a 10k file to disk, let alone a tape! Maybe you could come up with
a better example where the BIT instruction will save more then 1/1,000,000% of
time.
;Nevertheless, this instruction isn't very useful to test string-endings,
;due to lack of addressing modes.
Do you want to rethink that one? I'd reply with example code, but I'm online
again<sigh>. Just a matter of style, probably could be done faster another way,
but I can't see any problems with doing a routine that used the BIT
operator that would check for EOL.
>so I could be wrong, but I remember thinking at the time, "It must be they
>are testing it on [6502, 6502 emulator] or the 6507 will just ignore the
>upper address bits.

;As far as I know, the 6507 address space is 8 KB.
When Steve asked for more info, he said <correct me if I'm wrong Steve> he
had 6507code written for the VCS that was targeted for somewhere in the $FXXX
region.
;Regards
:KMK
Look, your FIRST line of your reply. You've made several errors, demonstrated a
lack of general knowledge & put forward a pointless example. If you want
people to take you seriously, point out the typos, correct errors in coding
not style, try not to comment on with statements like "Absurd". Your
statements in light of how many judgement errors you made seem pretty shallow.
I'm willing to stop this right now, but try to act a little civilized.
Absurdly, regards
Rick

2678. Re: SIOcopy

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-11 00:00:00 UTC
From: laserco@visi.com
Message-ID: <430jgj$5rj@mixer.visi.com>
Source record: 88600

This is exactly why i subscribed to this newsgroup 5 minutes ago for
I need to find out how to build my own sio2pc cable and where do I
get the program to do it. I have around 10 atari 8 bits and would like
to be able to store the programs to 1.44 meg 3.5 inchdisk format..
Thanks to you all,
Mitch
laserco@visi.com

2679. Help with 512K

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-12 00:00:00 UTC
From: Ken Siders <102404.2370@CompuServe.COM>
Message-ID: <434absosv1@mhafn.production.compuserve.com>
Source record: 88406

Has anyone ever installed a 512K upgrade into an 800XL. I have never gotten mine to work properly. Both sets of RAM work OK alone, but it appears to be a timimg problem. The article I had had some errors and I thought I had corrected them.

If anyone has build a 512K would you please send me the DOCs so I can see if there are any errors.

Ken Siders
cp576@cleveland.freenet.edu
Compuserve: 102404,2370

Sorry if this is vague, I can track down the original text if necessary.

2680. Re: page-flipping

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-12 00:00:00 UTC
From: yhavinga@cs.utwente.nl
Message-ID: <4348ju$pbh@utrhcs.cs.utwente.nl>
Source record: 88407

Blair Bingham (bbingham@turbo.KEAN.EDU) wrote:
: Hello, I have a couple questions about page-flipping in games.
: Excuse me if I phrase this stuff awkwardly :)

: 1. How neccessary is it to page flip? (might be a stupid question)

Lets say you have a 'build screen' routine that takes about 75% of a frame
time (1/50 of a sec). This routine does not fill the screen from top to bottom,
but from bottom to top, or at random spots of the screen.

If no page flipping is used, and the display is started (with the top scanline),
your routine will not have finished with the screen data of this scanline, and
stuff will be messy.

: 2. Let's say your program is small. As I understand it as Antic is
: drawing the screen, your program is excecuting. Should you use VBI or
: whatever to control flips, to avoid switching pages in midst of Antic's
: drawing?

The vertical blank is the place to do page flipping; the VBI is ideal!

: Thanks!

-- Yeb Havinga

2681. Help: Atari 800 serial port pinout

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-12 00:00:00 UTC
From: bjb@rain.org
Message-ID: <434cea$7cc@news.rain.org>
Source record: 88408

Am in process of converting from an Atari program that drives a weaving loom to a PC program that does same (ProWeave). Atari cable to loom controller plugs into port 1 on front-left of the 800. Loom end is an RS-232 (DB-25 male) with pins at only 1, 2, 3, 12, 14, 15 positions.

Need to know the logic pinout of Atari port 1 in order to construct proper cable from PC serial port (COM2) to loom controller.

Any help will be deeply appreciated. Please reply e-mail to bjb@rain.org.
Thanks,

Ben

2682. Re: Help: Atari 800 serial port pinout

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-12 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <DEt0n4.4r3.0.-s@cs.vu.nl>
Source record: 88409

bjb@rain.org (Ben Berkowitz) writes:

>Am in process of converting from an Atari program that drives a weaving
>loom to a PC program that does same (ProWeave). Atari cable to loom
>controller plugs into port 1 on front-left of the 800. Loom end is an
>RS-232 (DB-25 male) with pins at only 1, 2, 3, 12, 14, 15 positions.

>Need to know the logic pinout of Atari port 1 in order to construct
>proper cable from PC serial port (COM2) to loom controller.

>Any help will be deeply appreciated. Please reply e-mail to bjb@rain.org.
>Thanks,

>Ben

Take a look at:

http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/Pinouts.html

also, keep in mind that the Atari 800 serial port doesn't use RS232 signals,
but TTL style.

Ivo

2683. ATARI/COLECO/C64/FAIRCHILD/INTV/ODY2/TI AUCTION UPDATE #2

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-12 00:00:00 UTC
From: jrm8248@u.cc.utah.edu
Message-ID: <434nv2$c38@news.cc.utah.edu>
Source record: 88410

ATARI/COLECO/C64/FAIRCHILD/INTV/ODY2/TI AUCTION UPDATE #2

I am posting this auction here because I believe that some
people who read this newsgroup are interested. Here is the
order of the items in this auction. There are several
very good cartridges in this auction, so please
take the time to look through this auction for things
you might want and then send me a bid on those items.

TO ALL COMPUSERVE BIDDERS...ALL EMAIL I KEEP SENDING YOU IS BEING
RETURNED TO ME
FOR SOME REASON...

HERE IS THE ORDER:

ATARI 2600
ATARI 5200
ATARI 7800
ATARI 400/800
ATARI MISCELLANEOUS
COLECOVISION
COLECO ADAM
COMMODORE 64
FAIRCHILD
INTELLIVISION
ODYSSEY2
TEXAS INSTRUMENTS 99/4A
MISC SYSTEMS

This Auction will end at Midnight Mountain Time on
SUNDAY, SEPTEMBER 17, 1995 unless bidding is
still strong.

Atari 2600 cart�s are all preceded by their VGR rarity
rating.

The Rules follow this auction.

Please send all bids to jrm8248@u.cc.utah.edu

Happy Bidding!!

ATARI 2600-NEAR MINT W/BOX & DIRECTIONS

Chopper Command $3.00 min

C Missle Command $3.00 min

R Big Birds Egg Catch: CCW still shrinkwrapped $3.00 drew

R Oscars Trash Race: CCW still shrinkwrapped $3.00 drew

R Subterranea: Imagic $30.00 jk64

Atari 2600-LOOSE GAMES, COLORED LABEL NO PICTURE

C Adventure: cx-2613 $1.00 kingkong

C Basketball: cx-2624

C Championship Soccer: cx-2616

C Circus Atari: cx-2630 $1.00 pacmanii

U Dodge em: cx-2637

C Football: Atari

C Space Invaders: cx-2632

U Space War: cx-2604

C Video Olympics: cx-2621

Atari 2600-LOOSE GAMES, COLORED LABEL W/ PICTURE

C Asteroids

R Basic Programming $1.00 kcwillia

C Basketball

C Berserk $1.00 pacmanii

C Football

C Home Run

U Jr. Pac Man $4.00 jschloss

C Missle Command

R Othello $1.00 kingkong

C Pac-Man

U Slot Racers $1.00 ltravis

U Space War

U Star Raiders

U Street Racer

U Video Pinball

U Warlords

C Yars Revenge

Atari 2600-LOOSE GAMES, SILVER LABEL W/ PICTURE

U Battlezone $4.00 jschloss

C E.T.

U Galaxian $4.00 jschloss

C Joust $5.00 jschloss

U Moon Patrol

C Phoenix $3.00 jschloss

C Pole Position

C Realsports Football

C Vanguard

Atari 2600-LOOSE GAMES, M NETWORK

R Bump N Jump $4.00 timg

C Football

C Lock N Chase

C Super Challenge Baseball

Atari 2600-LOOSE GAMES, ACTIVISION

U Ice Hockey

C Laser Blast

C Pitfall

U River Raid

R Robot Tank $1.00 rhett

U Skiing

R Sky Jinks

U Spider Fighter $1.00 rhett

U Starmaster

C Tennis

Atari 2600-LOOSE GAMES, AMIGA

ER Mogul Maniac $6.00 rhett

Atari 2600-LOOSE GAMES, COLECO

C Donkey Kong

U Mousetrap

C Venture

Atari 2600-LOOSE GAMES, DATA AGE

U Encounter At L-5 $2.00 kcwillia

Atari 2600-LOOSE GAMES, FOX VIDEO GAMES

ER Crash Dive $6.00 beiles

Atari 2600-LOOSE GAMES, IMAGIC

U Atlantis

U Cosmic Ark

C Demon Attack $1.00 lehrer

R Fire Fighter $1.50 kcwillia

C Star Voyager

Atari 2600-LOOSE GAMES, PARKER BROTHERS

U Amidar

U GI JOE: Cobra Strike $1.00 kingkong

C Q*Bert
Damaged end label

U Reactor

R Spiderman $4.00 jschloss

C Star Wars: The Empire Strikes Back

Atari 2600-LOOSE GAMES, SEARS TELEGAMES

C Breakaway IV $1.00 kcwillia

R Missle Command

C Space Invaders

U Tank Plus $1.00 kcwillia

Atari 2600-LOOSE GAMES, SPECTRAVISION

R Planet Patrol $3.00 jschloss

ATARI 5200-LOOSE GAMES

-Centipede $1.00 kcwillia

-Defender $2.50 kcwillia

-Frogger $1.00 kcwillia

-Jungle Hunt $1.00 gmofley

-Kangaroo $1.00 kcwillia

-Mario Brothers $1.00 kcwillia

-Moon Patrol $7.00 gmofley

-Ms. Pac-Man $5.00 jschloss

-Pac-Man $1.00 kcwillia

-Pengo $1.00 skc4518

-Pole Position $1.00 kcwillia

-Popeye

-Q*Bert $6.00 jschloss
label is torn

-Qix $1.00 rhett

-Robotron: 2084 $7.00 gmofley

-Soccer

-Space Dungeon

-Space Invaders $1.00 skc4518

-Star Wars: The Arcade Game $14.00 gmofley

-Super Breakout $1.00 rhett

ATARI 7800-LOOSE GAMES

-Centipede $2.00 rhett

-Pole Position II

ATARI 400/800-LOOSE GAMES

-Alien Garden: Epyx $2.00 rhett

-Atari Logo: RX8032 $2.00 perryd

-Atariwriter Word Processor: RX8036 $2.00 min

-Basic Computing Language: CXL4002 $2.00 min

-Fraction Fever: Spinnaker $2.00 perryd

-Millipede $2.00 rhett

-Pac-Man: CXL4022 $2.00 min

-Platter-Mania: Epyx $2.00 min

-Star Raiders: CXL4011 $2.00 min

-3-D Tic-Tac-Toe $2.00 perryd

-Up N Down: Sega $6.00 mbates

ATARI-MISCELLANEOUS
*all are in near mint condition

-ATARI FORCE Comic Book #2 $2.00 jvmatthe

-ATARI FORCE Comic Book #3 $2.00 min

-ATARI Video Game Catalog $2.00 min

-INTELLIVISION Video Game Catalog: 1981 $2.00 min

-INTELLIVISION Video Game Catalog: 1982 $2.00 min

-INTELLIVISION Video Game Catalog: 1982, torn corner $2.00 min

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COLECOVISION-LOOSE GAMES

-Cabbage Patch Kids Picture Show $8.00 timg

-Carnival $1.50 kingkong

-Donkey Kong $1.00 tb

-Donkey Kong Junior $1.00 tb

-Dr. Seuss Fix-Up The Mix-Up Puzzler $8.00 brett

-Gorf $1.50 kingkong

-Ladybug $1.00 tb

-Pepper II $1.00 tb

-Q*Bert $1.50 kingkong

-Smurf Paint N Play Workshop $8.00 brett

-Smurf Rescue in Gargamels Castle $1.50 kingkong

-Super Action Baseball $1.00 tb

-Zaxxon $1.50 kingkong

COLECO ADAM DATA PACKS

-ADAMCalc $1.00 drmanhattan

-Blank: still in box

-Buck Rodgers

-CP/M 2.2 & Assembler $1.00 drmanhattan

-SmartBASIC

-SmartLOGO $1.00 drmanhattan

COMMODORE 64-Loose Cartridges

-Kickman $2.00 drmanhattan

-Congo Bongo $2.00 drmanhattn

-Jukebox: Spinnaker $2.00 perryd
with plastic case, spinnaker catalog warranty card and directions

```
--------------------------------------------------
FAIRCHILD VIDEOCART- LOOSE GAMES
--------------------------------------------------

-#1: Tic-Tac-Toe, Shooting Gallery, Doodle, Quadra Doodle $2.00
drmanhattan

-#3: Video Blackjack $2.00 drmanhattan

-#4: Spitfire $2.00 drmanhattan

-#6: Math Quiz I $3.00 barry

-#8: Magic Numbers $2.00 drmanhattan

-#9: Drag Race $2.00 drmanhattan

-#11: Backgammon, Acey-Deucy $2.00 drmanhattan

-#12: Baseball $2.00 drmanhattan

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INTELLIVISION-LOOSE GAMES
-------------------------------------------

-Advanced Dungeons &Dragons

-Atlantis: Imagic

-Baseball

-Boxing

-Burger Time $1.00 kcwillia

-Donkey Kong: Coleco

-Frog Bog

-Las Vegas Poker & Blackjack $1.00 kcwillia

-Lock N Chase

-Major League Baseball

-Microsurgeon $1.00 kcwillia

-Mission X

-NASL Soccer

-NFL Football

-Night Stalker

-Poker

-Q*Bert: Parker Brothers

-Skiing
```

-Space Armada

-Space Spartans

-Sub Hunt

-Triple Action

-TRON Deadly Discs

-TRON Maze-A-Tron

INTELLIVISION-Box+Directions
-Most boxes have some wear.

-Donkey Kong

-Lock N Chase: w/overlay, no docs

-Pitfall: no docs

-Reversi: no docs

-Sea Battle

-Space Battle: w/ overlay

-Star Strike: w/ overlays

-TRON Maze-A-Tron: no docs, w/ overlay

-Utopia: w/ overlay $10.00 gndy

ODYSSEY2- LOOSE GAMES

-Alien Invaders-Plus, w/ box, w/ directions

-Alpine Skiing $1.00 timg

-Baseball

-Blockout/Breakdown

-Bowling/Basketball

-Casino Slot Machine $1.00 timg

-Computer Golf

-Cosmic Conflict

-Dynasty/Directional Dynasty $1.00 timg

-Football

-Freedom Fighters $1.00 timg

-Hockey/Soccer

-Invaders From Hyperspace $1.00 timg

-KCs Crazy Chase $1.00 timg

-KC Munchkin

-Matchmaker/Buzzword/Logix

-Math-A-Magic/Echo $1.00 timg

-Out of This World/Helicopter Rescue $1.00 timg

-Powerlords $35.00 matthewp
this cartridge will be sold in 48 hours if there is no higher bid!

-Speedway/Spinout/Cryptologic $.50 min

-Sub Chase/Armored Encounter

-UFO

-War Of Nerves $1.00 timg

TEXAS INSTRUMENTS 99/4A-Loose Cartridges

-Adventure $1.00 gene

-A-Maze-Ing

-Alligator Mix

-Beginning Grammar $1.00 gene

-Blackjack and Poker $2.00 gene

-Burgertime $1.00 gene

-Car Wars, w/box, w/ directions $1.00 gene

-Donkey Kong: Atari $3.00 gene

-Dragon Mix $1.00 drmanhattan

-Early Learning Fun $2.00 gene

-Equations

-Facemaker $1.00 drmanhattan

-Home Financial Decisions

-Household Budget Management

-Hunt The Wumpus $1.00 gene

-Minus Mission $2.00 gene

-Multiplication $2.00 gene

-Munchman $1.00 gene

-Number Magic $2.00 gene

-Parsec $1.00 gene

-Personal Real Estate

-Personal Record Keeping

-Reading On $2.00 gene

-Subtraction $2.00 gene

-The Attack $1.00 gene

-TI Invaders $2.00 gene

-Touch Typing Tutor

MISC. SYSTEMS-
*some systems say no cables but if you bid I will look for them, but
I will
not guarantee that I find them. Shipping will vary depending on the system.
MINIMUM BID INCREMENTS FOR ALL OF THE SYSTEMS WILL BE $1

-Colecovision/Adam Controllers: White

-Coleco Adam Computer: CPU, Keyboard & Controllers $7.00 perryd

-Nintendo Control Deck: 1 controller & rf switch $5.00 rhett

-Intellivision II w/ Atari System Changer $8.00 rhett
no cables

-Atari Keyboard Controller

TRADES:

HERE ARE THE RULES:

1. This auction will end on Sunday, September 17, 1995
at Midnight Mountain Time unless there is still heavy bidding.

2. Current high bids will be posted every other day on this
newsgroup and bidders will most likely be notified when
they are outbid for an item.

3. High bidders will be posted by their email name unless
otherwise specified.

4. When sending a bid, your subject must be AUCTION BID .

5. Minimum bids will be $1 and bidding increments will
be $.50 unless otherwise posted all in US Dollars.

6. If two people bid identical bids, then the person
responding first will get credit for the bid.

7. Shipping will be $2.00 for the first cartridge + $.50
for each additional cartridge. Shipping and handling
for systems will range between $6 and $10.00 depending
on weight. Larger systems may be more. All cartridges
and systems will be shipped through the US Postal
System anywhere in the Continental US. Other areas
will need to make special arrangements for shipping.

8. Following the auction, each bidder will be contacted
individually for payment and shipping. Money Orders
(sorry no personal checks) are the preferred form of
payment, but cash is always accepted. Payment
MUST be received within 7 days.

9. The will be no guarantee or warranty on anything purchased
from this auction. Cartridges have been tested and do work,
unless otherwise specified. Most systems have been tested and
do work. The systems which may not work are the ones without
cables or a power supply.

10. FINALLY, IF YOU ARE THE HIGH BIDDER YOU MUST
PAY FOR YOUR ITEMS, OTHERWISE YOUR POSTMASTER
WILL BE INFORMED AND YOU WILL BE BARRED FROM
FUTURE AUCTIONS!!!

11. I reserve the right to refuse bids.

12. I reserve the right to alter the rules or the auction itself.

Your participation in this auction signifies your consent
to follow these rules as stated.

Send all bids to: james.manazer@m.cc.utah.edu

2684. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-12 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <433rfl$5sq@news.xmission.com>
Source record: 88411

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:

: (Some of my 4 and 6 year old grandaugter's favorites. 'Grandma's
: House', 'Hodge Podge', 'Tink's Adventure'. I have a muppet's
: learning keyboard they also like very much. As far as I know
: there is no muppet's keyboard for my other computers.)

Very good suggestion! I know I was stockpiling all those Atari's for a
reason. Just gave away a 65xe and composite color monitor to the gal who
watches my kid during the day. Hope to find a bunch of educational carts
to go with it.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2685. Re: Atari Disk Drive Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-12 00:00:00 UTC
From: winston@merk.com
Message-ID: <DEsCxq.Gqw@merk.com>
Source record: 88412

On Saturday, September 9, 1995 at 06:17:26 GMT (12:17am EDT ?)
khan@deltanet.com (Scott Coleman) wrote:

SC> My 1984 vintage Indus GT recently bit the dust, leaving me with 2 800s,
SC> ~50 diskettes, and no disk drives. Anybody have a spare disk drive and
SC> power supply which they'd trade or sell? Local (Orange County, CA)
SC> deals preferred, but will consider all offers. Email me and let's talk.

I remember that there was a disk drive mechanism that could be used as
a replacement for the INDUS-GT. When installing it, you had to cut a
couple of traces on the board, and Synchromesh would never work again, but
it was some type of stock mechanism. There was an article on how to do it
in one of the ATARI club newsletters from days of yore. It was one of
those articles like the Bucholtz(sp?) 265K upgrade. Since I never owned an
INDUS drive, I am not sure I ever saved the article. If the logic board is
still good, you might be able to replace the mechanism....

2686. Re: Atari 8bit Opcodes!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-12 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DEt2s4.7q@jackson.napervilleil.attgis.com>
Source record: 88413

#==========Ted Skrecky, 9/7/95==========
#
#
#The following is from the February 1988 issue of KEEPING PACE:
#
#BNR - Branch for No Reason.
#CMD - Create Meaningless Data.
#DRA - Decrement Random Address.
#EDR - Emit Deadly Radiation.
#LLI - Lose Last Instruction.
#PRS - Push Results off Stack.
#RIS - Remain In Subroutine.
#SHB - Scramble High order Bit.
#TEC - Take Extra time for Calculation.

Thanks Ted. Those are good ones and worth keeping. Humor seems to be
lacking these days in the computer groups.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM

2687. Re: WTB: SpartaDOS X

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-12 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DEt33D.BA@jackson.napervilleil.attgis.com>
Source record: 88414

```
#==========Michael Current, 9/8/95==========
#
#>I heard FTE is selling SpartaDOS X? How can I get in contact
#with them? If
#>not, does someone want to sell theirs?
#
#Fine Tooned Engineering's SDX is sold by a number of 8-bit Atari vendors,
#including B&C ComputerVisions and Computer Software Services.
#
#Fine Tooned Engineering
#P.O. Box 31270
#Mesa, AZ 85275
#United States
#tel: (408) Get-REAL {438-7325} [Orders] (OLD??)
#BBS: (408) 438-6775 (OLD??)

This has to definitely be an old number since 408 is the area code
for the San Jose area.

The area code for Arizona is 602. Does anyone have the new number
for Mike? The last message I saw from him was when he had moved
but not gotten a new phone number yet. Haven't seen anything since.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM
```

2688. Re: Atari Disk Drive Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-12 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <434r10$6cu@blackice.winternet.com>
Source record: 88415

> winston@merk.com (Winston Smith) writes:
>
> On Saturday, September 9, 1995 at 06:17:26 GMT (12:17am EDT ?)
> khan@deltanet.com (Scott Coleman) wrote:
>
> SC> My 1984 vintage Indus GT recently bit the dust, leaving me with 2 800s,
> SC> ~50 diskettes, and no disk drives. Anybody have a spare disk drive and
> SC> power supply which they'd trade or sell? Local (Orange County, CA)
> SC> deals preferred, but will consider all offers. Email me and let's talk.
>
>
> I remember that there was a disk drive mechanism that could be used as
> a replacement for the INDUS-GT. When installing it, you had to cut a
> couple of traces on the board, and Synchromesh would never work again, but
> it was some type of stock mechanism. There was an article on how to do it
> in one of the ATARI club newsletters from days of yore. It was one of
> those articles like the Bucholtz(sp?) 265K upgrade. Since I never owned an
> INDUS drive, I am not sure I ever saved the article. If the logic board is
> still good, you might be able to replace the mechanism....
>
>>>>
Naw, the standard Atari 1050 Mech will work but you have to figure
out the correct Plugs to the Jacks and do a little messing with the motor power
wires. I did it way back, about 1986 or so. Sent American Technivision a
sheet on how to do it and I think posted it on GEine and CServe.

Rich Mier

2689. FS: Classic 8 Bit Atari HardWare: Listed Catalog!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-12 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <433tq2$5dv@kelly.teleport.com>
Source record: 88416
Cross-posted to: comp.sys.atari.8bit,pdx.forsale,or.forsale,pnw.forsale

```
ATARI 8-BIT HARDWARE FOR SALE:

PS=Power Supply.

NEC Color Monitor with Audio/Video/
In & Out RCA Jacks..........$75 U.S.

Comrex Composite Color Monitor w/
Audio/Video/In RCA Jacks....$60 U.S.

NEC Green Screen Monitor with Audio/
Video/In & Out RCA Jacks....$40 U.S.

N.A.P./Magnavox Amber Monitor with
Audio/Video/In RCA Jacks....$25 U.S.

USI MonoChrome/Amber Video Monitor,
Industrial Grade............$25 U.S.

Atari 130xe, 1mb upgrade done by FTE
with Manual & PS...........$250 U.S.

Atari 130xe, 320K w/ Special PS &
Manual.....................$100 U.S.

Atari 130xe, 128K
w/PS........................$75 U.S.

Atari xe Game System, 64K
Has Detatchable KeyBoard, Built in
Basic & Missile Command and Missile
Command Docs. Manuals, Power Supply,
Audio/Video/RF RCA Jacks....$40 U.S.

Atari XG-1 Light Gun. Works GREAT on
XL/XE Machines. Must for some Games.
............................$10 U.S.

Atari 800xl, 64K
w/ Special PS..............$75 U.S.

Atari 800xl, 64k
w/PS........................$50 U.S.

Atari 800xl, 64k
w/o PS......................$40 U.S.
```

Atari 800, 48K
w/o PS.....$25 U.S.

Atari 400, ??K
w/o PS, Good for Games.....$10 U.S.

Atari xf551 Disk Drive, DS/DD 360K,
NEW w/Box, Manual, DOS, PS.$150 U.S.

Atari xf551 Disk Drive, DS/DD 360K,
NEW, Drive Only, w/o PS....$100 U.S.

Atari xf551 Disk Drive, DS/DD 360K,
Used, Drive w/PS, Manual for DOS and
xf551 plus DOS.....$75 U.S.

Indus GT Smart Disk Drive, this Drive
has a Z80 MicroProcessor. This Z80
Brain makes this Drive a Smart Drive.
This SS/DD Drive can slave other
Drives, even an XF551 Drive. The GT
is a 3x speed drive and comes with
DOS XL with GT SyncroMesh Plus All GT
SoftWare & Manuals Bundled with
Drive. Drive cleaned & Checked. Has
Sector counter which makes Drive good
for Hacking. Sector counter can help
you find Copy Protection on Disk.
.....$80 U.S.

Trak SS/DD Heavy Duty Drive. w/PS, &
SIO Cable.....$100 U.S.

Atari 1050 Happy Drive, Excellent for
Copying Copy Protected SoftWare and
Very Fast. SS/DD, w/PS, SIO, DOS &
Happy SoftWare.....$125 U.S.

Atari 1050 Disk Drive, SS/DD with
U.S. Doubler Upgrade, DOS, Sector
Copier, SIO Cable & PS.....$75 U.S.

Atari 1050 Disk Drive, SS/ED, w/PS,
DOS, Manual & SIO Cable.....$60 U.S.

Atari 1050 Disk Drive, SS/ED, w/PS,
DOS, & SIO Cable.....$50 U.S.

Atari 1050 Disk Drive, SS/ED
w/o PS.....$40 U.S.

Atari 810 Happy Disk Drive, SS/SD
Excellent for Disk Copying. With/PS,
Manual & Happy SoftWare.....$50 U.S.

Atari 810 Disk Drive, SS/SD
w/PS.....$30 U.S.

Animation Station, Suncom Design Pad
& Graphics & Text Processor SoftWare
(Design Lab), Never Opened..$35 U.S.

Koala Pad with Micro Illustrator
SoftWare on Disk.....$25 U.S.

Atari 1020 Plotter (Color Printer)
Direct Connect, w/o PS......$20 U.S.

Atari 1025 Dot Matrix 80 Column
Direct Connect Printer. Uses Type
Writer Ribbon. Built in PS..$30 U.S.

Atari 850 Interface
Lets your Atari use standard modems
and Printers, Bare 850......$25 U.S.
add Power Supply for.....$15 U.S.
add SIO Cable for.....$5 U.S.
add Printer or MoDeM cable..$10 Each
add Set of Manuals,.....$10 U.S.
Buy a complete 850 with all above,
Complete for.....$75 U.S.

Atari ATR8000. Comes with 2 Drives,
SoftWare, Manuals and a DT-80 80
Column Cartridge. Complete for $150.

ICD Direct Connect SIO to Printer
Interface, 10 foot Long Cable.
No PS Needed.....$30 U.S.

MPP Direct Connect SIO to Printer
Interface, No PS Needed.....$25 U.S.

MPP-1100 Printer InterFace
No PS Needed, Plugs into Joystick
Port, "as is" no Docs or driver disk
.....$10 U.S.

MPP-1150 Direct Connect SIO to
Printer Interface, No PS Needed.
With Pass through Port and Docs.
.....$40 U.S.

Star Micronics Direct Connect SIO to
Printer Interface, No PS Needed.
.....$25 U.S.

SX212 1200 Baud Atari MoDeM. RS232 &
SIO Port. Standard MoDeM Connects
Directly to Atari 8 Bit, ST or any

Computer that uses RS232 Port. Also
Directly Connects to Atari 8 Bit.
Needs no Interface. Uses SIO Port.
Manual & PS, plus ***INCLUDE FREE***
Term Program with Docs......$25 U.S.

Atari CX85 Numeric KeyPad
Plugs into Jostick Port......$8 U.S.

Atari 1010 Program Recorder
Cassette Storage, w/o PS.....$5 U.S.

Atari 410 Program Recorder
Uses standard cassette tapes
w/Built In PS.............$5 U.S.

JoySticks, makes/models
E-Mail or Call Voice for more info.
Starting at only .....$5 U.S.

All interested Parties Reply in E-Mail
to: bensmith@teleport.com or call
(503)256-9974 Anytime. Call for faster
service! Customer pays Shipping &
Handling. Feel Free to Copy this List!
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com

2690. Re: SIOcopy

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-12 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <145399@cup.portal.com>
Source record: 88417

You know, request for SIO2PC schematics is so popular, I'm begining to think it should be displayed in the FAQ<grin>.

2691. MS MULE.EXE

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-12 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <145400@cup.portal.com>
Source record: 88418

Just another reported busted file notice. Apparently the MS DOS side
of the transfer program at umich is busted. I'll see about getting a
working copy of it up there in the next week.
Rick

2692. Re: SpartaDOS:latest versions

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-12 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <145404@cup.portal.com>
Source record: 88419

Lastest is reported to have better compatibility with SIO2PC. What did you mean about the default drive?
Rick

2693. Sound problems with XFormer

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-12 00:00:00 UTC
From: ddahlstrom@mhv.net
Message-ID: <4356te$shi@over.mhv.net>
Source record: 88420

Ever since I upgraded to a new Pentium 120, the sound on my Atari
XFormer emulator is severely distorted. This is the only program that
I have had this sort of problem with. It occurs under both DOS 6.2
and Windows 95. Any suggestions??

--Dave

2694. Re: Forsale: Atari 7800 system and games

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-12 00:00:00 UTC
From: "Hugues.DeClerck" <hdclerck>
Message-ID: <DEspBL.7C0@uia.ua.ac.be>
Source record: 88421
Cross-posted to: rec.games.video.atari,aus.ads.forsale,aus.ads.forsale.computers,comp.sys.atari.8bit

Hello, I offer you 10$ for the BallBlazer cartridge, im also interested in the other games, what about 60$ for all the cartridges?

hdclerck@uia.ua.ac.be

2695. ATARI 7800 powersupply

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-12 00:00:00 UTC
From: "Hugues.DeClerck" <hdclerck>
Message-ID: <DEsr6v.8Bn@uia.ua.ac.be>
Source record: 88422

I bought myself an atari 7800 without powersupply, can someone tell me which
side is +/- on the unconventional connector on the back of the atari?

```
_|-|_
| o o |
-----
```

+/- ???

2696. ATARI/COLECO/C64/FAIRCHILD/INTV/ODY2/TI AUCTION UPDATE #1

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-12 00:00:00 UTC
From: jrm8248@u.cc.utah.edu
Message-ID: <432leb$nc5@news.cc.utah.edu>
Source record: 88601

ATARI/COLECO/C64/FAIRCHILD/INTV/ODY2/TI AUCTION UPDATE #1

I am posting this auction here because I believe that some
people who read this newsgroup are interested. Here is the
order of the items in this auction. There are several
very good cartridges in this auction, so please
take the time to look through this auction for things
you might want and then send me a bid on those items.

HERE IS THE ORDER:

ATARI 2600
ATARI 5200
ATARI 7800
ATARI 400/800
ATARI MISCELLANEOUS
COLECOVISION
COLECO ADAM
COMMODORE 64
FAIRCHILD
INTELLIVISION
ODYSSEY2
TEXAS INSTRUMENTS 99/4A
MISC SYSTEMS

This Auction will end at Midnight Mountain Time on
SUNDAY, SEPTEMBER 17, 1995 unless bidding is
still strong.

Atari 2600 cartUs are all preceded by their VGR rarity
rating.

The Rules follow this auction.

Please send all bids to jrm8248@u.cc.utah.edu

Happy Bidding!!

ATARI 2600-NEAR MINT W/BOX & DIRECTIONS

Chopper Command $3.00 min

C Missle Command $3.00 min

R Big BirdUs Egg Catch: CCW still shrinkwrapped $3.00 min

R OscarUs Trash Race: CCW still shrinkwrapped $3.00 min

R Subterranea: Imagic $17.00 keita

Atari 2600-LOOSE GAMES, COLORED LABEL NO PICTURE

C Adventure: cx-2613

C Basketball: cx-2624

C Championship Soccer: cx-2616

C Circus Atari: cx-2630

U Dodge em: cx-2637

C Football: Atari

C Space Invaders: cx-2632

U Space War: cx-2604

C Video Olympics: cx-2621

Atari 2600-LOOSE GAMES, COLORED LABEL W/ PICTURE

C Asteroids

R Basic Programming

C Basketball

C Berserk

C Football

C Home Run

U Jr. Pac Man $1.00 pacmanii

C Missle Command

R Othello $1.00 kingkong

C Pac-Man

U Slot Racers $1.00 ltravis

U Space War

U Star Raiders

U Street Racer

U Video Pinball

U Warlords

C Yars Revenge

Atari 2600-LOOSE GAMES, SILVER LABEL W/ PICTURE

U Battlezone

C E.T.

U Galaxian

C Joust

U Moon Patrol

C Phoenix

C Pole Position

C Realsports Football

C Vanguard

Atari 2600-LOOSE GAMES, M NETWORK

R Bump N Jump $4.00 timg

C Football

C Lock N Chase

C Super Challenge Baseball

Atari 2600-LOOSE GAMES, ACTIVISION

U Ice Hockey

C Laser Blast

C Pitfall

U River Raid

R Robot Tank $1.00 rhett

U Skiing

R Sky Jinks

U Spider Fighter $1.00 rhett

U Starmaster

C Tennis

Atari 2600-LOOSE GAMES, AMIGA

ER Mogul Maniac $3.50 rhett

Atari 2600-LOOSE GAMES, COLECO

C Donkey Kong

U Mousetrap

C Venture

Atari 2600-LOOSE GAMES, DATA AGE

U Encounter At L-5 $1.00 ltravis

Atari 2600-LOOSE GAMES, FOX VIDEO GAMES

ER Crash Dive $5.00 keita

Atari 2600-LOOSE GAMES, IMAGIC

U Atlantis

U Cosmic Ark

C Demon Attack $1.00 lehrer

R Fire Fighter $1.00 kingkong

C Star Voyager

Atari 2600-LOOSE GAMES, PARKER BROTHERS

U Amidar

U GI JOE: Cobra Strike

C Q*Bert
Damaged end label

U Reactor

R Spiderman $1.00 kingkong

C Star Wars: The Empire Strikes Back

Atari 2600-LOOSE GAMES, SEARS TELEGAMES

C Breakaway IV

R Missle Command

C Space Invaders

U Tank Plus

Atari 2600-LOOSE GAMES, SPECTRAVISION

R Planet Patrol

ATARI 5200-LOOSE GAMES

-Centipede

-Defender $1.00 rhett

-Frogger

-Jungle Hunt $1.00 gmofley

-Kangaroo

-Mario Brothers

-Moon Patrol $1.00 gmofley

-Ms. Pac-Man

-Pac-Man

-Pengo

-Pole Position

-Popeye

-Q*Bert
label is torn

-Qix $1.00 rhett

-Robotron: 2084 $2.00 rhett

-Space Dungeon

-Star Wars: The Arcade Game $8.00 timg

-Soccer

-Space Invaders

-Super Breakout $1.00 rhett

ATARI 7800-LOOSE GAMES

-Centipede $2.00 rhett

-Pole Position II

ATARI 400/800-LOOSE GAMES

-Alien Garden: Epyx $2.00 rhett

-Atari Logo: RX8032 $2.00 perryd

-Atariwriter Word Processor: RX8036 $2.00 min

-Basic Computing Language: CXL4002 $2.00 min

-Fraction Fever: Spinnaker $2.00 perryd

-Millipede $2.00 rhett

-Pac-Man: CXL4022 $2.00 min

-Platter-Mania: Epyx $2.00 min

-Star Raiders: CXL4011 $2.00 min

-3-D Tic-Tac-Toe $2.00 perryd

-Up N Down: Sega $4.00 mbates

ATARI-MISCELLANEOUS
*all are in near mint condition

-ATARI FORCE Comic Book #2 $2.00 min

-ATARI FORCE Comic Book #3 $2.00 min

-ATARI Video Game Catalog $2.00 min

-INTELLIVISION Video Game Catalog: 1981 $2.00 min

-INTELLIVISION Video Game Catalog: 1982 $2.00 min

-INTELLIVISION Video Game Catalog: 1982, torn corner $2.00 min

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COLECOVISION-LOOSE GAMES

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-----------------------------------------------
-Cabbage Patch Kids Picture Show $8.00 timg
-Carnival $1.00 tb
-Donkey Kong $1.00 tb
-Donkey Kong Junior $1.00 tb
-Dr. Seuss Fix-Up The Mix-Up Puzzler $3.50 ltravis
-Gorf $1.50 kingkong
-Ladybug $1.00 tb
-Pepper II $1.00 tb
-Q*Bert $1.00 tb
-Smurf Paint N Play Workshop $2.00 kingkong
-Smurf Rescue in Gargamels Castle $1.00 lonadar
-Super Action Baseball $1.00 tb
-Zaxxon $1.00 tb
-----------------------------------------------
COLECO ADAM DATA PACKS
-----------------------------------------------
-ADAMCalc $1.00 drmanhattan
-Blank: still in box
-Buck Rodgers
-CP/M 2.2 & Assembler $1.00 drmanhattan
-SmartBASIC
-SmartLOGO $1.00 drmanhattan
-------------------------------------------------
COMMODORE 64-Loose Cartridges
-------------------------------------------------
-Kickman $2.00 drmanhattan
-Congo Bongo $2.00 drmanhattn
-Jukebox: Spinnaker $2.00 perryd
with case and directions
-------------------------------------------------
FAIRCHILD VIDEOCART- LOOSE GAMES
-------------------------------------------------
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-#1: Tic-Tac-Toe, Shooting Gallery, Doodle, Quadra Doodle $2.00
drmanhattan

-#3: Video Blackjack $2.00 drmanhattan

-#4: Spitfire $2.00 drmanhattan

-#6: Math Quiz I $2.00 drmanhattan

-#8: Magic Numbers $2.00 drmanhattan

-#9: Drag Race $2.00 drmanhattan

-#11: Backgammon, Acey-Deucy $2.00 drmanhattan

-#12: Baseball $2.00 drmanhattan

INTELLIVISION-LOOSE GAMES

-Advanced Dungeons &Dragons

-Atlantis: Imagic

-Baseball

-Boxing

-Burger Time

-Donkey Kong: Coleco

-Frog Bog

-Las Vegas Poker & Blackjack

-Lock N Chase

-Major League Baseball

-Microsurgeon

-Mission X

-NASL Soccer

-NFL Football

-Night Stalker

-Poker

-Q*Bert: Parker Brothers

-Skiing

-Space Armada

-Space Spartans

-Sub Hunt

-Triple Action

-TRON Deadly Discs

-TRON Maze-A-Tron

INTELLIVISION-Box+Directions
-Most boxes have some wear.

-Donkey Kong

-Lock N Chase: w/overlay, no docs

-Pitfall: no docs

-Reversi: no docs

-Sea Battle

-Space Battle: w/ overlay

-Star Strike: w/ overlays

-TRON Maze-A-Tron: no docs, w/ overlay

-Utopia: w/ overlay

ODYSSEY2- LOOSE GAMES

-Alien Invaders-Plus, w/ box, w/ directions

-Alpine Skiing $1.00 timg

-Baseball

-Blockout/Breakdown

-Bowling/Basketball

-Casino Slot Machine $1.00 timg

-Computer Golf

-Cosmic Conflict

-Dynasty/Directional Dynasty $1.00 timg

-Football

-Freedom Fighters $1.00 timg

-Hockey/Soccer

-Invaders From Hyperspace $1.00 timg

-KCs Crazy Chase $1.00 timg

-KC Munchkin

-Matchmaker/Buzzword/Logix

-Math-A-Magic/Echo $1.00 timg

-Out of This World/Helicopter Rescue $1.00 timg

-Powerlords $35.00 matthewp
this cartridge will be sold in 48 hours if there is no higher bid!

-Speedway/Spinout/Cryptologic $.50 min

-Sub Chase/Armored Encounter

-UFO

-War Of Nerves $1.00 timg

TEXAS INSTRUMENTS 99/4A-Loose Cartridges

-Adventure

-A-Maze-Ing

-Alligator Mix

-Beginning Grammar

-Blackjack and Poker

-Burgertime

-Car Wars, w/box, w/ directions

-Donkey Kong: Atari

-Dragon Mix $1.00 drmanhattan

-Early Learning Fun

-Equations

-Facemaker $1.00 drmanhattan

-Home Financial Decisions

-Household Budget Management

-Hunt The Wumpus

-Minus Mission $1.00 drmanhattan

-Multiplication

-Munchman

-Number Magic

-Parsec

-Personal Real Estate

-Personal Record Keeping

-Reading On $1.00 perryd

-Subtraction $1.00 perryd

-The Attack

-TI Invaders

-Touch Typing Tutor

MISC. SYSTEMS-
*some systems say no cables but if you bid I will look for them, but
I will
not guarantee that I find them. Shipping will vary depending on the system.
MINIMUM BID INCREMENTS FOR ALL OF THE SYSTEMS WILL BE $1

-Colecovision/Adam Controllers: White

-Coleco Adam Computer: CPU, Keyboard & Controllers $6.00 lonadar

-Nintendo Control Deck: 1 controller & rf switch $5.00 rhett

-Intellivision II w/ Atari System Changer $8.00 rhett
no cables

-Atari Keyboard Controller

TRADES:

I will be willing to trade for Sega Saturn stuff, 2600 Berenstain
Bears and other ER and UR carts....

HERE ARE THE RULES:

1. This auction will end on Sunday, September 17, 1995
at Midnight Mountain Time unless there is still heavy bidding.

2. Current high bids will be posted every other day on this
newsgroup and bidders will most likely be notified when
they are outbid for an item.

3. High bidders will be posted by their email name unless
otherwise specified.

4. When sending a bid, your subject must be AUCTION BID .

5. Minimum bids will be $1 and bidding increments will
be $.50 unless otherwise posted all in US Dollars.

6. If two people bid identical bids, then the person
responding first will get credit for the bid.

7. Shipping will be $2.00 for the first cartridge + $.50
for each additional cartridge. Shipping and handling
for systems will range between $6 and $10.00 depending
on weight. Larger systems may be more. All cartridges
and systems will be shipped through the US Postal
System anywhere in the Continental US. Other areas
will need to make special arrangements for shipping.

8. Following the auction, each bidder will be contacted
individually for payment and shipping. Money Orders
(sorry no personal checks) are the preferred form of
payment, but cash is always accepted. Payment
MUST be received within 7 days.

9. The will be no guarantee or warranty on anything purchased
from this auction. Cartridges have been tested and do work,
unless otherwise specified. Most systems have been tested and
do work. The systems which may not work are the ones without
cables or a power supply.

10. FINALLY, IF YOU ARE THE HIGH BIDDER YOU MUST
PAY FOR YOUR ITEMS, OTHERWISE YOUR POSTMASTER
WILL BE INFORMED AND YOU WILL BE BARRED FROM
FUTURE AUCTIONS!!!

11. I reserve the right to refuse bids.

12. I reserve the right to alter the rules or the auction itself.

Your participation in this auction signifies your consent
to follow these rules as stated.

Send all bids to: james.manazer@m.cc.utah.edu

2697. FS/T: Classic computer equipment [09/12/95]

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-12 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <433r15$58m@ixnews2.ix.netcom.com>
Source record: 88602
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

NOTE
This list now includes cartridge based software, as well as hardware.

updated 09/12/95

I have the following Classic computer equipment for sale or trade.
The list includes software and hardware from Atari, Commodore,
Radio Shack, and Texas Instruments.

Everything is sold as is. Unless specified, all items have been
tested and are in perfect working order.

Buyer has ten (10) days to send payment, and pays all shipping
costs, which will be sent via U.S. Snail. The shipping cost
depends on both the weight of the package and the distance that it
is traveling. Buyer has the choice of either first class or parcel
post (slower, but cheaper).

Payment must be made in U.S. funds, by either check or money order,
drawn from a U.S. bank branch. Canadian buyers must send a Canadian
Postal Money Order, payable in U.S. funds. This is the only way I
have found to deal with my friends to the north (my bank is very
picky, but the U.S. Post Office will cash a Canadian Postal M.O.)

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 7.50 ATARIWRITER
$ 7.50 BASIC
$ 6.00 GALAXIAN
$ 9.00 LETTER-GO-ROUND (Sesame Street) [CBS Software]
$ 6.00 MISSILE COMMAND
$ 5.00 PAC-MAN
$ 5.00 STAR RAIDERS

*****

COMMODORE 64 COMPUTER:

Loose cartridges, no box, manual, or overlays:
$ 9.00 FAST LOAD (Epyx)
$ 7.50 FROGGER (Parker Brothers)
$ 5.00 JUPITER LANDER
$ 5.00 KICKMAN
$ 5.00 MAGIC DESK I
$ 5.00 MUSIC COMPOSER
$ 6.00 OMEGA RACE
$ 5.00 SPEED/BINGO MATH

Complete cartridges. With box, and manual:
$ 7.00 KICKMAN

*****

COMMODORE VIC-20 COMPUTER:

Loose cartridges, no box, manual, or overlays:
$ 5.00 ADVENTURE LAND (#1914)
$ 5.00 ALIEN (#1906)
$ 5.00 AVENGER (#1901)
$ 5.00 GORF (#1923)
$ 5.00 OMEGA RACE (#1924)
$ 7.50 Q*BERT (Parker Brothers)
$ 4.00 RADAR RAT RACE (#1910) -- no label
$ 4.00 SPEED MATH / BINGO MATH (#1933)
$ 5.00 THE COUNT (#1917)

Loose cartridges with manual. No box:
$ 5.00 COSMIC CRUNCHER (#1922)

*****

TEXAS INSTRUMENTS (TI 99/4A) COMPUTER:

Loose cartridges, no box or manual:
$ 4.00 ADVENTURE
$ 4.00 BEGINNING GRAMMAR
$ 4.00 BLASTO
$ 4.00 CAR WARS
$ 4.00 CHISHOLM TRAIL
$ 4.00 HOME FINANCIAL DECISIONS
$ 4.00 HOUSEHOLD BUDGET MANAGEMENT
$ 4.00 HUNT THE WUMPUS
$ 7.50 JAWBREAKER II (Sierra On-Line)
$ 4.00 MUNCH MAN
$ 4.00 PARSEC
$ 7.50 PROTECTOR (Atari)
$ 4.00 TI INVADERS

****

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7, plus tax. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully.

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 600XL COMPUTER with original power supply, and RCA cable.

I will also throw in a second ATARI 600XL (haven't checked it out yet, so I don't know if it works or not), FREE.

This is a complete system, except for RF switchbox.

$29.00

*****

LOT #2

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply, and RCA cable.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox.

$49.00

*****

LOT #3

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 65XE COMPUTER with original power supply, and RCA cable

This is a complete system, except for RF switchbox.

$39.00

*****

LOT #4

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 130XE COMPUTER with original power supply, and RCA cable.

This is a complete system, except for RF switchbox.

$64.00

*****

LOT #5

ATARI 1050 (127K) DISK DRIVE, with original power supply, and
one (1) Molex connector cable.

$39.00

*****

LOT #6

ATARI 1050 (127K) DISK DRIVE, with one (1) Molex connector cable.

This disk drive doesn't include the power supply.

$34.00

*****

LOT #7

NEW RF SWITCHBOX PURCHASE OPTION

COMMODORE 64 COMPUTER with box, User's Guide (175 pgs.), power
supply, and RCA cable.

I will also throw in a second non-working COMMODORE 64 for parts,
FREE.

This is a complete system, except for RF switchbox.

$29.00

*****

LOT #8

COMMODORE 1541 DISK DRIVE with power cord, and serial cable.

$25.00

*****

LOT #9

COMMODORE 1541 DISK DRIVE.

Power cord and serial cable are available from Radio Shack for
around $11.

$20.00

*****

LOT #10

NEW RF SWITCHBOX PURCHASE OPTION

RADIO SHACK COLOR COMPUTER with RCA cable, built-in power cord, and
built-in BASIC.

This is a complete system, except for RF switchbox.

$14.00

*****

LOT #11

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER with TI power supply and RF
switchbox, Beginner's BASIC (150 pgs.), and one function key strip
(for keyboard).

I will also throw in a second working TI 99/4A console, FREE.

This is a complete system. Nothing else is needed to use.

$25.00

*****

I am interested in accepting 8-bit computer and/or pre-Nintendo video
game systems and/or cartridges in trade towards any of these items.
Systems I am interested in include, but are not limited to, the
following list:

ATARI 2600 (still need Starpath Supercharger [Arcadia])
ATARI 5200
ATARI 7800
ATARI 8-BIT COMPUTERS (still need Atari color monitor)
BALLY ASTROCADE
COLECOVISION
COLECO ADAM COMPUTER
COMMODORE 64 COMPUTER
COMMODORE VIC-20 COMPUTER
FAIRCHILD CHANNEL F
INTELLIVISION
MICROVISION (still need system)
ODYSSEY2
RCA STUDIO II (still need custom RF switchbox and power supply)
SEGA MASTER SYSTEM
TEXAS INSTRUMENTS T.I. 99/4A COMPUTER (still need TI color monitor)
TOMY TUTOR
TRS-80 COLOR COMPUTER
VECTREX

*NOTE: I already have most of these systems. What I am mainly looking
for now is software (primarily cartridge based).

Please send a list of what you have, and please be specific (indicate whether or not cartridges and/or systems include the box and/or instruction manual). Please mention any controllers that are included.

Request system reservations at: VGA2000@ix.netcom.com
or dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Michael J. Novak Jr. !! BUYING/SELLING/TRADING: 3DO, Atari Lynx, Atari
Video Game Advantage !! Jaguar, NES, Nintendo Game Boy, Super Nintendo,
6861 Anthony Lane !! Sega Saturn, Sega Genesis, Sega CD, Sega 32X,
Parma Hts., OH 44130 !! Sega Game Gear, SMS, Sony Playstation, Turbo
(216) 843-8815 Voice !! Duo, and many, many others!
!!!!!!!!!!!!!!!!!!!!!! ** Over 2 years on the Internet! **

For current list, or to be placed on my e-mail list, please leave E-Mail at:
VGA2000@ix.netcom.com OR dw901@cleveland.freenet.edu

2698. Barbarian !!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-12 00:00:00 UTC
From: i17879@caravela.di.fc.ul.pt
Message-ID: <4343ac$j8g@master.di.fc.ul.pt>
Source record: 88603

I wonder if someone as the game
Barbarian (Psygnosis) for traid .....:)

It's a game that is in my mind since
I bought my Atari ..... (a long time ago ....)

If anybody as the game please tell me !

Thanks !

JMF | http://caravela.di.fc.ul.pt/~i17879

2699. FS: Classic 8 Bit Atari SoftWare: Listed Catalog!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-12 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <433uan$5le@kelly.teleport.com>
Source record: 88604
Cross-posted to: comp.sys.atari.8bit,pdx.forsale,or.forsale,pnw.forsale

ATARI 8-BIT SOFTWARE FOR SALE:

130xe Art Show
Disk.....$5.00 U.S.

Action Biker, Mastertronic
Side A/Commodore/Side B/Atari
Disk, Box & Docs.....$5.00 U.S.

An Invitation to Programming 1:, Atari
Cassette, Box & Docs.....$5.00 U.S.

An Invitation to Programming 3:, Atari
Cassette, Box & Docs.....$5.00 U.S.

Analog Issue 57, Aug. '87
Disk.....$5.00 U.S.

Analog Issue 64, Sept. '88
.....$5.00 U.S.

Antic Vol. 3 #10
Finance Issue
Disk.....$5.00 U.S.

Antic Vol. 4 #7
New Communications
Disk.....$5.00 U.S.

Antic Summer Computing, Vol.5 #2
Disk & Magazine.....$5.00 U.S.

Antic Vol. 5 #6
Hard Disks, Education
Disk.....$5.00 U.S.

Antic June, 1988 Vol.7 #2
Disk.....$5.00 U.S.

Antic June/July 1990 Vol.9 #2
Disk & Magazine.....$5.00 U.S.

Antic Exclusives PD008
Disk.....$7.50 U.S.

Antic Fantasy Ventures PD027
Disk.....$7.50 U.S.

Antic Seagames & More PD029
Disk.....$7.50 U.S.

Archon, Atari
XE Cart, Docs.....$5.00 U.S.

Asteroids, Atari
Cart.....$5.00 U.S.

Atari Mini Film Festival
Disk.....$5.00 U.S.

Atari Word Processor, Atari
Disks, Manual, Binder.....$5.00 U.S.

Atari Writer 80, Atari
XEP80 Required. W/Atari ProofReader,
Disks, Docs & QuickRef.....$15.00 U.S.

AtariWriter, Atari
Cart, QuickRef & Docs.....$10.00 U.S.

Basic, Atari
Cart.....$5.00 U.S.

Basic A+ (with OS/A+), OSS
Disk, & Docs.....$10.00 U.S.

Basic XE, OSS
Cart.....$10.00 U.S.

Battle of Antietam, SSI
Disk, Box, & Docs.....$20.00 U.S.

Battle of Antietam, SSI
Disk & PhotoCopied Docs.....$7.50 U.S.

Big Bird's Special Delivery, CBS Soft
Disk, Cass, Ref, Box & Dox.$10.00 U.S.

Big Bird's Special Delivery, CBS Soft
Cart.....$5.00 U.S.

Blue Max, Atari
XE Cart.....$5.00 U.S.

Bug Hunt, Atari
XE Cart & Docs. Requires Light Gun
.....$5.00 U.S.

CardWare, Hi Tech Expressions
Side A/Commodore 64/128, Side B/ Atari
8 Bit. Disk.....$7.50 U.S.

Carrier Force, SSI
Disk, Box, & Docs.....$20.00 U.S.

Clear for Action, Avalon Hill
Disk, Box, & Docs.....$20.00 U.S.

Colonial Conquest, SSI
Disk, Box, & Docs.....$20.00 U.S.

Computer Ambush, SSI
Disk, Box, & Docs.....$20.00 U.S.

Computer Chess, Atari
Cart & Docs.....$5.00 U.S.

Computer Quarterback, SSI
Disk, Box, & Docs.....$10.00 U.S.

Congo Bongo, Sega
Cart, Box & Docs.....$5.00 U.S.

CrossBow, Atari
XE Cart & Box. Requires Light Gun
.....$5.00 U.S.

Deadline, Infocom
Disk.....$5.00 U.S.

Deadline, Infocom
Disk, Box, Maps, & Docs....$20.00 U.S.

Desk Top Video April 88, Antic
Disk.....$5.00 U.S.

Dog Daze, APX
Cassette, Box, & Docs.....$5.00 U.S.

The Eidolon, Epyx/LucasFilm Games
Disk, Docs.....$5.00 U.S.

Encounter, Synapse
Disk.....$5.00 U.S.

The Eternal Dagger, SSI
Disks & Box.....$5.00 U.S.

F-15 Strike Eagle, MicroProse
Disk, Box & Docs.....$10.00 U.S.

Final Legacy, Atari
Cart, Box & Docs.....$5.00 U.S.

Financial Asset Management System, APX
Disk, Box, & Docs.....$10.00 U.S.

Financial CookBook, Electronics Arts
Disk, Box & Docs.....$10.00 U.S.

A Financial Wizard, CompUtari
Disk & Manual.....$10.00 U.S.

Flight Simulator II, Atari/Sublogic
XE Cart, Maps, Ref & Docs..$20.00 U.S.

Frogger, Sierra On-Line
Disk.....$5.00 U.S.

FujiBoink, Atari???
Disk.....$5.00 U.S.

Gauntlet, MindScape
Disk, Box & Docs.....$7.50 U.S.

Gettysburg - The Turning Point, SSI
Disk, Box, & Docs.....$20.00 U.S.

Gorf, Roklan
Cart, Box, & Docs.....$5.00 U.S.

Hacker, Activision
Disk & Box.....$5.00 U.S.

The Home Filing Manager, Atari
Disk & Manual.....$5.00 U.S.

Humpty Dumpty & Jack and Jill
Thorne EMI Video
Cassette, Box, & Docs.....$5.00 U.S.

Infidel, Infocom
Disk.....$5.00 U.S.

Juggles' House, Atari
Cassette, Box, & Docs.....$5.00 U.S.

Kampfgruppe, SSI
Disk, Box, & Docs.....$20.00 U.S.

Karateka, Atari
XE Cart, Box & Docs.....$5.00 U.S.

Knights of the Desert, SSI
Apple/Atari/ TRS-80
Cass, Disk, Box, & Docs....$20.00 U.S.

K-razy Shoot-Out, K-Byte
Cart & Docs.....$5.00 U.S.

Kyan Pascal, Kyan SoftWare
Disks, Manual, Box.....$5.00 U.S.

The Last V8, Mastertronic
Side A/Commodore/Side B/Atari
Disk & Box.....$5.00 U.S.

Legionnaire, Avalon Hill
Disk, Cass, Box, & Docs....$20.00 U.S.

Letter Go Round, CBS SoftWare
Cart, Box, KeyPad Overlay & Docs
.....$10.00 U.S.

Letter Perfect, LJK Inc.
Cart, Disks, QuickRef, Box & Docs
.....$10.00 U.S.

Lone Wolf Special Ramdisk Disk
Disk.....$5.00 U.S.

Lords of Conquest, Electronic Arts
Disk, Box, & Docs.....$10.00 U.S.

Los Angeles SWAT, Mastertronic
Side A/Commodore/Side B/Atari
Disk & Box.....$10.00 U.S.

Match Racer, Gebelli
Disk & Reference.....$5.00 U.S.

Math Blaster! Davidson
Atari/Commodore 64/128
Disk, Box, & Docs.....$5.00 U.S.

Mech Brigade, SSI
Disk, Box, & Docs.....$20.00 U.S.

Memory Mania & Maxwell's Demon, Gentry
Disk.....$5.00 U.S.

Missile Command, Atari
Cart.....$5.00 U.S.

Music Composer, Atari
Cart.....$5.00 U.S.

Music Studio, Activision
Disk, Docs.....$7.50 U.S.

My First Alphabet, Atari
Disk, Box & Docs.....$5.00 U.S.

Nam, SSI
Disk, Box, & Docs.....$15.00 U.S.

Necromancer, Synapse SoftWare
Disk & Docs.....$7.50 U.S.

Operation Market Garden, SSI
Disk, Box, & Docs.....$20.00 U.S.

PAC Utility Disk #3
Disk.....$5.00 U.S.

Pac-Man, Atari
Cart.....$5.00 U.S.

Paris in Danger, Avalon Hill
Disk, Box, & Docs.....$20.00 U.S.

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Automatically Designs & Prints Cards,
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Sampler, Disk & Box. Plus Print Shop
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Graphics, Side B/ 40 Graphics. Both
together for.....$20.00 U.S.

BC002 Print Shop Picture Printer
Disk.....$5.00 U.S.

Rails West!, SSI
Disk, Box, & Docs.....$20.00 U.S.

Rebel Charge at Chickamauga, SSI
Disk, Box & Docs.....$20.00 U.S.

Reforger '88, SSI, Apple/Atari
Disk & Docs.....$10.00 U.S.

Rescue at Rigel, Atari
Disk.....$5.00 U.S.

Rescue on Fractalus!, Atari
XE Cart, Box & Docs.....$5.00 U.S.

Return of the Jedi "Death Star Battle"
Parker Brothers. Cart.....$5.00 U.S.

Rocket Repair Man, I.C.D.
Disk, Box & Docs.....$5.00 U.S.

Shamus, Synapse Software
Disk.....$5.00 U.S.

Sorcerer, Infocom
Disk, Box, Ref, Docs.....$10.00 U.S.

Space Eggs, Sirius Software
Disk.....$5.00 U.S.

Space Journey, Roklan
Cart, Box, & Docs.....$5.00 U.S.

Spider-Man, Green Valley Publishing
Disk.....$5.00 U.S.

Spider Man, Green Valley Publishing
Disk & Docs.....$6.00 U.S.

Star Fleet I, Cygnus
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Star Raiders, Atari
Cart.....$5.00 U.S.

Star Trek, Sega
Cart, Box, Docs & Joystick Template.
.....$5.00 U.S.

Stock Charting, Atari
Disk, Box & Docs.....$10.00 U.S.

Stock Market "The Game", StarSoft
Disk, Box & Docs.....$7.50 U.S.

Stratos, Adventure International
Disk, Box, & Docs.....$10.00 U.S.

Super Breakout, Atari. Uses Paddles
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JoyStick Port. Cart.....$5.00 U.S.

SynCalc, Synapse
Disk, Box, Reference Card & Docs
.....$20.00 U.S.

SynFile+, Synapse
Disk, Box, Reference Card & Docs
.....$10.00 U.S.

TAC - Tactical Armor Command
Avalon Hill
Disk, Box, Docs.....$20.00 U.S.

Target Practice, Gentry SoftWare
Disk.....$5.00 U.S.

TeleLink 1, Atari
Cart, Docs.....$10.00 U.S.

TeleLink 1, Atari
Cart.....$5.00 U.S.

Telengard, Avalon Hill w/Docs
Cas/TRS-80/Comm64/Pet2001
Disk, Cassette, Box.....$20.00 U.S.

Temple of Apshai, Epyx
Disk, Box, & Docs.....$15.00 U.S.

Threshold, On Line Systems
Disk.....$5.00 U.S.

Tigers in the Snow, SSI
Apple/Atari, Disk, Docs....$15.00 U.S.

Time Bound, CBS SoftWare
Cart, Box & Docs.....$5.00 U.S.

Tink! Tonk! Tink's Adventure, Sprout
Disk, Box & Docs.....$5.00 U.S.

Tink! Tonk! Tuk Goes to Town, Sprout
Disk, Docs.....$5.00 U.S.

Top Gunner Collection, Microprose
Disk, Box, & Docs.....$15.00 U.S.

Ultima II, Sierra
Side A/Commodore/Side B/Atari
Disks, Docs, Cloth & Box....$7.50 U.S.

Ulysses, Sierra On Line
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U.S.A.A.F., SSI
Disk, Box, & Docs.....$20.00 U.S.

PD012 Super Utilities #3
Disk.....$5.00 U.S.

ValForth, ValPar InterNational
Disk, Complete References & Docs
.....$5.00 U.S.

VC, Avalon Hill
Disk, Box, & Docs.....$15.00 U.S.

VisiCalc, VisiCorp
Disk, Pocket Reference, Box, & Docs
.....$20.00 U.S.

Wayout, Sirius Software
Disk.....$5.00 U.S.

War, Adventure International
Disk.....$5.00 U.S.

War in Russia, SSI
Disk, Box, & Docs.....$20.00 U.S.

Warship, SSI
Disk, Box, & Docs.....$20.00 U.S.

WishBringer, Infocom
Disk, Box & Docs. Complete..$7.00 U.S.

Word Magic & Graphic Magic, Antic
Disk, Box & Docs.....$8.00 U.S.

Zork I, Infocom
Disk, Box, Map, Docs.....$8.00 U.S.

Zork I, Infocom
Disk.....$5.00 U.S.

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Bonus for for Disk Drive users, buy any 5 Cassettes for $10 and receive a Utility Disk which allows you to transfer Cassette software to Disk, For ***FREE***!

AdventureLand, Adventure International

BlackJack, Atari

Bug Attack, Cavalier Computer

Conflict 2500, Avalon Hill

The Count, Adventure International

Crypts of Terror, In Home SoftWare

Effective Writing A: 1\Learn Logic 2\Sentences Errors, Atari

Effective Writing B: 1\Paragraphs Diction 2\Choice Errors, Atari

Effective Writing C: 1\Parts of Speech Phrases & Clauses 2\Verbs Punctuation, Atari

Effective Writing D: 1\Caps & Hyphens Spelling 2\Letters Reports & Papers, Atari

Galactic Chase, Stedek SoftWare

Galactic Trader, Adventure International

Ghost Hunter, Arcade Plus

Ghost Town, Adventure International

Graph It-Polar Plots, Atari

Introduction to Graphics, Atari

Introduction to sound, Atari

Invitation to Programming, Atari

Mortgage & Loan Analysis, Atari

Physics A: 1\Force Motion 2\Dynamics
Matter, Atari

Physics B: 1\Matter & Energy Sound
2\Light Wave Motion, Atari

Physics C: 1\Electromagnetic Waves
Electricity 2\Electromagnetism &
Current Electronics, Atari

Physics D: 1\Elements & Atoms Atomic &
Nuclear 2\Using Nuclear Theory of
Relativity, Atari

Pilot "Turtle Graphics Demo", Atari

Planet Miners, Avalon Hill

Rear Guard, Adventure International

Space Invaders, Atari

Statistics I, Atari

Strange Odyssey, Adventure
International

Voodoo Castle, Adventure International

Writing Programs One, Atari

Writing Programs Two, Atari

All interested Parties Reply in E-Mail
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(503)256-9974 Anytime. Call for faster
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Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com

2700. FS: Classic 8 Bit Atari Books & References: Listed Catalog!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-12 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <433um9$5sc@kelly.teleport.com>
Source record: 88605
Cross-posted to: comp.sys.atari.8bit,pdx.forsale,or.forsale,pnw.forsale

I have the following computer books
for sale, most are for the Atari
8-Bit line of computers.

Title; Author; Publisher; Description;
Price

6502 Assembly Language Subroutines;
Lance A. Leventhal & Winthrop
Saville; Osborne/McGraw Hill; Source
& Reference for Assembly Language
Routines;.....$5.00 U.S.

Advanced ATARI BASIC Tutorial; Robert
A. Peck; Computer Direct;...$7.50 U.S.

Advanced Programming Techniques for
your Atari. Including Graphics & Voice
Programs; Linda M. Schreiber; TAB
Books; Comes with 55 Type in Programs.
.....$5.00 U.S.

An Invitation to Programming 2:;
Atari; SoftWare Manual for Writing
Programs;.....$5.00 U.S.

Atari 400/800 DiskGuide; John Taylor &
David A. Wilson; Osborne/McGraw-Hill;
.....$5.00 U.S.

Atari Basic; Bob Albrecht, LeRoy
Finkel & Jerald R. Brown; John Wiley &
Son.; Basic Referen/Minus front Cover;
.....$3.00 U.S.

Atari Basic; Bob Albrecht, LeRoy
Finkel & Jerald R. Brown; John Wiley &
Son.; Basic Reference;.....$5.00 U.S.

Atari Basic Reference Guide; Atari;
Quick Reference for Atari Basic.;
.....$7.50 U.S.

Atari Microsoft Basic Instruction
Manual; Atari; PhotoCopied and Bound
Manual;.....$5.00 U.S.

Atari Sound and Graphics; Herb Moore, Judy Lower, Bob Albrecht; Self Teaching Guide;.....$5.00 U.S.

Atari User's Guide; Mark Ellis, Robert Ellis & Larry Joel Goldstein; Brady Communicat Basic & Graphics for Atari 400/800/600XL/800XL/1200XL;$10.00 U.S.

Basic Atari Basic; James S. Coan & Richard Kushner; Hayden Book Comp Atari Basic Book for the 400, 800 and the XL Computers;.....$5.00 U.S.

Beyond Games. Systems SoftWare for your 6502 Personal Computer; Ken Skier; Byte Publishing;.....$7.50 U.S.

Bits, Bytes and Buzzwords; Mark Garetz; dilithium Press; Understanding Small Business Computers;...$5.00 U.S.

COMPUTE!'S FIRST BOOK OF ATARI GAMES; COMPUTE! Books; Type in Game Listings with info on Developing your own Games!;.....$5.00 U.S.

COMPUTE!'S FIRST BOOK OF ATARI GRAPHICS; COMPUTE! Books; Games, Tutorials, Programs & Other Helpful Information!;.....$7.50 U.S.

COMPUTE!'S SECOND BOOK OF ATARI GRAPHICS; COMPUTE! Books; Graphics, Utilities, Tutorials, Programs & Other Helpful Information!;.....$7.50 U.S.

Compute!'s First Book of Atari; Compute! Books;.....$5.00 U.S.

Compute!'s Second Book of Atari; Compute! Books;.....$5.00 U.S.

Compute!'s Third Book of Atari; Compute! Books; Games, utilities, tutorials, & other helpful info. XL Compatible.....$7.50 U.S.

Computers for Kids; Sally Greenwood Larsen; Creative Computing Press; ClassRoom proven manual that effectively and easily teaches children to operate and Program the Atari;.....$5.00 U.S.

The Creative Atari; Small, Small &
Blank; Creative Computing Press;
.....$5.00 U.S.

Disk Operating System II; Atari;
Reference Manual, 100 Pages;
.....$2.00 U.S.

DOS 3; Atari; An Introduction to DOS
3;.....$3.00 U.S.

Games Atari's Play; Hal Glicksman &
Kent Simon; DataMost; Learn
Programming the fun enjoyable way...
By Gaming! With several Type in
Listings;.....$5.00 U.S.

Gemini-10X/15X Users Manual; Star
Micronics,; Manual for Gemini
Printers;.....$10.00 U.S.

The Home Accountant; Continental Soft
PhotoCopied and Bound Manual;
.....$1.00 U.S.

The Home Filing Manager Users Guide;
Atari; SoftWare Manual/Users Guide;
.....$5.00 U.S.

The Home Filing Manager Users Guide;
Atari; PhotoCopied and Bound Manual;
.....$3.00 U.S.

HomePak; Russ Wetmore; Batteries
Included Manual for HomePak;
.....$5.00 U.S.

Inside Atari Basic; Bill Carris;
Reston Publishin A Fast, Fun and
Friendly Approach to the BASIC
Language!;.....$5.00 U.S.

Introduction to Computers and Data
Processing Shelly & Cashman; Anaheim
Publishi Class Room Text Book, not
necessarily about Atari Computers;
.....$3.00 U.S.

Machine Language for Beginners;
Richard Mansfield; COMPUTE! Books;
Personal Computer Machine Language
Programming for the Atari, VIC,
Apple, Commodore 64 and PET/CBM
Computers;.....$5.00 U.S.

Making it Count; Boeing Computer;
Student Manual/Introduction to
Computers & their Applications;
.....$3.00 U.S.

Mapping the Atari; Ian Chadwick;
COMPUTE! BOOKS; Comprehensive
sourcebook and memory guide for Atari
400/800;.....$5.00 U.S.

The Musical Atari; Hal Glicksman;
DataMost; Turn your Home Computer into
a Keyboard Organ;.....$7.50 U.S.

Music Construction Set; Will Harvey;
Electronic Arts; Just the Manual and
Reference Card;.....$5.00 U.S.

My First Alphabet; Atari; SoftWare
Reference;.....$3.00 U.S.

OS/A+; OSS; Manual for/Systems
Software for Apple and Atari
Computers;.....$5.00 U.S.

Paint; Alex Packer; Reston Publishing;
.....$5.00 U.S.

Program Design and Construction; David
A. Higgins; Prentice Hall In Book on
General Programming;.....$3.00 U.S.

Programmer's Reference Guide for the
Atari 400/800 Computers; David
Heiserman; SAMS; Good Reference;
.....$10.00 U.S.

User's Handbook to the 400/800
Computers; Jeffrey R. Weber & Stephen
J. Sczcecinski; Weber System's I Atari
Handbook;.....$5.00 U.S.

Your Atari Computer; Lon Poole with
Martin McNiff & Steven Cook;
Osborne/McGraw-H Guide to Atari
400/800 Personal Computers/
.....$5.00 U.S.

All interested Parties Reply in E-Mail
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(503)256-9974 Anytime. Call for faster
service! Customer pays Shipping &
Handling. Feel Free to Copy this List!
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com

2701. Re: Barbarian !!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-13 00:00:00 UTC
From: followel@ix.netcom.com
Message-ID: <435kpp$9pa@ixnews5.ix.netcom.com>
Source record: 88423

i17879@caravela.di.fc.ul.pt (Jorge Manuel Pires Ferreira) wrote:

> I wonder if someone as the game
> Barbarian (Psygnosis) for traid .....:)

> It's a game that is in my mind since
>I bought my Atari ..... (a long time ago ....)

> If anybody as the game please tell me !

>Thanks !
>
>--
>JMF | http://caravela.di.fc.ul.pt/~i17879
>--

I may be mistaken, but, I don't think Psygnosis ever published
Barbarian or any of their other titles for the 8 bit. If you're
looking for ST versions you might try comp.sys.atari.st

2702. Atari 800XL Computer and Assessories

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-13 00:00:00 UTC
From: AFFZ82A@prodigy.com
Message-ID: <435a0e$bgs@usenetw1.news.prodigy.com>
Source record: 88424

I am reposting this add as I do have an Atari 800XL computer with 2 joy sticks, a cassette recorder, two 1050 disk drives, a numbers unit to enter numbers more easily, and lots of kids software. Also two remote joysticks and remote control unit...Selling as an entire package...Will list all the items when I can take a total inventory of what I have...I will list it here soon.

-
SPENCER GORDON AFFZ82A@prodigy.com

2703. Re: re: 6502/6507 data sheets

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-13 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <145421@cup.portal.com>
Source record: 88425

>;Don't think. The mistake is rather in the documentation, than in the CPU.
>;The BRK never fails, if the programmer knows, that this instruction is
>;TWO BYTES LONG (the second is ignored).
>
>You know, I think you just possibly will be corrected about this by more
>people then myself.

Yes, I will correct this.

Steve, there is most definitely a bug in the 6502 chip that causes the BRK instruction to abort if another interrupt source is received at the same time. The interrupt will get processed, but the BRK will never pass control through the IRQ vector, and will simply return to PC+2 as if the BRK never happened. I've proved this, and the bug has been described in documentation for the 65C02 and 65816 processors, which don't have this problem.

Though more obscure, I've also proved that the 6502 can skip both NMI's and other IRQ's in a similar manner. I have not seen this bug documented, however it is also fixed in the design of the 65816 chip.

John Harris - jharris@cup.portal.com

2704. CRYSTALWARE

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-13 00:00:00 UTC
From: thombone@ix.netcom.com
Message-ID: <43630c$95r@ixnews6.ix.netcom.com>
Source record: 88426

Does anybody remember this company? They put out a bunch of graphic
adventure games, including:

Fantasyland 2041 A.D.
Sands Of Mars

and more...

If you know ANYTHING about this company, PLEASE PLEASE email me!

Thank you!

--
..Thom Bone
SLOT ROCKET (formerly: "Butt Trumpet")

"We care even less."

-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.6.2

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UuKSs0FK0u3uJXfKgwfqmy6EYSKHTB0Hl6dZM5+B4+xAF1tbt3UyHVKBcEP9AAUR
tBZ0aG9tYm9uZUBpeC5uZXRjb20uY29t
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"Great spirits have always encountered violent opposition from
mediocre minds."
- Albert Einstein

2705. Listing of Atari Hardware and Software800XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-13 00:00:00 UTC
From: AFFZ82A@prodigy.com
Message-ID: <435gkm$14qq@usenetw1.news.prodigy.com>
Source record: 88427

Hardware
One 800XL computer
Two 1050 5 1/4 Disk Drives
One 1010 Cassette Recorder
One 2600 Remote Control Joysticks
One 1030 Modem
Two sets of Joysticks
Parellel Interface for Printer
Ebson 2200 Dot Matrix Printer

Software Kids Spinnaker

Grandma's House
Sesame Street Software Kidwriter
Big Bird's Special Delivery Rhymes and Riddles
Letter Go Round Alphebet Zoo
Big Bird's Funhouse Snooper Troops
Ernies Magic Shapes Kids on Keys
Coconotes Trains
Time Bound Kinder Comp
Dr.Suess-Puzzle Aerobics
Penut Butter Panic Cosmic Life
Sea Horse Hide n Seek Story Machine
Success with Math
Quadratic Equasions Misc. Software
Fractions
Linear Equasions Homeward-Word
Processor
Math Milage Larry Bird
Julius Erving 1 on 1
Webster The Word Game Peachtree Accounting
Music Musical Madness VisiCalc
PQ The
Party Quiz Game
All these games are from CBS MicroMultiplication

MicroSubtraction
More Games

Meltdown Tink Tonk Tonk in the
Land of Buddy Bots
Colorasaurua MicroAddition
Factor Blasts Moptown Hotel
Timeworks Money Manager Walt Disney Mickey Great Outdoors
Packman Check Manager

Packman KoalaPainter
Skywriter TGIF
Zaxxon Space Shuttle
Chess Submarine Commander
Addition and Subtraction Spelldiver

I also have all the adaperrs for the hardware and some of the manual for
it too.Any other information required e me...
er
-
SPENCER GORDON AFFZ82A@prodigy.com

2706. SIO2PC: ANY BUILDERS/SELLERS OUT THERE?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-13 00:00:00 UTC
From: tatkins@unix1.sncc.lsu.edu
Message-ID: <436nr7$2amh@unix1.sncc.lsu.edu>
Source record: 88428

I could probably get the file sio2pc and try to interpret a schematic
from an ascii file and buy the parts (around $13 total) and put one
together. I am just wondering if someone experienced in building them
would be willing to do so and sell them. Or at least sell me one. Ok,
how much? Gee, a person could get rich on these things.
--Atkins

2707. Re: Q: Use of Game Cartridges and Cassette Games in Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-13 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510104ac7ca1e0d01e@[137.22.11.119]>
Source record: 88429

Mark Bouthillier writes:

>1) Is there any way to transfer game cartridges to a file so they can be
>used with an emulator?
>
> - If so, how is it done (what special hardware/software is required).
> - What copyright issues are involved? (Is it OK if you destroy the
> original cartridge after doing this and only use the ROM image on
> one computer at a time?)

Yes, people around here know how to make copies of cartridges, but I'm not one of them. :)

Copyright law permits making a copy of commercial software for your own personal use. (Think about it-- just running disk or cassette based programs requires copying them into RAM, and the law actually takes that into account.)

So if you already own a program on cart (or disk, or cassette), and you want to make a copy for running on your other machine, or for archival purposes, you're completely within the law.

If you then go on and distribute copies of commercial software to other people, _now_ you're talking software piracy.

-Michael

Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

2708. Re: Lots and lots of sprites

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-13 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <145431@cup.portal.com>
Source record: 88430

JF; well I'm in an opinionated mood<g>. The way most programers seem to have made it into the Atari Hall of Fame with moving objects is character mode graphics with P/M. Frogger is a good example. All the logs & Aligators are character based graphics. Ditto for most of the back ground. In order to scroll these smoothly the programs take advantage of the hardware scrolling. That's way there is a smooth one pixel movement in the river. The GR.(12) mode gives you the same resolution as the GR.(15) & does it with 4 colors + background. Throw in the P/M graphics with the extra colors it brings to the screen & it makes for a very nice display without even if you don't switch colors on the fly. I'm a fan of programs/programers that really know how to tweek the hardware like this. Other then Chuckles who did most of his famous stuff like Ultima(s) & Caverns of Calisto in GR.(24), I'm not that impressed with most of the programs that came out in bit mapped modes, at least as far as the grahics are concerned. You can write a great game no matter what mode you're in, but they just seem to look better if play to the strengths of the machine.
Rick

2709. Re: Alternate Reality ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-13 00:00:00 UTC
From: mjewison@irus.rri.uwo.ca
Message-ID: <4377pl$a71@falcon.ccs.uwo.ca>
Source record: 88431

In article <4370ku$31r@nyheter.chalmers.se>, () writes:

|>
|> I wanted to play Alternate Reality The City, because it's a great
|> game. The problem is that one disk has crashed.
|>
|> Can someone send me this nice game or know where I can find.
|> I guess it's impossible to buy it, since it is very old.
|>

I just received an order from American Techna Vision a couple of weeks ago which included both AR:The Dungeon and AR:The City. These are available for only US$5 apiece, although the shipping costs to Sweden might be prohibitive.

You can get a copy of ATV's catalog by sending email with your name and postal address to ATV's owner, Ralph Maddox, at rmax99@ix.netcom.com.

I haven't yet booted either of the AR's but I've been playing with both Gauntlet and Hacker over the past few days (also purchased from ATV).

I don't seem to have nearly enough time to work with my Ataris lately. In light of the discussions recently (with Joe Walsh et.al.) I'm almost embarrassed to say how long it had been since I'd booted my 800XL.

- Mike Jewison
mjewison@irus.rri.uwo.ca

2710. ATARI Equipmnet MUST SELL!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-13 00:00:00 UTC
From: Terry Ortman <102603.2652@CompuServe.COM>
Message-ID: <437bir$j5t$1@mhadg.production.compuserve.com>
Source record: 88432

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV connector, original cost $599.00, Joysticks $19.95 each, asking $100.00 or best offer.

ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb (IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4 disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5 floppies, any IBM compatible printer, modem port for using any RS232C compatible external modem, includes Auto-Term Disk for Atari computers, CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS master Disk, CP/M Supplement Manual, modem cable, printer cable, original cost $695.00 for the ATR8000 Basic system, printer cable $39.95, Modem cable $39.95, asking $125.00.

Dual Floppy Disk Drives in case with power supply and cooling fan, connecting cable, for above ATR8000 or any IBM compatible computer. Case can hold 4 half height 5.25 floppies, original cost $895.00, Case alone is worth $89.95 at most supply companies, asking $85.00.

BOTH ATR8000 & Dual Floppies in case, $150.00.

ATR8000, as above, only with Co-Power 88 installed. I bought this from a guy for $375.00, does NOT have the Co-Power 88 Boot Disk, needs a copy. The guy who said he was going to send me a copy never did. Need to recover my loss on this unit.....$350.00

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers, manual, power supply, connecting cables, oil, original cost $399.95. Also have a non-working 1027, can be fixed at any Atari service center, both printers cost new $399.95 each, asking $100.00 for both of them.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very good condition, like new, supports single and dual density modes, includes manual, power supply, original cost $179.95, asking $75.00.

Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers. Upgrades and replaces the 6502C in the computer with the 16-bit 65C816 CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up programs as much as 350% faster. The 65C816 processes 4 instructions per clock cycle (Only the new P6, 80686 Intel chip does that, besides this), as compared to the 6502 which processes one instruction per clock cycle. Original cost $249.95. Includes T816 assembler $75.00, Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks, valued at $25.00 each. Asking $175.00 for the entire package.

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Send all inquiries/offers to: admiral@freebbs.com via Internet E-Mail,
or E-Mail reply to this, all serious offers will be considered! Will
also consider trading for IBM computer (80386SX at least).
--
Internet address: admiral@freebbs.com

2711. ATARI/COLECO/C64/FAIRCHILD/INTV/ODY2/TI AUCTION UPDATE #3

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-13 00:00:00 UTC
From: jrm8248@u.cc.utah.edu
Message-ID: <437jt5$6rm@news.cc.utah.edu>
Source record: 88433

ATARI/COLECO/C64/FAIRCHILD/INTV/ODY2/TI AUCTION UPDATE #3

I am posting this auction here because I believe that some
people who read this newsgroup are interested. Here is the
order of the items in this auction. There are several
very good cartridges in this auction, so please
take the time to look through this auction for things
you might want and then send me a bid on those items.

TO ALL COMPUSERVE BIDDERS...ALL EMAIL I KEEP SENDING YOU IS BEING
RETURNED TO ME
FOR SOME REASON...

HERE IS THE ORDER:

ATARI 2600
ATARI 5200
ATARI 7800
ATARI 400/800
ATARI MISCELLANEOUS
COLECOVISION
COLECO ADAM
COMMODORE 64
FAIRCHILD
INTELLIVISION
ODYSSEY2
TEXAS INSTRUMENTS 99/4A
MISC SYSTEMS

This Auction will end at Midnight Mountain Time on
SUNDAY, SEPTEMBER 17, 1995 unless bidding is
still strong.

Atari 2600 carts are all preceded by their VGR rarity
rating.

The Rules follow this auction.

Please send all bids to jrm8248@u.cc.utah.edu

Happy Bidding!!

ATARI 2600-NEAR MINT W/BOX & DIRECTIONS

Chopper Command $3.00 min

C Missle Command $3.00 min

R Big Birds Egg Catch: CCW still shrinkwrapped $4.00 jk64

R Oscars Trash Race: CCW still shrinkwrapped $5.00 jk64

R Subterranea: Imagic $30.00 jk64
includes instructions and sneak preview sheet.
label is in mint condition.

Atari 2600-LOOSE GAMES, COLORED LABEL NO PICTURE

C Adventure: cx-2613 $1.00 kingkong

C Basketball: cx-2624

C Championship Soccer: cx-2616

C Circus Atari: cx-2630 $1.00 pacmanii

U Dodge em: cx-2637

C Football: Atari

C Space Invaders: cx-2632

U Space War: cx-2604

C Video Olympics: cx-2621

Atari 2600-LOOSE GAMES, COLORED LABEL W/ PICTURE

C Asteroids

R Basic Programming $1.00 kcwillia

C Basketball

C Berserk $1.00 pacmanii

C Football

C Home Run

U Jr. Pac Man $4.00 jschloss

C Missle Command

R Othello $1.00 kingkong

C Pac-Man

U Slot Racers $1.00 ltravis

U Space War

U Star Raiders

U Street Racer

U Video Pinball

U Warlords

C Yars Revenge $1.00 mc

Atari 2600-LOOSE GAMES, SILVER LABEL W/ PICTURE

U Battlezone $4.00 jschloss

C E.T.

U Galaxian $4.00 jschloss

C Joust $5.00 jschloss

U Moon Patrol

C Phoenix $3.00 jschloss

C Pole Position

C Realsports Football

C Vanguard

Atari 2600-LOOSE GAMES, M NETWORK

R Bump N Jump $4.50 RAS

C Football

C Lock N Chase

C Super Challenge Baseball

Atari 2600-LOOSE GAMES, ACTIVISION

U Ice Hockey

C Laser Blast

C Pitfall

U River Raid

R Robot Tank $1.00 rhett

U Skiing

R Sky Jinks

U Spider Fighter $1.00 rhett

U Starmaster

C Tennis

Atari 2600-LOOSE GAMES, AMIGA

ER Mogul Maniac $6.00 rhett

Atari 2600-LOOSE GAMES, COLECO

C Donkey Kong $1.00 yffu18b

U Mousetrap $1.00 yffu18b

C Venture

Atari 2600-LOOSE GAMES, DATA AGE

U Encounter At L-5 $2.00 kcwillia

Atari 2600-LOOSE GAMES, FOX VIDEO GAMES

ER Crash Dive $8.00 jppettit

Atari 2600-LOOSE GAMES, IMAGIC

U Atlantis

U Cosmic Ark

C Demon Attack $1.00 lehrer

R Fire Fighter $3.00 kcwillia

C Star Voyager

Atari 2600-LOOSE GAMES, PARKER BROTHERS

U Amidar

U GI JOE: Cobra Strike $1.00 kingkong

C Q*Bert $1.00 yffu18b
Damaged end label

U Reactor $1.00 jsvare

R Spiderman $4.00 jschloss

C Star Wars: The Empire Strikes Back

Atari 2600-LOOSE GAMES, SEARS TELEGAMES

C Breakaway IV $1.00 kcwillia

R Missle Command

C Space Invaders

U Tank Plus $1.00 kcwillia

Atari 2600-LOOSE GAMES, SPECTRAVISION

R Planet Patrol $3.00 jschloss

ATARI 5200-LOOSE GAMES

-Centipede $2.00 sck4518

-Defender $2.50 kcwillia

-Frogger $1.00 kcwillia

-Jungle Hunt $1.00 gmofley

-Kangaroo $1.00 kcwillia

-Mario Brothers $1.00 kcwillia

-Moon Patrol $7.00 gmofley

-Ms. Pac-Man $5.00 jschloss

-Pac-Man $1.00 kcwillia

-Pengo $4.00 sck4518

-Pole Position $1.00 kcwillia

-Popeye $1.00 gmofley

-Q*Bert $6.00 jschloss
label is torn

-Qix $1.00 rhett

-Robotron: 2084 $7.00 gmofley

-Soccer $1.00 jppettit

-Space Dungeon $2.00 jppettit

-Space Invaders $1.00 sck4518

-Star Wars: The Arcade Game $15.50 gmofley

-Super Breakout $1.00 rhett

ATARI 7800-LOOSE GAMES

-Centipede $2.00 rhett

-Pole Position II

ATARI 400/800-LOOSE GAMES

-Alien Garden: Epyx $3.50 btorme

-Atari Logo: RX8032 $2.00 perryd

-Atariwriter Word Processor: RX8036 $2.00 min

-Basic Computing Language: CXL4002 $2.00 min

-Fraction Fever: Spinnaker $2.00 perryd

-Millipede $3.50 btorme

-Pac-Man: CXL4022 $2.00 lrpena

-Platter-Mania: Epyx $3.00 lrpena

-Star Raiders: CXL4011 $2.00 lrpena

-3-D Tic-Tac-Toe $3.00 btorme

-Up N Down: Sega $7.00 btorme

ATARI-MISCELLANEOUS
*all are in near mint condition

-ATARI FORCE Comic Book #2 $2.00 jvmatthe

-ATARI FORCE Comic Book #3 $2.00 min

-ATARI Video Game Catalog $2.00 min

-INTELLIVISION Video Game Catalog: 1981 $2.00 min

-INTELLIVISION Video Game Catalog: 1982 $2.00 min

-INTELLIVISION Video Game Catalog: 1982, torn corner $2.00 min

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COLECOVISION-LOOSE GAMES

-Cabbage Patch Kids Picture Show $8.00 timg

-Carnival $1.50 kingkong

-Donkey Kong $1.00 tb

-Donkey Kong Junior $1.00 tb

-Dr. Seuss Fix-Up The Mix-Up Puzzler $10.00 ngsippel

-Gorf $1.50 kingkong

-Ladybug $1.00 tb

-Pepper II $1.00 tb

-Q*Bert $1.50 kingkong

-Smurf Paint N Play Workshop $8.00 brett

-Smurf Rescue in Gargamels Castle $2.00 lonadar

-Super Action Baseball $1.00 tb

-Zaxxon $1.50 kingkong

COLECO ADAM DATA PACKS

-ADAMCalc $2.00 ngsippel

-Blank: still in box $2.00 ngsippel

-Buck Rodgers $2.00 ngsippel

-CP/M 2.2 & Assembler $2.00 ngsippel

-SmartBASIC $2.00 ngsippel

-SmartLOGO $2.00 ngsippel

COMMODORE 64-Loose Cartridges

-Kickman $2.00 drmanhattan

-Congo Bongo $2.00 drmanhattn

-Jukebox: Spinnaker $3.00 btorme
with plastic case, spinnaker catalog warranty card and directions

---
FAIRCHILD VIDEOCART- LOOSE GAMES

-#1: Tic-Tac-Toe, Shooting Gallery, Doodle, Quadra Doodle $2.00
drmanhattan

-#3: Video Blackjack $2.00 drmanhattan

-#4: Spitfire $2.00 drmanhattan

-#6: Math Quiz I $3.00 barry

-#8: Magic Numbers $3.00 btorme

-#9: Drag Race $4.00 jppettit

-#11: Backgammon, Acey-Deucy $2.00 drmanhattan

-#12: Baseball $2.00 drmanhattan

INTELLIVISION-LOOSE GAMES

-Advanced Dungeons &Dragons

-Atlantis: Imagic

-Baseball

-Boxing

-Burger Time $1.00 kcwillia

-Donkey Kong: Coleco

-Frog Bog

-Las Vegas Poker & Blackjack $1.00 kcwillia

-Lock N Chase

-Major League Baseball

-Microsurgeon $1.00 kcwillia

-Mission X

-NASL Soccer

-NFL Football

-Night Stalker

-Poker

-Q*Bert: Parker Brothers $1.00 jppettit

-Skiing

-Space Armada

-Space Spartans

-Sub Hunt

-Triple Action

-TRON Deadly Discs

-TRON Maze-A-Tron

INTELLIVISION-Box+Directions
-Most boxes have some wear.

-Donkey Kong

-Lock N Chase: w/overlay, no docs

-Pitfall: no docs

-Reversi: no docs

-Sea Battle

-Space Battle: w/ overlay

-Star Strike: w/ overlays

-TRON Maze-A-Tron: no docs, w/ overlay

-Utopia: w/ overlay $10.00 gndy

ODYSSEY2- LOOSE GAMES

-Alien Invaders-Plus, w/ box, w/ directions

-Alpine Skiing $1.00 timg

-Baseball

-Blockout/Breakdown

-Bowling/Basketball

-Casino Slot Machine $2.00 btorme

-Computer Golf

-Cosmic Conflict

-Dynasty/Directional Dynasty $1.00 timg

-Football

-Freedom Fighters $1.00 timg

-Hockey/Soccer

-Invaders From Hyperspace $1.00 timg

-KCs Crazy Chase $4.00 jppettit

-KC Munchkin

-Matchmaker/Buzzword/Logix

-Math-A-Magic/Echo $1.00 timg

-Out of This World/Helicopter Rescue $1.00 timg

-Powerlords $45 matthewp

-Speedway/Spinout/Cryptologic $.50 min

-Sub Chase/Armored Encounter

-UFO

-War Of Nerves $1.00 timg

TEXAS INSTRUMENTS 99/4A-Loose Cartridges

-Adventure $1.00 gene

-A-Maze-Ing

-Alligator Mix

-Beginning Grammar $1.00 gene

-Blackjack and Poker $2.00 gene

-Burgertime $1.00 gene

-Car Wars, w/box, w/ directions $1.00 gene

-Donkey Kong: Atari $3.00 gene

-Dragon Mix $1.00 drmanhattan

-Early Learning Fun $2.00 gene

-Equations

-Facemaker $1.00 drmanhattan

-Home Financial Decisions

-Household Budget Management

-Hunt The Wumpus $1.00 gene

-Minus Mission $2.00 gene

-Multiplication $2.00 gene

-Munchman $1.00 gene

-Number Magic $2.00 gene

-Parsec $1.00 gene

-Personal Real Estate

-Personal Record Keeping

-Reading On $2.00 gene

-Subtraction $2.00 gene

-The Attack $1.00 gene

-TI Invaders $2.00 gene

-Touch Typing Tutor

MISC. SYSTEMS-
*some systems say no cables but if you bid I will look for them, but
I will
not guarantee that I find them. Shipping will vary depending on the system.
MINIMUM BID INCREMENTS FOR ALL OF THE SYSTEMS WILL BE $1

-Colecovision/Adam Controllers: White

-Coleco Adam Computer: CPU, Keyboard & Controllers $7.00 perryd

-Nintendo Control Deck: 1 controller & rf switch $5.00 rhett

-Intellivision II w/ Atari System Changer $8.00 rhett
no cables

-Atari Keyboard Controller

TRADES:

I am looking for R/ER/UR carts and a few U&#65533;s too...

HERE ARE THE RULES:

1. This auction will end on Sunday, September 17, 1995
at Midnight Mountain Time unless there is still heavy bidding.

2. Current high bids will be posted every other day on this
newsgroup and bidders will most likely be notified when
they are outbid for an item.

3. High bidders will be posted by their email name unless
otherwise specified.

4. When sending a bid, your subject must be AUCTION BID .

5. Minimum bids will be $1 and bidding increments will
be $.50 unless otherwise posted all in US Dollars.

6. If two people bid identical bids, then the person
responding first will get credit for the bid.

7. Shipping will be $2.00 for the first cartridge + $.50
for each additional cartridge. Shipping and handling
for systems will range between $6 and $10.00 depending
on weight. Larger systems may be more. All cartridges
and systems will be shipped through the US Postal
System anywhere in the Continental US. Other areas
will need to make special arrangements for shipping.

8. Following the auction, each bidder will be contacted
individually for payment and shipping. Money Orders
(sorry no personal checks) are the preferred form of
payment, but cash is always accepted. Payment
MUST be received within 7 days.

9. The will be no guarantee or warranty on anything purchased
from this auction. Cartridges have been tested and do work,
unless otherwise specified. Most systems have been tested and
do work. The systems which may not work are the ones without
cables or a power supply.

10. FINALLY, IF YOU ARE THE HIGH BIDDER YOU MUST
PAY FOR YOUR ITEMS, OTHERWISE YOUR POSTMASTER
WILL BE INFORMED AND YOU WILL BE BARRED FROM
FUTURE AUCTIONS!!!

11. I reserve the right to refuse bids.

12. I reserve the right to alter the rules or the auction itself.

Your participation in this auction signifies your consent
to follow these rules as stated.

Send all bids to: jrm8248@u.cc.utah.edu

2712. Re: ATARI Equipmnet MUST SELL!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-13 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <437o7d$g7p@crl14.crl.com>
Source record: 88434

Terry Ortman (102603.2652@CompuServe.COM) wrote:
: ATARI Equipment, MUST SELL!!!
:
: ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
: connector, original cost $599.00, Joysticks $19.95 each, asking $100.00
: or best offer.

We've told you once already, now go away!!

John
jvogel@crl.com

2713. Re: SIO2PC: ANY BUILDERS/SELLERS OUT THERE?

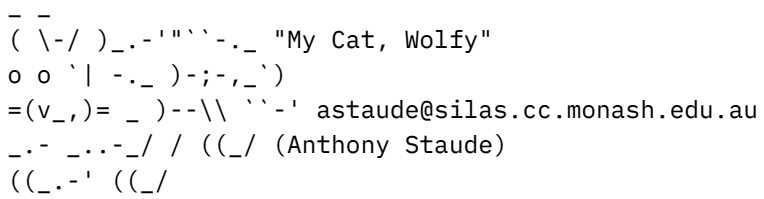
Newsgroup: comp.sys.atari.8bit
Date: 1995-09-13 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <145447@cup.portal.com>
Source record: 88435

I was going to post my name to the FAQ for building them, but we also have a member in the sig who wanted to try to do a professional job of it. It would be a much more satisfactory situation is this comes to be. If enough people request them, the board run will happen & you'll get something much prettier then I could make.
Rick

2714. Are there still games being made for 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-13 00:00:00 UTC
From: astaude@silas.cc.monash.edu.au
Message-ID: <437tg4$qk4@harbinger.cc.monash.edu.au>
Source record: 88436

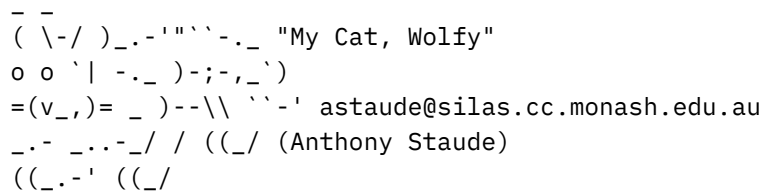
Subject says it all really!



2715. 7800 games - Best one?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-13 00:00:00 UTC
From: astaude@silas.cc.monash.edu.au
Message-ID: <437tu0$qk4@harbinger.cc.monash.edu.au>
Source record: 88437

Which one is the best of the lot?



2716. Re: Atari and Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-13 00:00:00 UTC
From: pnguyen@ucla.edu
Message-ID: <pnguyen.403.0013F46A@ucla.edu>
Source record: 88438
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,alt.games.video.classic,alt.atari-jaguar.discussion

In article <438408$541@newsbf02.news.aol.com> ronsking@aol.com (RonSKing) writes:
>From: ronsking@aol.com (RonSKing)
>Subject: Re: Atari and Commodore
>Date: 13 Sep 1995 22:28:24 -0400

>>What is it with those two companies, once the top in home and
>>gamecomputers.
>One thing common between the 2 is the Trameil family...
>Ron
The Tramiel family was long gone so they can't be blamed for Commodore's
problems. It's just difficult to sell a proprietary system that only one
company manufactures and distributes when it goes against the PC juggernaut.
Apple isn't doing too well now either (though compared to Atari and Commodore,
it's still fantastic)...

2717. Re: DCM2ATR for DOS

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-13 00:00:00 UTC
From: pmorrisb@cix.compulink.co.uk
Message-ID: <DEuAFI.83z@cix.compulink.co.uk>
Source record: 88439

> pmorrisb@cix.compulink.co.uk ("Phil Morris") wrote:
>
> >Thanks - I've now tried this but it now complains there is no Basic
and
> >SHIFT-F10 won't give any options to load, save, etc.
>
> You shouldn't have to load/save/etc anything.
>
> XF252 <filename.atr> and it should load that image as D1... Maybe
> you could tell me what the archive you are trying to use is, and I can
> get a better idea of the situation.
>

Hmmmm ..... that seems to work on .atr files with only one game in them,
but what about .dcm files which I've converted to .atr format - how do I
load these individual games? (they give a listing of corrupted filenames).

Also, on a different matter - I have gauntlet, but when I try and load
it, it prompts for disk 2 - how do I get around this please?

Thanks,
Phil

2718. Re: Comparing Atari Graphix (8-bit, 7800, 5200, etc)

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-13 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <436pm3$ej5@no-names.nerdc.ufl.edu>
Source record: 88440

kendrick@zippy.sonoma.edu (William Kendrick) wrote:

>I believe the 400/800/XL/XE and the 5200 have identical graphics
>capabilities, although I'm not sure that the 5200 supports GTIA modes
>(80x192x16/80x192x9).

It does support GTIA modes. In fact, the Atari Logo that appears when you first turn on the system was probably created using GTIA. The 5200 is really a fancy Atari 400 with minor modifications to allow use of the analog joysticks, etc. (but you gotta LOVE those game machines with the stainless steel strip accross the case; now THAT's art).

-Michael Ellis

2719. Re: Lots and lots of sprites

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-13 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <145450@cup.portal.com>
Source record: 88441

>Frogger is a good example.

There are lots of good examples, so thanks for using mine. :-)

PMG redefinition is the way to go, and is also a lot of fun IMO. And I don't understand your problems about DLIs, since you really can do quite a bit of work per line. Make sure you pre-load registers before doing the first STA $D40A.

A really challenging feat, is to provide multi-color players using only one PMG and DLI routines to change colors vertically at different points in the player. This is really difficult in text based modes, where you only have 17 cycles on the top scanline of each line of text. I was still able to get color changes for two players processed, as used in the game Bankster. (This game didn't need redefinable players, but could have used them).

John Harris - jharris@cup.portal.com

2720. Steve Tucker, mail bounces

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-13 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Sep13.191337.10944@wariat.UUCP>
Source record: 88442

```
So, all over the world. Steve Tucker has written some pretty important
software (APE), I think and it might be worth noting that the
classics@nac.com (something like that) and the nyx10 addresses bounce.
So, if Steve could post a good address, that would be nice.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
**********************************************************************
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
**********************************************************************
```

2721. Re: Weekly Posting of New: aka what is APE

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-13 00:00:00 UTC
From: esmith@netaxs.com
Message-ID: <436q6v$m50@netaxs.com>
Source record: 88443

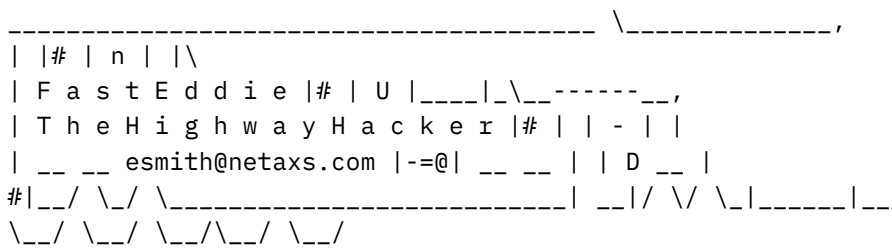
Tomas Edholm (donnwell@donnwell.se) wrote:
: stucker@nyx10.cs.du.edu wrote:
: >Actually its about typical of the e-mail I have recieved. After 1000+ hours
: > of work, RS232 and protected disk image support is seems its worth about
: > the price of a hamburger to most 8 bit Atari users. The same users
: > who will shell out $500+ for slow 1050 disk drives, harware interfaces
: > to obselete hard drives, expensive external modems, RS232 interfaces, etc.

: >I didnt expect to make any money off APE when I started coding it, but the
: > attitude of most of the e-mail I have recieved makes me wonder if Im
: > wasting my time making it available at all.

: >Steve

: Dont pay that much attention to that type of respons, because it's
: allways the naggy one's that are first to write, and perhaps the only
: one to write.
: Take a little time and see what comes in on reg's instead, that tells
: a litle bit more I would think.
: It's truly a nice pice of soft.

: Tomas Edholm (ted@donnwell.se)

I will put my 2 cents in here to Steve on this. I have the 1st copy of
APE104 and although I haven't had a chance to use it, I will say that no
matter what someone says. You will always have some clown who will come
along and complain one way or the other about something. No matter how
good it is or what you try to do for them. Its just their nature to be a
pain in the rear. Instead of complaining, you should be praising the guy
for taking the time to develope something you might be able to use. To
those clowns all I can say is get a life and grow up. To Steve, Keep up
the good work and ignore the few who act that childish. Take care.
--


2722. Re: Atari and Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-13 00:00:00 UTC
From: ronsking@aol.com
Message-ID: <438408$541@newsbf02.news.aol.com>
Source record: 88444
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,alt.games.video.classic,alt.atari-jaguar.discussion

>What is it with those two companies, once the top in home and
>gamecomputers.
One thing common between the 2 is the Trameil family...
Ron

2723. Atari and Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-13 00:00:00 UTC
From: luur@pi.net
Message-ID: <NEWTNews.24289.811059059.luur@pi-user.pi.net>
Source record: 88445
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,alt.games.video.classic,alt.atari-jaguar.discussion

What is it with those two companies, once the top in home and gamecomputers. Now it's mostly japanees. I have got an Atari 2600 & 800 XL, C64, Amiga 600 and CD32.
ATARI is not going verry well and the remainings of CBM just bought bij the german Escom. (I am typing this e-mail with an Escom PC).
I don't like the Nintendo's Sega's and Sony's (just for kids), or am i only a bit nostalgic, because when i was stil 17 it were the days of the Atari 2600 and the CBM 64 ???

greatings Rob.

2724. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-14 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <438a26INNc18@duncan.cs.utk.edu>
Source record: 88446
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $100 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

2725. Re: [--- BOBTERM and SPARTA 32gx ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-14 00:00:00 UTC
From: kdegroff@rainbow.rmii.com
Message-ID: <438690$6q2@natasha.rmii.com>
Source record: 88447

Winston Smith (winston@merk.com) wrote:

: Here is my hardware setup:
: ATARI 800XL (stock), ATARI 850 interface, Hayes "Hayes Stack"
: SMARTMODEM 1200 modem, ATARI XF551 drive, AMDEK COLOR-1 monitor
:
:
: Using SPARTA-DOS 3.2gx and BOBTERM 1.22 I just attempted to perform a
: YMODEM BATCH upload to a UNIX system running SZ/RZ. Strangely enough, the
: last sector of each one of my files was never transmitted, and the end of
: each and every file was truncated! I am going to try and switch over to
: MyDOS and try running BOBTERM 1.22 again. Has anyone had similar problems
: ? Are either SPARTA-DOS 33a or BW-DOS up on the Michigan archives ? Would
: switching out of batch mode solve my problem ? Thanks for any and all
: advice.
:
I have the same hardware configuration except I have a LineLink 144e
modem which I run at 9600 baud and I use TopDos Pro (or 1.5+). On my
internet access account, I am unable to upload at all using rz. I have
to use rx and upload a file at a time. But, it doesn't truncate. I
think the problem is actually with my service's rz since I reported it
and they reported they couldn't get it to work either. They never did
get it working and I gave up since I rarely upload and when I do I can
get rx to work.

--- Kent

2726. Atari 800, Indus GT floppy, and Amdek Color monitor

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-14 00:00:00 UTC
From: crgauth
Message-ID: <437s8u$hdu@ixnews7.ix.netcom.com>
Source record: 88448

For sale: Atari 800, Amdek color monitor, and Indus GT 360k drive.
Asking $250. Negotiable. Will consider trade of 386 or above pc.

Email to DRawley@msn.com

2727. Re: Atari and Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-14 00:00:00 UTC
From: David Gahris <dgahris@eece.maine.edu>
Message-ID: <43a2b5$sdk@sol.caps.maine.edu>
Source record: 88449
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,alt.games.video.classic,alt.atari-jaguar.discussion

ronsking@aol.com (RonSKing) wrote:
>>What is it with those two companies, once the top in home and
>>gamecomputers.
>One thing common between the 2 is the Trameil family...
>Ron

And Nolan Bushnell, and Jay Miner. Not to mention their target audience, and
numerous hardware features.

David Gahris Commodore Users Unite! E-mail address:
Sophomore EE student N1TCL dgahris@eece.maine.edu
If this is a news posting, please reply by E-mail.

2728. Re: Atari and Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-14 00:00:00 UTC
From: "Jack Nutting"
Message-ID: <43a4kf$e63@acsnews.uswc.uswest.com>
Source record: 88450
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,alt.games.video.classic,alt.atari-jaguar.discussion

David Gahris <dgahris@eece.maine.edu> wrote:
> ronsking@aol.com (RonSKing) wrote:
> >>What is it with those two companies, once the top in home and
> >>gamecomputers.
> >One thing common between the 2 is the Trameil family...
> >Ron

> And Nolan Bushnell, and Jay Miner. Not to mention their target audience,
> and numerous hardware features.

And Yak! Don't forget Yak! Every computer that mattered a few years ago
(ST & Amiga) had Llamatron.

/* Jack Nutting Integrity Solutions *
* jnutting@is.com (612)223-8474 *
* <http://www.is.com/Users/jnutting/subg.html> */

2729. Re: Lots and lots of sprites

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-14 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <438srr$43c@susscsc1.rdg.ac.uk>
Source record: 88451

In article 145450@cup.portal.com, jharris@cup.portal.com (John D Harris) writes:
>PMG redefinition is the way to go, and is also a lot of fun IMO. And I
>don't understand your problems about DLIs, since you really can do quite
>a bit of work per line. Make sure you pre-load registers before doing
>the first STA $D40A.

What I've been working on is a system where you can plot multiple incarnations
of a player to the screen through a subroutine which automatically handles
which DLIs to notify of the horiz. position and colour changes. The problem
I found is that if you try to set the bits'n'bobs of all players & missiles
it's a bit too much for the DLI - especially with Antic DMAing the screen
for the PM graphics. The DLI instructions get smeared over several scan
lines which means my program must acknowledge that a DLI zone boundary
is fuzzy. I can work out a routine to do this, but I just get worried
that too many cycles are being eaten up by all the DLI work and my
calculations to ensure the correct regions are notified of the correct
horiz/colour (maybe size too).
I want a routine where things can move fairly freely - the only restriction
being that a DLI zone can only be used once for a given player.
This may sound a bit odd but I have a particular game application in mind
which I've been working on for some time.

>A really challenging feat, is to provide multi-color players using only
>one PMG and DLI routines to change colors vertically at different points
>in the player. This is really difficult in text based modes, where you
>only have 17 cycles on the top scanline of each line of text. I was
>still able to get color changes for two players processed, as used in
>the game Bankster. (This game didn't need redefinable players, but
>could have used them).

A nice idea; this means moving DLIs (or at least informing other DLIs of the
approaching player) if your players move vertically substantially and I
don't even want to think about that with all my multiple-players...

> John Harris - jharris@cup.portal.com

P.S. I've always liked Frogger.

- Jg

2730. For Sale: Epson FX-85

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-14 00:00:00 UTC
From: ice@skypoint.com
Message-ID: <438vr7$ahs@stratus.skypoint.net>
Source record: 88452

```
For Sale: Espon FX-85 printer. Works great. Very light use.
Email with an offer.
```

2731. Timer as Memory refresh unit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-14 00:00:00 UTC
From: hsj@mbksun1
Message-ID: <4390o4$k44@nz12.rz.uni-karlsruhe.de>
Source record: 88453

```
Does anyone know of a computer where the timer is used
as the Memory refresh unit? I need this information
to pass an exam, please e-mail it to me, too!

Thanks,
Hermann

--
+--------------------------------------------------+
| The SpaceWalker . * _@ . .| "This is a test
|Walkin' thru Cyberspace..... . o . </\_ o * | to provoque an
|..aahhh! at home at last!!! . ~\/\ ' o| emotional
|->ukra@rzstud1.rz.uni-karlsruhe.de . / . * | response..."
+---------------------------------------`----------+
```

2732. Re: SIO2PC: ANY BUILDERS/SELLERS OUT THERE?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-14 00:00:00 UTC
From: tatkins@unix1.sncc.lsu.edu
Message-ID: <439619$2k5v@unix1.sncc.lsu.edu>
Source record: 88454

Rick_Michael_Cortese@cup.portal.com wrote:
: I was going to post my name to the FAQ for building them, but we also have
: a member in the sig who wanted to try to do a professional job of it. It
: would be a much more satisfactory situation is this comes to be. If enough
: people request them, the board run will happen & you'll get something
: much prettier then I could make.

I hope that person does decide to do it. Heck, you all could sell them
to places like Toad Computers who deals a lot in Atari. Do it. Do it.
Do it. Do it!
--Atkins

2733. Re: Steve Tucker, mail bounces

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-14 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <439mb6$er6@ns.mcs.kent.edu>
Source record: 88455

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: So, all over the world. Steve Tucker has written some pretty important
: software (APE), I think and it might be worth noting that the
: classics@nac.com (something like that) and the nyx10 addresses bounce.
: So, if Steve could post a good address, that would be nice.

I believe his email address is classics@nacs.net.

2734. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-14 00:00:00 UTC
From: lcg@cs.duke.edu
Message-ID: <lcg-1409951545460001@megan.aas.duke.edu>
Source record: 88506

In article <hxHilYW.ransom22@delphi.com>, Joe Walsh <ransom22@delphi.com> wrote:

> And, to relate this back to the subject at hand, the Apple][people
> are much more like the Mac and especially the MS-DOS/Windows people -
> fractionalized, fragmented, bickering people.
> It's been said that you know a person by who they associate with.
> I'd rather associate with you folks than MS-DOS/Windows, Apple, or any
> other group. It's an easy choice. :)

Hmmm..
I think I'd like to take issue with that comment. Not that I don't hear what you're saying, across the Internet (especially Usenet) there are a lot of fractious users. What I think you are missing is that there a LOT of them. There are, IMO, a core group of Mac users (and respective, a core group of DOS and Windows users too) who are NOT bickering and fragmented. It's the sheer numbers which end up dragging us down. Every tom, dick, harry, jane, sue and mary can own a pc nowadays, with prices and such being what they are. In the days of the original TI/Atari/TRS-80/AppleII computers, computers were not for just anyone. More money was required, and more dedication, and more skill in learning the art of using them. The users who had one or more of those computers who have either moved on or gotten one of the newer generation of computers (like myself) still feel good about using them, and I feel I'm part of a cohesive Macintosh community. Unfortunately, I do feel you're correct to a degree, there are a lot of flameheads out there.... but let's not forget the mitigating factors.

Lyman

2735. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-14 00:00:00 UTC
From: lcg@cs.duke.edu
Message-ID: <lcg-1409951547370001@megan.aas.duke.edu>
Source record: 88507

In article <199509110708.AAA08365@zippy.sonoma.edu>,
kendrick@zippy.sonoma.edu (William Kendrick) wrote:

> (PowerMac8100-something/AV plus color page scanner, color slide scanner,

Bill... probably an 8100/80AV, the most common 8100 AV machine. I believe
they may have made some 8100/100AV's, but I wouldn't count on it.

Lyman

2736. Re: Alternate Reality ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-14 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <RBCCV1A.ransom22@delphi.com>
Source record: 88508

Mike Jewison <mjewison@irus.rri.uwo.ca> writes:

>I haven't yet booted either of the AR's but I've been playing with
>both Gauntlet and Hacker over the past few days (also purchased from
>ATV).

Want to hear something even more embarassing? About three weeks
ago, I received an order from American TechnaVision consisting of 25
different titles. How many did I play? One. Sure, I tried the others
out, but that one (Decision in the Desert, by Sid Meier) was /so/ good,
I couldn't get past it! :) I was at a forum for part of this week, and
haven't booted my Atari in a few days, but I am hoping to have time this
weekend to check out the other 24 titles in-depth. :)

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2737. Re: Converting Atari to PC?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-14 00:00:00 UTC
From: robcss@aol.com
Message-ID: <43afad$qip@newsbf02.news.aol.com>
Source record: 88509

For those of you who need your Atari 8-bit disks converted, I offer a service to do this. Prices are $10 for up to 50 disk sides (double sided 'flippies' count as 2) and $20 up to 100 disk sides. More than 100, call or write for a quote. Return shipping is $3. You will be sent 3.5" 1.44MB PC disks with your converted disks in the PCXformer & SIO2PC format. We also have a catalog of software that has already been converted & checked out to run with the PC Xformer, and the AVD shell which is a DOS application to help you manage your virtual disk files.

Rob Satonica
Creative Software Systems
7775 Scottdale Rd.
Berrien Springs, MI 49103
(616) 473-3904
Email: DDJT62C@PRODIGY.COM

2738. Re: ATARI Equipmnet MUST SELL!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-14 00:00:00 UTC
From: ericb@esl1.tamu.edu
Message-ID: <ericb.20.0008C200@esl1.tamu.edu>
Source record: 88510

In article <437o7d$g7p@crl14.crl.com> jvogel@crl.com (John M. Vogel) writes:
>From: jvogel@crl.com (John M. Vogel)
>Subject: Re: ATARI Equipmnet MUST SELL!!!!!!
>Date: 13 Sep 1995 16:07:25 -0700

>Terry Ortman (102603.2652@CompuServe.COM) wrote:
>: ATARI Equipment, MUST SELL!!!
>:
>: ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
>: connector, original cost $599.00, Joysticks $19.95 each, asking $100.00
>: or best offer.

>We've told you once already, now go away!!

>John
>jvogel@crl.com

I turned my nose up at an 800 + 7 carts + manuals and cables + a nice Wico
Bat-Style joystick for $6 at a thrift shop. I already have three of the
suckers :(.

Now, had one of the carts been one I didn't have...

Eric B.

2739. Re: Atari 8bit Opcodes!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-14 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <RjEhl5H.ransom22@delphi.com>
Source record: 88511

George W. Hayduke <system@fred.com> writes:

>HCF - Halt and Catch Fire

Oh, man, this one had me rocking in my chair with laughter! :) :)

>Just was given a literal vanload of 8-bit stuff. More than I even had back
>before I got rid of my stuff in '90 or so, which I've been regretting ever
>since.

I know the feeling -- as do many of us. Fortunately, many of us
return to the fold after realizing our errors. :)

I sometimes think about the woman I sold my Atari 1200XL system to
'way back in 86 (at the time, I thought the Apple //c was /the/ computer to
use--one in a string of mistakes of going with what was popular rather
than with what I knew I liked). It was a 1200XL, 1050, 1010, Okimate-10,
AtariWriter (original cart), and a bunch of games she didn't want but
which I insisted she take. See, she was living about 50 miles away in
San Francisco, and she was a budding writer. She figured computers
was the way to go, and the system I had was being sold for $200, so what
they hey? Welp, over the next several weeks I kept getting calls from her
(me, a 13 or 14 year old kid, she a thirtysomething writer) asking how
the heck to do A or B. The first time it was how to save a file...she
hadn't loaded DOS, so that was prolematical from a disk standpoint (I
ended up telling her to save it to casette (which she had no blanks of
on hand), reload AtariWriter /with/ a DOs disk in the drive, then load
the file from cassette and save it to disk. Other problems followed
on a too-frequent basis. That rediculously-low $200 (at the time) for
the system was EASILY eaten up in "consultant" fees. :)
Anyway, I sometimes wonder whether she ever figured out how
to "do" computers. Her calls eventually stopped, with no real thanks
or anything (I got the impression she blamed the problems she was having
on me - that "I can't save the file" problem she even said was because
I had sold her a broken disk drive, at first - dunno whether she went
out and got a cassette, or what, but she never did mention that again,
neither to tell me she got the drive to work nor to say she was sorry
for accusing me of selling her borken equipment - and I never asked,
being a pretty shy kid).
Who knows - maybe she wrote some big-selling book and it was all
thanks to me, the computer I sold her, and the free telephone support I
gave her after the sale. :)

-Joe

>Good to be back home.

Welcome back!

-Joe
--

ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2740. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-14 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <RDHAtBN.ransom22@delphi.com>
Source record: 88512

Jason Compton <jcompton@flood.xnet.com> writes:

>There was certainly more skill and art required, but not always more
>money. A complete 64 system ran you $600. $400 if you had a spare TV.
>Sure, if you're a bargain hunter you can put together a bare-bones PC or
>clearance Mac for that price, but Tom, Dick, Harry, and Jane aren't doing
>that, they're buying the Best Buy $1,400 specials.
>
>There is still room in the world for a really low cost machine. People
>bought them by the tens of millions. But they've forgotten what a great
>idea it is.

Mmmm. I dunno what era anyone else was talking about, but I
was pretty much sticking to pre-Atari/Commodore price wars when speaking
about the computer industry in general. Back then, prices for setups
similar to today's typical PC package (computer, disk drive, monitor,
printer - let alone an interface and modem) were indeed about what they
are now (although you get more power/storage/etc. for the same money).
Heck, let me take that back - let's just go with typical setup - computer
,disk drive and printer ALONe cost you as much as you pay for a computer
(with hard drive, RAM, and floppy) with a color inkjet printer, modem,
etc. (today's typical setup) now.
Of course, when talking about population size problems, in the
case of Atari (dunno about Commodore) the price wars didn't increase problems
for us much. Sure, there was a greater population of /owners/, but the
population of long-term /users/ stayed pretty much the same, I think. Lots
of folks bought those $100-$200 computers back then, set them up, found out
you had to /work/ in order to do anything useful with them, and put them
in their closets never to be seen again (until Garage Sale time, anyway).
Heck, I remember my mom coming home from work and telling me how excited
people were that Value Giant (a local drugstore/discount retailer) had
Timex/Sinclairs (or was it TI 99/4a's?) for $50. Of those that bought
those computers, I would be surprised if even 1% kept at it for more than
a month.
Not so with Apple //, of course. Those suckers stayed up there
in price forever. people that bought them had a commitment to use them -
who pays $2000 for something then relegates it to a closet? So, in that
case, as purchases increased, the population troubles also increased.
Those troubles still exist among those who use Apple]['s (or //'s) these
days.
It's similar with IBM/Clone and Mac populations, of course.

-Joe
--

---

ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2741. Re: Comparing Atari Graphix (8-bit, 7800, 5200, etc)

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-14 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <RBDAdzK.ransom22@delphi.com>
Source record: 88513

Michael Ellis <michael@anest4.anest.ufl.edu> writes:

>It does support GTIA modes. In fact, the Atari Logo that appears when you first
>turn on the system was probably created using GTIA. The 5200 is really a fancy
>Atari 400 with minor modifications to allow use of the analog joysticks, etc. (but you
>gotta LOVE those game machines with the stainless steel strip accross the case;
>now THAT's art).

I got a 5200 when they first came out, and loved it (this was before
I discovered the Atari 400 ('bout 2 months before, tops)). I recently
sold my 5200 collection, though (who needs it when you've got the 8-bit
computer?).
Anyway, regarding your comment on the stainless steel strip, I liked
that, too - it's a nice touch. The whacky thing about the 5200, I thought,
was that here they designed this HUGE base unit with cubyholes for the
sticks and a place to wrap the power/TV cord so you could have it occupy
as little space as possible. Huh? Make it huge..yeah, okay, going with
the concept of bigger is better...then try to make it take up less space?
Huh? Wouldn't it have been more logical to make the unit itself as
small as possible, assume the user is gonna leave the darned power/TV cord
attached to the TV (that's what those switchboxes are for, after all), and
let the joysticks fall where they may? That's the kind of whackiness that
is indearing and frustrating about Atari (whether Inc. or Corp.). :)

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2742. Re: Wanted: Atari joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-14 00:00:00 UTC
From: "Barry L. Gordon" <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.91.950914151034.29673A-100000@hairball.ecst.csuchico.edu>
Source record: 88514

You checked all around town and couldn't find *any* Atari compatible joysticks? If you can't find them at any stores (ala Computertime), then my next suggestion would be to check out the local thrift/goodwill stores. They've often got a whole section of computer equipment. I used to pick the Atari stuff clean from the Deseret Industries Thrift Shop on Auburn just West of Watt.

Oh, and BTW, "Hi!"

2743. Re: Lots and lots of sprites

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-14 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <145560@cup.portal.com>
Source record: 88515

>What I've been working on is a system where you can plot multiple incarnations
>of a player to the screen through a subroutine which automatically handles
>which DLIs to notify of the horiz. position and colour changes.

Here's a few hints.

It sounds like your DLI routines are doing too much of the work. It's difficult to find the time for comparisons and decisions within the DLI, when those cycles could be better spent just stuffing hardware. Consider creating a modifyable DLI structure where all of the maintenance work is either in VBlank, or in the program's move logic itself. Turn DLI's on only where they're needed, (saves a comparison for "do I need to do anything") and have something like a linked structure or an index from VCOUNT into tables to pick the data and locations that need to be stuffed. You can stick the data in A, the location in X, and do a STA $D000,X.

Are you using a character-based or bitmap graphic background?

Best of luck with what you're working on.

Thank you for the note about Frogger.

John Harris - jharris@cup.portal.com

2744. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-14 00:00:00 UTC
From: jcompton@flood.xnet.com
Message-ID: <43a36u$23h@flood.xnet.com>
Source record: 88516

Lyman Green (lcg@cs.duke.edu) wrote:
: fragmented. It's the sheer numbers which end up dragging us down. Every
: tom, dick, harry, jane, sue and mary can own a pc nowadays, with prices
: and such being what they are. In the days of the original
: TI/Atari/TRS-80/AppleII computers, computers were not for just anyone.
: More money was required, and more dedication, and more skill in learning
: the art of using them. The users who had one or more of those computers

There was certainly more skill and art required, but not always more money. A complete 64 system ran you $600. $400 if you had a spare TV. Sure, if you're a bargain hunter you can put together a bare-bones PC or clearance Mac for that price, but Tom, Dick, Harry, and Jane aren't doing that, they're buying the Best Buy $1,400 specials.

There is still room in the world for a really low cost machine. People bought them by the tens of millions. But they've forgotten what a great idea it is.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (708) 741-0689 FAX
You've got to go faster than that. Better start doing it right.
AR on Aminet - docs/mags/ar???.lha AR Mailing list - Mail me
AR on WWW - http://www.omnipresence.com/Amiga/News/AR

2745. Got my rainbow disk, it's up and running, it's AWESOME!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-14 00:00:00 UTC
From: lcg@cs.duke.edu
Message-ID: <lcg-1409951446030001@megan.aas.duke.edu>
Source record: 88517

Ahhh...got my registered Rainbow disk from Chris, using the X-Former ROMS (illegal or not, I don't currently have an 850 yet, it's waiting at the PO for me to pick it up, and I am TOO impatient to get it and the cable up and running for the present..)
and it rocks! Whooohoooo! Spy Hunter on my Powermac 9500!
ehehehehehehe.. complete with sound (a little tinny, if I may say so, but all there!).

I went to one of the 8bit WWW home pages, and found a list of FTP archives, it seemed to be pretty out of date. Any idea of the most recent up to date Atari 8 bit archives?? (other than the one at umich, I mean?)

I can't WAIT to get my 850 and cable up and running and transfer all my games and programs to my 9500. It's great to have directory for rainbow that takes up only 700K and has lots of cool stuff in it! :)

2746. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-14 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <RjOCNIM.ransom22@delphi.com>
Source record: 88518

Lyman Green <lcg@cs.duke.edu> writes:

>I think I'd like to take issue with that comment. Not that I don't hear
>what you're saying, across the Internet (especially Usenet) there are a
>lot of fractious users. What I think you are missing is that there a LOT
>of them. There are, IMO, a core group of Mac users (and respective, a
>core group of DOS and Windows users too) who are NOT bickering and
>fragmented. It's the sheer numbers which end up dragging us down. Every
>tom, dick, harry, jane, sue and mary can own a pc nowadays, with prices
>and such being what they are. In the days of the original
>TI/Atari/TRS-80/AppleII computers, computers were not for just anyone.

>More money was required, and more dedication, and more skill in learning
>the art of using them. The users who had one or more of those computers
>who have either moved on or gotten one of the newer generation of
>computers (like myself) still feel good about using them, and I feel I'm
>part of a cohesive Macintosh community. Unfortunately, I do feel you're
>correct to a degree, there are a lot of flameheads out there.... but let's
>not forget the mitigating factors.
>
>Lyman

I agree with everything you said. As I feared, I wrote that post
poorly. But, in fact, what you are saying is what was on my mind as I
wrote it. Once it gets beyond the hard-core users, you start to have
problems. Any population increases, problems magnify, multiply, and
mutate at a rate far beyond the population growth rate. This is true of
computer users, car enthusiasts, and city, country, or world populations.

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2747. Games

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-15 00:00:00 UTC
From: Earl Tate <etat@delphi.com>
Message-ID: <RXDh9bD.etat@delphi.com>
Source record: 88519

A while back I got rid of my 8 bitter, and software. My youngest daughter misses her game machine. I had well over 500 games which I practically had to give away to sell the machine. Anyone got a batch of floppies (preferrably non-basic games) the would sell cheap...drop me an e-mail.

2748. Re: Atari and Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-15 00:00:00 UTC
From: The Nameless One <hopkins@smartlink.net>
Message-ID: <43bffd$4dt@frodo.smartlink.net>
Source record: 88520
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,alt.games.video.classic,alt.atari-jaguar.discussion

Well, I think that the Atari and Commodore generation of Video Games
just totally smoked our current Nintendo/Sega generation.
Oh, sure, today's video games have flashier graphics and sounds, but
they are all the same! Where's the creativity? How many bloddy Super
Mario Bros and Street Fighter clones do you want? I swear I could count
all the different types of video games around now ON ONE HAND.
At least in my day (boy do I feel old) every single video game was
different. I mean totally different, NOT just new graphics and different
characters/weapons. Every game was its own type! In those days every
game was a creative masterpiece.
And they were fun too. Unlike todays games where you die and have to
start all the way over at the beginning. All you do is repeat the same
thing (level 1 or whatever) over and over and over and over again.
Sure's hell ain't my idea of fun. Then eventually, if you don't take a
sledgehammer to the damn thing, you win the game. Now what? Your $60
toy is no longer any fun and its time to go buy another. At least the
games of yesteryear could be played many times before they became boring.
What happend to skill? Todays games require very little skill. If
you can press the button really fast, you win. If you can learn these
intricate, precise patterns (combos) you win. If you have a strategic
mind and skill, your SO!!!

2749. Re: Atari and Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-15 00:00:00 UTC
From: The Nameless One <hopkins@smartlink.net>
Message-ID: <43bffg$4tk@frodo.smartlink.net>
Source record: 88521
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,alt.games.video.classic,alt.atari-jaguar.discussion

Well, I think that the Atari and Commodore generation of Video Games
just totally smoked our current Nintendo/Sega generation.
Oh, sure, today's video games have flashier graphics and sounds, but
they are all the same! Where's the creativity? How many bloddy Super
Mario Bros and Street Fighter clones do you want? I swear I could count
all the different types of video games around now ON ONE HAND.
At least in my day (boy do I feel old) every single video game was
different. I mean totally different, NOT just new graphics and different
characters/weapons. Every game was its own type! In those days every
game was a creative masterpiece.
And they were fun too. Unlike todays games where you die and have to
start all the way over at the beginning. All you do is repeat the same
thing (level 1 or whatever) over and over and over and over again.
Sure's hell ain't my idea of fun. Then eventually, if you don't take a
sledgehammer to the damn thing, you win the game. Now what? Your $60
toy is no longer any fun and its time to go buy another. At least the
games of yesteryear could be played many times before they became boring.
What happend to skill? Todays games require very little skill. If
you can press the button really fast, you win. If you can learn these
intricate, precise patterns (combos) you win. If you have a strategic
mind and skill, your SO!!!

2750. Re: Atari and Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-15 00:00:00 UTC
From: ab453@cleveland.Freenet.Edu
Message-ID: <43cvf7$44k@usenet.INS.CWRU.Edu>
Source record: 88522
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,alt.games.video.classic

Here Here!

The saddest part of the SNES/Genesis/etc is this: they more than have the capability to duplicate the old and fun arcade games of the past. Whereas we, this "old video-game generation(all of about in our mid-20's)", had to put up with limited arcade reproductions.

It is such a shame! That amidst all of these me-too games of mortal combat and else, the old arcade classics are just sitting out there.

I would have to say that many of us fondly remember those old games. And wished when they would come home in a true and faithful version.

For Pete's sake! The technology and power to do this, is so readily available, and so doggone cheap! And, the market IS out there for such games.

Remember when 4k!!!!!!!!!! carts used to cost $25.00??????????? Nowadays they have 4 Mbit(512k-nice marketing ploy) carts for the same price!

I'd say that there is definitely a market for the "ole reliables!"

Take care and God Bless!

Jim W. Krych

2751. Re: Lots and lots of sprites

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-15 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <43bjv3$qp7@susscsc1.rdg.ac.uk>
Source record: 88523

In article 7hm@news1.halcyon.com, junkster@coho.halcyon.com (James Hague) writes:
>Another possibility is to dynamically redefine characters to simulate
>sprites. It, like all of these methods, has drawbacks, but it has been
>used in a number of games. Dave Plotkin did one of those "shoot the
>paratrooper" games for ANALOG like this. All of the falling paratroopers
>were done with a couple of characters, shifted down one scanline per
>frame. It looks like Shamus did something like this, but I can't confirm it.
>
>James Hague
>junkster@halcyon.com

Like the idea. No good for me though. I want nice backgrounds which
are independent of what is on it.

Thanks,
Jg.

2752. Re: Lots and lots of sprites

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-15 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <43bkp1$qp7@susscsc1.rdg.ac.uk>
Source record: 88524

In article 145560@cup.portal.com, jharris@cup.portal.com (John D Harris) writes:
>
>>What I've been working on is a system where you can plot multiple incarnations
>>of a player to the screen through a subroutine which automatically handles
>>which DLIs to notify of the horiz. position and colour changes.
>
>Here's a few hints.
>
>It sounds like your DLI routines are doing too much of the work. It's
>difficult to find the time for comparisons and decisions within the DLI,
>when those cycles could be better spent just stuffing hardware. Consider
>creating a modifyable DLI structure where all of the maintenance work is
>either in VBlank, or in the program's move logic itself. Turn DLI's on
>only where they're needed, (saves a comparison for "do I need to do
>anything") and have something like a linked structure or an index from
>VCOUNT into tables to pick the data and locations that need to be stuffed.
>You can stick the data in A, the location in X, and do a STA $D000,X.
>
>Are you using a character-based or bitmap graphic background?
>

I think you've put forward what I've actually been working on.
I split the screen up into specific zones using DLIs (this is a
character-based mode):

```
VBI.......................
Zone 1
DLI.......................
Zone 2
DLI.......................
Zone 3
.......................END OF SCREEN
```

When my program says "move sprite S down" it checks where S is and
sends the appropriate image data to the VBI for drawing in the correct
position and sends the horiz/colour/size data to a graphics buffer.
The DLIs read off this buffer in an appropriate way i.e. LDA COLOUR0,X
STA PCOLR0,X. The only thing is that because I read lots and write
lots during a DLI, the DLI itself stretches over several scan lines,
so I have to more careful about telling which DLIs to do what (in
general you'll have to send data to two DLIs at once anyway when
moving a sprite over a DLI). An alternative is to get the
DLI to write to it's own instructions so that immediate
addressing is used which is a lot quicker than LDA abs,x but
that in itself takes up time. My game has a lot to think about

as well as DLI data.

I also get the VBI to shadow the buffer to make sure it doesn't cause messy graphics flicker. My routine isn't functional as yet but it looks promising. It's the speed that worries me. With all this stuff going on I don't want it to grind to a halt and I'll only know for sure when I put game mechanics into practice, too. The routine is designed for an arbitrary screen splitting, so it's very reusable.

(DLIs, VBIs and PMG can steal quite a lot of cycles from the 6502 and with the program going "where should I put this sprite" every time something moves... I just want to be safe that's all!)

Anyway I hope you can see what I'm doing now. It's all programmed in an objected-oriented style.

- Jg

2753. Re: Got my rainbow disk, it's up and running,

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-15 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DEy3Ar.J83@aston.ac.uk>
Source record: 88525

lcg@cs.duke.edu (Lyman Green) wrote:

;Ahhh...got my registered Rainbow disk from Chris, using the X-Former ROMS
;(illegal or not, I don't currently have an 850 yet, it's waiting at the PO
;for me to pick it up, and I am TOO impatient to get it and the cable up
;and running for the present..)
;and it rocks! Whooohoooo! Spy Hunter on my Powermac 9500!
;ehehehehehehe.. complete with sound (a little tinny, if I may say so, but
;all there!).

Glad to see it runs okay on a 604 PPC machine; I'm waiting for Aston to
get one :)

I know the Rainbow sound on a PowerMac may sound like it's vibrating at times.
This is due to 8bit software poking the frequency channels very rapidly and
because it's so fast on a PMac, the sound may warble a bit. I didn't notice
the 'effect' on a 040 machine.

;I can't WAIT to get my 850 and cable up and running and transfer all my
;games and programs to my 9500. It's great to have directory for rainbow
;that takes up only 700K and has lots of cool stuff in it! :)

Let me know if you have success (or otherwise) with the transfer software.

Chris.

2754. Re: Got my rainbow disk, it's up and running,

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-15 00:00:00 UTC
From: lcg@cs.duke.edu
Message-ID: <lcg-1509950849010001@abyss.cs.duke.edu>
Source record: 88526

In article <DEy3Ar.J83@aston.ac.uk>, lamcw@aston.ac.uk wrote:

>Glad to see it runs okay on a 604 PPC machine; I'm waiting for Aston to
>get one :)
>
yeah, runs like a rocket!

>I know the Rainbow sound on a PowerMac may sound like it's vibrating at times.
>This is due to 8bit software poking the frequency channels very rapidly and
>because it's so fast on a PMac, the sound may warble a bit. I didn't notice
>the 'effect' on a 040 machine.
>

yeah. I noticed since I sent you email last time that if I change the
refresh TV thing menu (can't remember the offical name...) to different
settings the sound changes too, gets a little 'slower' which is good. I'm
working on experimenting with what is best.

>Let me know if you have success (or otherwise) with the transfer software.
>
>
>Chris.

Will do!
--

Lyman C. Green, Jr. Macintosh User Specialist
Dept. of C.S./A&S Computing Angbander, Marathoner,
Duke University troubleshooter, technogeek
Durham, NC 27708-0129 lcg@cs.duke.edu, lymang@acpub.duke.edu

2755. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-15 00:00:00 UTC
From: lcg@cs.duke.edu
Message-ID: <lcg-1509950855240001@abyss.cs.duke.edu>
Source record: 88527

In article <RjOCNlM.ransom22@delphi.com>, Joe Walsh <ransom22@delphi.com> wrote:

>
> I agree with everything you said. As I feared, I wrote that post
>poorly. But, in fact, what you are saying is what was on my mind as I
>wrote it. Once it gets beyond the hard-core users, you start to have
>problems. Any population increases, problems magnify, multiply, and
>mutate at a rate far beyond the population growth rate. This is true of
>computer users, car enthusiasts, and city, country, or world populations.
>

I wouldn't say poorly.. you just hurt my feelings with the Macintosh user comment. :)

Yeah.. I think the problem is one that relates to how many and what types of people can now afford computers, regardless of the 'scale' of costs (this refers to the previous post that responded to my post..) It's different now.

To prove your point, you would I'm sure have a fit reading how much we're (mac users) currently complaining about Apple screwing us over with the release of the new networking software (Open Transport) on the new Macs... It's about as divisive a conversation as one can have and still remain friendly with other mac users. I am involved, and usually I try NOT to be involved in such things for the very reasons you mentioned (i.e. look what we DO have, compared to some other users...)

Lyman
--

Lyman C. Green, Jr. Macintosh User Specialist
Dept. of C.S./A&S Computing Angbander, Marathoner,
Duke University troubleshooter, technogeek
Durham, NC 27708-0129 lcg@cs.duke.edu, lymang@acpub.duke.edu

2756. Re: Lots and lots of sprites

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-15 00:00:00 UTC
From: nlin@alliant.backbone.uoknor.edu
Message-ID: <43bti7$563@tiber.uoknor.edu>
Source record: 88528

James Hague (junkster@coho.halcyon.com) wrote:
: Another possibility is to dynamically redefine characters to simulate
: sprites.

: frame. It looks like Shamus did something like this, but I can't confirm it.

Shamus did use this technique. You'll notice that the bad guys never move diagonally; doing so would have required too many redefined characters to handle the diagonal movement. Instead, they move vertically and horizontally. (I used other techniques to verify that Shamus used character graphics, like twiddling the CHBASE register after the game was loaded, via a custom OS patch on my XL.)

The game "Drop Zone" (I think that's what it's called) also used this technique, but for extremely small "sprites" (4x8, I believe), thereby allowing for diagonal movement.

I once wrote a demo moving around several asteroids on the screen using redefined characters. It was kind of flickery, and only monochrome, but depending on your app this may be okay.

Norman
--
_____ __ __ _____ Norman Lin, nlin@uoknor.edu (preferred)
| | | | nlin@alliant.backbone.uoknor.edu (alt. 1)
| | _ |__ | | | Coordinator for the "Fisher Price PXL 2000"
| | | | | | | camcorder mailing list. Email for info.

2757. Spare me this unrelenting Pessimism...

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-15 00:00:00 UTC
From: DM9200@ALF.APPSTATE.EDU
Message-ID: <43bvq7$joj@lester.appstate.edu>
Source record: 88529

I'm an avid user of Darek Mihocka's Xformer. Used to have a 65XE and an Atari 800 clunker, but I sold them off years ago.

Still have some software but I run into copy protection when I try to run the XFD files. If there's a good samaritan with working xfds, atrs, or dcms of Fractalus, AR the City, Temple of Apshai Trilogy, Return of Heracles, Canyon Climber, or Flight Simulator could you forward them to me puhleeze...

Was there ever a mouse driven interface devised for the 8bit?
I _know_ there was a command line interface at one time does anyone know where I might find this?

Thanks, -Daniel

2758. Re: Atari and Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-15 00:00:00 UTC
From: cudabert@aol.com
Message-ID: <43c14e$b7m@newsbf02.news.aol.com>
Source record: 88530

In article <43bffg$4tk@frodo.smartlink.net>, The Nameless One
<hopkins@smartlink.net> writes:

> Oh, sure, today's video games have flashier graphics and sounds, but
>they are all the same! Where's the creativity? How many bloddy Super
>Mario Bros and Street Fighter clones do you want? I swear I could count
>all the different types of video games around now ON ONE HAND.
>

Not entirely true...the games we like just don't get the advertising or
the glossy poster in the store! A good number of SSI, Origin and other
RPG, strategy, and classic games have been released for the newer systems
too. M.U.L.E. is available for the NES.

But I still give my 130XE, 2600, 5200, 7800 and Amiga equal play time. :-)
It's true that when you grow up with a system, it grows on you.

I do think that the Atari is alot more fun to write for...you always got a
sense of accomplishment after hacking together something crazy that looked
neat, and was optimized down the last clock cycle.

Today it would be impossible for one (or two) people to put together a
game and have it be a big success. Atari's development policy for the Jag
is probably the most open in the industry, you practically have to give
your soul away to write for Nintendo.

But I digress....

2759. fs: atari system

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-15 00:00:00 UTC
From: salimk@bnr.ca
Message-ID: <43c2s1$d62@bcrkh13.bnr.ca>
Source record: 88531

Atari 800 system, with Atari 810 disk rive, 2 joy sticks, 2 Power supplies,
7 game cartridges, manuals, some software and all the interface ables:

All for $65 + s & h

Salim Khan
salimk@bnr.ca
Bell Northern Research Inc. Norcross, Georgia

Standard disclaimer applies ..... My employer has nothing to do
with my opinoins in this post, or for that matter anywhere.

2760. SDX 4.22

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-15 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <43cnah$jlm@news.xmission.com>
Source record: 88532

Got my SDX 4.22 today from Mike @ FTE, but it didnt work. Has anybody
else gotten theres?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2761. Re: 7800 games - Best one?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-15 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95258.184919STIRRE31@MAINE.MAINE.EDU>
Source record: 88533

Being a fan of the arcade game, Commando, I was impressed by this
title on the 7800. It is a very good port. Others on the Net
seem to like Ballblazer quite a bit (I think it is fairly good).
Games can be had at around $5 a pop on the Net (rec.games.video.
marketplace) so try out a few ;-).
-scott tirrell

2762. Champion!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-15 00:00:00 UTC
From: afortin@moose.uvm.edu
Message-ID: <43d2ds$5dt@swen.emba.uvm.edu>
Source record: 88534

I have been the world record holder of the slalom event on Activision
Skiing for the Atari 2600 console since 1984!!!

Worship the Master you Heathens!!!

2763. Re: Atari and Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-15 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <BBIDFIe.ransom22@delphi.com>
Source record: 88535

The Nameless One <hopkins@smartlink.net> writes:

> Well, I think that the Atari and Commodore generation of Video Games
>just totally smoked our current Nintendo/Sega generation.
> Oh, sure, today's video games have flashier graphics and sounds, but
>they are all the same! Where's the creativity? How many bloddy Super
>Mario Bros and Street Fighter clones do you want? I swear I could count
>all the different types of video games around now ON ONE HAND.

I agree with what you are saying here. I just saw an ad for some
game or other (the one where the coin-op is cut apart with a chain saw, and
inside is some videogame system playing the cart, thus revealing you can
play this spiffy game at home! whee!) that is simply another Mortal Kombat
clone. Yet, people are apparently getting excited about it.
I look in the current issue of Fusion Magazine (formerly Electronic
Games Magazine) and see nothing but "me, too!" games. It has gone way,
way too far. I own a SNES and I haven't bought a game for it since
Christmas of 1993.

> At least in my day (boy do I feel old) every single video game was
>different. I mean totally different, NOT just new graphics and different
>characters/weapons. Every game was its own type! In those days every
>game was a creative masterpiece.

I disagree. I remember the bazillion Pac-Man clones, the infinite
Space Invaders clones, etc. Game types were done to death back then, too.
And, it isn't true that "every game was a creative masterpiece."
There was lots of chaff, whether you are talking about the home videogame
(2600/Intellivision/Odyssey/Fairchild/ColecoVision/etc.) market or the
home computer market. When I had an Apple //c, I had tons of disks of games,
and about 50% of that was pure crap. Only about 10% were "creative
masterpieces." I still own tons of Atari 8-bit games, and much of that is
crap. The industry churned out crap back then, just as it does now.
The difference is that, back then, a new idea was truly new. It had
never been done before. Further, many of the products that seemed, on the
surface, to be duplicitous were in reality so advanced over what came before
that they were very new and exciting, too. For example, Ulitima took an
old concept (medieval-style adventure game, a la D&D, done on a computer) and
made it highly graphical, very complex, and very replayable.
Even more than that, though, the biggest difference was that
most of the games back then were capable of being played many, many times
without repetition. They had randomness at their soul. Adventure,
for instance, has so much randomization that you can play Level 3 every
day for years and not be bored (I should know; I did it;). Star Raiders
definitely falls into this category, too.

Today, if you've played Link once you never want to play it again.
The puzzles are the same, the monsters are in the same places, etc....
EVERY time you play. There is nothing new left about the game after you
have played it through once. Same thing with the Super Mario Bros. series.
And Sonic. And Bonk. And most games produced today. Instead of using
the advanced processing power and memory to make things even more random,
they use all that to build in more "levels" to explore - STATIC levels.
Sure, the game has 100 levels to beat. But, every time you play level 1
(or 2 or 10 or 59 or whatever) it is the exact same layout, with the same
obstacles and monsters, as the last time you played it.

> What happend to skill? Todays games require very little skill. If
>you can press the button really fast, you win. If you can learn these
>intricate, precise patterns (combos) you win. If you have a strategic
>mind and skill, your SO!!!

Exactly. All today's games require is the memorization of a series
of twitches. Big deal. (Not /all/ of today's games, mind, just the most
popular ones...you have to /hunt/ for good games.)

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2764. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-15 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <BjBiNRd.ransom22@delphi.com>
Source record: 88536

Lyman C. Green, Jr. <lcg@cs.duke.edu> writes:

>To prove your point, you would I'm sure have a fit reading how much we're
>(mac users) currently complaining about Apple screwing us over with the
>release of the new networking software (Open Transport) on the new Macs...
>It's about as divisive a conversation as one can have and still remain
>friendly with other mac users. I am involved, and usually I try NOT to be

Hmmm...I'll have to drop in on that conversation and lurk a bit. :)

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2765. Re: SIOcopy

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-15 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <145582@cup.portal.com>
Source record: 88537

Just exactly what do you mean by real schematic? I'm looking at a schematic from Radio Electronics & the only real difference is the thing is unwound a little, but it looks almost as esoteric as the ASCII file. Do you want suggested parts placement or something along those lines. I'd really like to know where your are having trouble as you aren't the only one & I certianly wouldn't mind helping to clear up any confusion. Worst case, I could post my ASCII art for a version based on the 74C00. If nothing else, its a lot easier to build & requires fewer parts/connections. I've built about a dozen of them, haven't sold one yet; just gave them away. I don't think I've had more then one fail & the jury's still out on that one.
Rick

2766. Re: Lots and lots of sprites

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-15 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <145583@cup.portal.com>
Source record: 88538

One of the games I'm most familiar with, Dungeon Lords by Brian Bradley
I believe, had all the snakes, gremlins, whatever done as several
incarnations in a GR.(12) character set. All the 'monsters' were
on a 2X2 layout with incarnations for looking left, looking right, ...
I think the game did have a problem with overlap. Instead of restricting
the movement to a 2 character wide area, he allowed for 1 char/4 pixel
movement. It was fine, but ocasionally two 'monsters' would overlap
& the you would have only half of a character with serious gaps between
him & the forground 'monster'. IMO; it would have been slightly better
graphically if he would have prevented the overlap, but it seems like
he prefered overlap with a ton of attackers to no overlap with just
a few attacking creatures.

2767. Re: SIOcopy

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-15 00:00:00 UTC
From: mstatz@cei.net
Message-ID: <43bk15$e6t@news.cei.net>
Source record: 88539

In <145399@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com writes:
>You know, request for SIO2PC schematics is so popular, I'm begining to
>think it should be displayed in the FAQ<grin>.

I would just like to see someone copy the schematic (the *real* schematic,
if there is one somewhere) to a GIF or JPG file - trying to assemble the
layout from 3 ascii files, or from the pinlist is a real pain... I find myself
doing this again this weekend on a proto-board because the one I soldered up
didn't work. Much easier to find out why on a proto, then I can draw it out &
layout my own board.

Sheesh.

Mark Statzer
KASN TV38 Little Rock
mstatz@cei.net

2768. ATARI/COLECO/C64/FAIRCHILD/INTV/ODY2/TI AUCTION UPDATE #4

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-15 00:00:00 UTC
From: jrm8248@u.cc.utah.edu
Message-ID: <43c6bl$gpn@news.cc.utah.edu>
Source record: 88540

ATARI/COLECO/C64/FAIRCHILD/INTV/ODY2/TI AUCTION UPDATE #4

I am posting this auction here because I believe that some
people who read this newsgroup are interested. Here is the
order of the items in this auction. There are several
very good cartridges in this auction, so please
take the time to look through this auction for things
you might want and then send me a bid on those items.

POWERLORDS:
Anyone interested in powerlords may make a cash and or trade bid and it
will be
considered.

TO ALL COMPUSERVE BIDDERS...THE PROBLEM HAS BEEN SOLVED...

HERE IS THE ORDER:

ATARI 2600
ATARI 5200
ATARI 7800
ATARI 400/800
ATARI MISCELLANEOUS
COLECOVISION
COLECO ADAM
COMMODORE 64
FAIRCHILD
INTELLIVISION
ODYSSEY2
TEXAS INSTRUMENTS 99/4A
MISC SYSTEMS

This Auction will end at Midnight Mountain Time on
SUNDAY, SEPTEMBER 17, 1995 unless bidding is
still strong.

Atari 2600 carts are all preceded by their VGR rarity
rating.

The Rules follow this auction.

Please send all bids to jrm8248@u.cc.utah.edu

Happy Bidding!!

ATARI 2600-NEAR MINT W/BOX & DIRECTIONS

Chopper Command $3.00 min

C Missle Command $3.00 min

R Big Birds Egg Catch: CCW still shrinkwrapped $6.00 allan

R Oscars Trash Race: CCW still shrinkwrapped $6.00 allan

R Subterranea: Imagic $30.00 jk64
includes instructions and sneak preview sheet.
label is in mint condition.

Atari 2600-LOOSE GAMES, COLORED LABEL NO PICTURE

C Adventure: cx-2613 $2.00 overblue

C Basketball: cx-2624

C Championship Soccer: cx-2616 $1.00 flw2626

C Circus Atari: cx-2630 $1.00 pacmanii

U Dodge em: cx-2637

C Football: Atari

C Space Invaders: cx-2632

U Space War: cx-2604

C Video Olympics: cx-2621

Atari 2600-LOOSE GAMES, COLORED LABEL W/ PICTURE

C Asteroids $1.00 daneb

R Basic Programming $4.00 flw2626

C Basketball

C Berserk $1.00 pacmanii

C Football

C Home Run

U Jr. Pac Man $4.00 jschloss

C Missle Command

R Othello $2.00 flw2626

C Pac-Man

U Slot Racers $1.00 ltravis

U Space War

U Star Raiders

U Street Racer

U Video Pinball $2.00 flw2626

U Warlords $1.00 daneb

C Yars Revenge $1.00 mc

Atari 2600-LOOSE GAMES, SILVER LABEL W/ PICTURE

U Battlezone $4.00 jschloss

C E.T.

U Galaxian $4.00 jschloss

C Joust $6.00 overblue

U Moon Patrol $1.00 flw2626

C Phoenix $3.00 jschloss

C Pole Position

C Realsports Football

C Vanguard

Atari 2600-LOOSE GAMES, M NETWORK

R Bump N Jump $4.50 RAS

C Football

C Lock N Chase

C Super Challenge Baseball $1.00 flw2626

Atari 2600-LOOSE GAMES, ACTIVISION

U Ice Hockey $1.00 jschloss

C Laser Blast

C Pitfall $2.00 overblue

U River Raid

R Robot Tank $1.00 rhett

U Skiing

R Sky Jinks

U Spider Fighter $2.00 rhett

U Starmaster $1.00 flw2626

C Tennis

Atari 2600-LOOSE GAMES, AMIGA

ER Mogul Maniac $6.00 rhett

Atari 2600-LOOSE GAMES, COLECO

C Donkey Kong $1.00 yffu18b

U Mousetrap $1.00 yffu18b

C Venture

Atari 2600-LOOSE GAMES, DATA AGE

U Encounter At L-5 $2.00 kcwillia

Atari 2600-LOOSE GAMES, FOX VIDEO GAMES

ER Crash Dive $8.00 jppettit

Atari 2600-LOOSE GAMES, IMAGIC

U Atlantis

U Cosmic Ark $1.00 flw2626

C Demon Attack $1.00 lehrer

R Fire Fighter $3.00 kcwillia

C Star Voyager

Atari 2600-LOOSE GAMES, PARKER BROTHERS

U Amidar

U GI JOE: Cobra Strike $2.00 flw2626

C Q*Bert $1.00 yffu18b
Damaged end label

U Reactor $1.00 jsvare

R Spiderman $4.00 jschloss

C Star Wars: The Empire Strikes Back

Atari 2600-LOOSE GAMES, SEARS TELEGAMES

C Breakaway IV $1.00 kcwillia

R Missle Command

C Space Invaders

U Tank Plus $1.00 kcwillia

Atari 2600-LOOSE GAMES, SPECTRAVISION

R Planet Patrol $3.00 jschloss

ATARI 5200-LOOSE GAMES

-Centipede $2.00 sck4518

-Defender $2.50 kcwillia

-Frogger $1.00 kcwillia

-Jungle Hunt $2.50 gmofley

-Kangaroo $5.00 jschloss

-Mario Brothers $1.00 kcwillia

-Moon Patrol $9.50 gmofley

-Ms. Pac-Man $5.00 jschloss

-Pac-Man $1.00 kcwillia

-Pengo $4.00 sck4518

-Pole Position $1.00 kcwillia

-Popeye $1.00 gmofley

-Q*Bert $6.00 jschloss
label is torn

-Qix $1.00 rhett

-Robotron: 2084 $8.00 gmofley

-Soccer $1.00 jppettit

-Space Dungeon $2.50 kcwillia

-Space Invaders $1.00 sck4518

-Star Wars: The Arcade Game $15.50 gmofley

-Super Breakout $1.00 rhett

ATARI 7800-LOOSE GAMES

-Centipede $5.00 hdeclerck

-Pole Position II $5.00 hdeclerck

ATARI 400/800-LOOSE GAMES

-Alien Garden: Epyx $5.00 rhett

-Atari Logo: RX8032 $2.00 perryd

-Atariwriter Word Processor: RX8036 $2.00 min

-Basic Computing Language: CXL4002 $2.00 min

-Fraction Fever: Spinnaker $2.00 perryd

-Millipede $4.50 btorme

-Pac-Man: CXL4022 $2.00 lrpena

-Platter-Mania: Epyx $3.00 lrpena

-Star Raiders: CXL4011 $2.00 lrpena

-3-D Tic-Tac-Toe $4.00 btorme

-Up N Down: Sega $8.00 btorme

ATARI-MISCELLANEOUS
*all are in near mint condition

-ATARI FORCE Comic Book #2 $2.00 jvmatthe

-ATARI FORCE Comic Book #3 $2.00 min

-ATARI Video Game Catalog $2.00 min

-INTELLIVISION Video Game Catalog: 1981 $2.00 min

-INTELLIVISION Video Game Catalog: 1982 $2.00 kcwillia

-INTELLIVISION Video Game Catalog: 1982, torn corner $2.00 min

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COLECOVISION-LOOSE GAMES

-Cabbage Patch Kids Picture Show $8.00 timg

-Carnival $1.50 kingkong

-Donkey Kong $3.00 dibelle

-Donkey Kong Junior $3.00 dibelle

-Dr. Seuss Fix-Up The Mix-Up Puzzler $12.00 dnolan

-Gorf $2.00 morrison

-Ladybug $1.00 tb

-Pepper II $1.00 tb

-Q*Bert $5.00 tibelle

-Smurf Paint N Play Workshop $8.00 brett

-Smurf Rescue in Gargamels Castle $2.00 lonadar

-Super Action Baseball $1.00 tb

-Zaxxon $3.00 tibelle

COLECO ADAM DATA PACKS----------

-ADAMCalc $2.00 ngsippel

-Blank: still in box $2.00 ngsippel
-Buck Rodgers $2.00 ngsippel

-CP/M 2.2 & Assembler $2.00 ngsippel

-SmartBASIC $2.00 ngsippel

-SmartLOGO $2.00 ngsippel

COMMODORE 64-Loose Cartridges

-Kickman $2.00 drmanhattan

-Congo Bongo $2.00 drmanhattn

-Jukebox: Spinnaker $3.00 btorme
with plastic case, spinnaker catalog warranty card and directions

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FAIRCHILD VIDEOCART- LOOSE GAMES

-#1: Tic-Tac-Toe, Shooting Gallery, Doodle, Quadra Doodle $2.00
drmanhattan

-#3: Video Blackjack $2.00 drmanhattan

-#4: Spitfire $2.00 drmanhattan

-#6: Math Quiz I $3.00 barry

-#8: Magic Numbers $3.00 btorme

-#9: Drag Race $4.00 jppettit

-#11: Backgammon, Acey-Deucy $2.00 drmanhattan

-#12: Baseball $2.00 drmanhattan

INTELLIVISION-LOOSE GAMES

-Advanced Dungeons &Dragons

-Atlantis: Imagic

-Baseball

-Boxing

-Burger Time $1.00 kcwillia

-Donkey Kong: Coleco

-Frog Bog

-Las Vegas Poker & Blackjack $1.00 kcwillia

-Lock N Chase

-Major League Baseball

-Microsurgeon $1.00 kcwillia

-Mission X

-NASL Soccer

-NFL Football

-Night Stalker

-Poker

-Q*Bert: Parker Brothers $5.00 trilo

-Skiing

-Space Armada

-Space Spartans

-Sub Hunt $1.00 trilo

-Triple Action

-TRON Deadly Discs $3.00 trilo

-TRON Maze-A-Tron

INTELLIVISION-Box+Directions
-Most boxes have some wear.

-Donkey Kong

-Lock N Chase: w/overlay, no docs

-Pitfall: no docs $1.00 trilo

-Reversi: no docs

-Sea Battle

-Space Battle: w/ overlay

-Star Strike: w/ overlays

-TRON Maze-A-Tron: no docs, w/ overlay

-Utopia: w/ overlay $10.00 gndy

ODYSSEY2- LOOSE GAMES

-Alien Invaders-Plus, w/ box, w/ directions

-Alpine Skiing $1.00 timg

-Baseball

-Blockout/Breakdown

-Bowling/Basketball

-Casino Slot Machine $2.00 btorme

-Computer Golf

-Cosmic Conflict

-Dynasty/Directional Dynasty $1.00 timg

-Football

-Freedom Fighters $1.00 timg

-Hockey/Soccer

-Invaders From Hyperspace $1.00 timg

-KCs Crazy Chase $4.00 jppettit

-KC Munchkin
-KC Munchkin $1.00 daneb

-Matchmaker/Buzzword/Logix

-Math-A-Magic/Echo $1.00 timg

-Out of This World/Helicopter Rescue $1.00 timg

-Powerlords $65 matthewp
* Trade offers are being considered.

-PT Barnums Acrobats: *NEW* $3.00 min

-Speedway/Spinout/Cryptologic $.50 min

-Sub Chase/Armored Encounter

-UFO $1.00 daneb

-War Of Nerves $1.00 timg

TEXAS INSTRUMENTS 99/4A-Loose Cartridges

-Adventure $1.00 gene

-A-Maze-Ing

-Alligator Mix

-Beginning Grammar $1.00 gene

-Blackjack and Poker $2.00 gene

-Burgertime $1.00 gene

-Car Wars, w/box, w/ directions $1.00 gene

-Donkey Kong: Atari $3.00 gene

-Dragon Mix $1.00 drmanhattan

-Early Learning Fun $2.00 gene

-Equations

-Facemaker $1.00 drmanhattan

-Home Financial Decisions

-Household Budget Management

-Hunt The Wumpus $1.00 gene

-Minus Mission $2.00 gene

-Multiplication $2.00 gene

-Munchman $1.00 gene

-Number Magic $2.00 gene

-Parsec $1.00 gene

-Personal Real Estate

-Personal Record Keeping

-Reading On $2.50 perryd

-Subtraction $2.50 perryd

-The Attack $1.00 gene

-TI Invaders $2.00 gene

-Touch Typing Tutor

MISC. SYSTEMS-
*some systems say no cables but if you bid I will look for them, but
I will
not guarantee that I find them. Shipping will vary depending on the system.
MINIMUM BID INCREMENTS FOR ALL OF THE SYSTEMS WILL BE $1

-Colecovision/Adam Controllers: White $4.00 dibelle

-Coleco Adam Computer: CPU, Keyboard & Controllers $12.00 dibelle

-Nintendo Control Deck: 1 controller & rf switch $5.00 rhett

-Intellivision II w/ Atari System Changer $8.00 rhett
no cables

-Atari Keyboard Controller

TRADES:

I am looking for R/ER/UR carts and a few U&#65533;s too...

HERE ARE THE RULES:

1. This auction will end on Sunday, September 17, 1995
at Midnight Mountain Time unless there is still heavy bidding.

2. Current high bids will be posted every other day on this
newsgroup and bidders will most likely be notified when
they are outbid for an item.

3. High bidders will be posted by their email name unless
otherwise specified.

4. When sending a bid, your subject must be AUCTION BID .

5. Minimum bids will be $1 and bidding increments will
be $.50 unless otherwise posted all in US Dollars.

6. If two people bid identical bids, then the person
responding first will get credit for the bid.

7. Shipping will be $2.00 for the first cartridge + $.50
for each additional cartridge. Shipping and handling
for systems will range between $6 and $10.00 depending
on weight. Larger systems may be more. All cartridges
and systems will be shipped through the US Postal
System anywhere in the Continental US. Other areas
will need to make special arrangements for shipping.

8. Following the auction, each bidder will be contacted
individually for payment and shipping. Money Orders
(sorry no personal checks) are the preferred form of
payment, but cash is always accepted. Payment
MUST be received within 7 days.

9. The will be no guarantee or warranty on anything purchased
from this auction. Cartridges have been tested and do work,
unless otherwise specified. Most systems have been tested and
do work. The systems which may not work are the ones without
cables or a power supply.

10. FINALLY, IF YOU ARE THE HIGH BIDDER YOU MUST
PAY FOR YOUR ITEMS, OTHERWISE YOUR POSTMASTER
WILL BE INFORMED AND YOU WILL BE BARRED FROM
FUTURE AUCTIONS!!!

11. I reserve the right to refuse bids.

12. I reserve the right to alter the rules or the auction itself.

Your participation in this auction signifies your consent
to follow these rules as stated.

Send all bids to: jrm8248@u.cc.utah.edu

2769. Test message - ignore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-15 00:00:00 UTC
From: Dag.Hugdahl@flight.org
Message-ID: <bf5_9509160105@flight.org>
Source record: 88541

```
test message
---------------------------- -//- ----------------------------
Internet: Dag.Hugdahl@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------
```

2770. Atari 800(XL) Emulator on 80386++

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-15 00:00:00 UTC
From: Juergen Buchmueller <0228485758-0001@t-online.de>
Message-ID: <43d2dk$j9b@news00.btx.dtag.de>
Source record: 88542

Hi Folks!
I wrote an Atari-800XL Emulator for PCs and compatibles
and the whole thing works already really fine.. It is
written entirely in 80386 assembler and it would be great,
if someone who's "inside antic & co" could probably finish
this work!? My time is too spare now to continue it..
Some details belonging to display-list interrupts and the
video timing are not correct for every program,
but programs like "Behind Jaggi Lines" or "JumpMan" are
playable on an 80486 33MHz or better.
So, if YOU know enough about 80x86 and 6502 as well,
you probably want to get the sources? I would like to
make them freeware anyway. Eventually someone could tell
me a place, where to upload the whole stuff for everyone?

Besides this I am VERY interested in Disk-Images of the
games M.U.L.E. and Kenndy Approach.

Hope to hear of you (eMail?),
Juergen

2771. building an 850, possible?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-15 00:00:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet_30595fd3_Per.Erik.Peterson@asb2.ct.se>
Source record: 88543

Hejsan All!

07 Sep 95 16:38, ext287 wrote to All:

e> Anyone know of schematics to build an 850 from scratch?
e> This might make alot of new Rainbow users, etc. pretty happy...

I have looked into my 850 and it doesnt look nice. CB-)
Its more advanced inside than the comuter itself.

Per.Erik_Peterson@asb2.ct.se

2772. Re: Are there still games being made for 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-16 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199509162049.NAA19760@zippy.sonoma.edu>
Source record: 88456

Small groups (folks like myself) still make games every once in a while..
and some European companies still make commercial titles.

This isn't the span of EVERYone, but those are the major ones (small, PD or
shareware titles, and then Euro-commercial titles.)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2773. Re: Lots and lots of sprites

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-16 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199509162054.NAA19841@zippy.sonoma.edu>
Source record: 88457

Norman - I'd like to see this moving-asteroid demo. Could you send it out
or put it on UMich or something?

-bill - always curious
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2774. James King's FTP site gone AGAIN!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-16 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199509162057.NAA19932@zippy.sonoma.edu>
Source record: 88458

Whoa! When did I miss this! Last I checked, about a week or so ago,
it was all there, better than ever, just like JK posted here..

Now there's NOTHING at ALL in his directory!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2775. Re: SIO2PC: ANY BUILDERS/SELLERS OUT THERE?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-16 00:00:00 UTC
From: tatkins@unix1.sncc.lsu.edu
Message-ID: <43fcav$388g@unix1.sncc.lsu.edu>
Source record: 88459

Fred Edwards (SQJY33C@prodigy.com) wrote:
: I think if you check the author of APE is sellin complete 2 chip
: cables for around 60.00 . He can be contacted at
: classics@nacs.net
: his name is Steven Tucker

Sorry I asked. That is absolutely REDICULOUS. The parts cost $13.00.
--Atkins

2776. Help!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-16 00:00:00 UTC
From: "Luis R.Pena" <lrpena@gil.net>
Message-ID: <43fkg5$9kp@wakko.gil.net>
Source record: 88460

I just downloaded games from FTP://ftp.xmission.com how do i get these games to work with pc xformer after i unconprees them. every one i try just locks up or i just get garbage on the screen. I've noticed that they are not in .xfd format is this the reason they dont work and if it is how do i make them xfd format or can someone tell me where is there an FTP site that has gamesin .xfd format..also where can i get the schematics & sofware for SIO2PC cable. Any hel would be grately appreciated.

Luis R. Pena

2777. Wanted: tape drive, cheap

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-16 00:00:00 UTC
From: wardshrake@aol.com
Message-ID: <43g0td$iv9@newsbf02.news.aol.com>
Source record: 88461

Hi. I have an Atari XE system I use to play cartridge games on. I have no tape or disk drives, but have some tape games. I am wondering what a tape drive goes for these days, and if anyone has one they'd sell seperately? (Reply via email.) Thanks!

2778. Re: SIO2PC: ANY BUILDERS/SELLERS OUT THERE?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-16 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <145609@cup.portal.com>
Source record: 88462

RE: Some asci schematics, I'll get on doing some better ones.

ATARI 5------:-1 7 14-:--ATARI 10
:-2 4 13-:
IBM pin 2------3 l 12-:
ATARI 7------:-4 s 11 open
:-5 0 10-:--see below
IBM 9----------6 0 9-:
ATARI 6--------7 8--:<--ATARI 3
& IBM 5 1N914 diode

Pin 10---:-----/\/\/\/----IBM 3
_:_/ 1K
/ /\ 5.1V zener
:
GROUND

The colors I've found are
ATARI PIN
5 green
3 orange
7 violet =>cmd
6 black =>ground
10 blue =>5V

I've also tried it with a 4.7k pull-up resistor going from
ATARI pin 3 to the +5V supply (like Nick did) & it didn't
seem to change the results.^

Atari: 232 PC:
DATA OUT 11 \ 14 DATA IN
5 > 2 (3)
Green / Black

4.7K

+5 volts 232
Data in 12 / 13 DATA OUT
3 > < 3 (2)
Orange \ White
shottky diode

232
COMMAND 10 \ 7 R.I.
7 > 9 (22)
Violet / Green

232
spare section 9 / 8
RS232 to TTL <
\

SIO2PC SCHEMATIC pg 1 of 3

Atari: PC:

GROUND Ground
6 5 (7)
Black + Red
*

1 15 6 4 +
+ *
* MAX-232 or 5
ICL-232
0.1uF
disc 3 16 + 2
*

* 22uF electrolytic
+5 Volts
10
Blue
SIO2PC SCHEMATIC Page 2 of 3 Pin #'s @ PC are for 9 pin
by Nick Kennedy except (#) for 25 pin.

NOTES: (THIS IS THE NEW "ONECHIP VERSION" OF SIO2PC.)

There is one integrated circuit, all of the little triangle symbols belong
belong to it. The 232 sections convert TTL logic (Atari)
to RS232 logic (PC) levels and vice versa.

Atari SIO connector pin #'s are given on the left. The colors are what I
find when I cut a standard SIO cable in half. The pin #'s on the right are
for the PC's serial port connector. The colors are arbitrary. For some
troubleshooting, here's what I find when the interface is plugged into the
Atari but not the PC: (with respect to ground)
Pin 2 of PC connector: -9.4 volts (approx)
Pin 9 of PC connector: +9 volts; Pin 2 of 232: +10 volts;
Pin 6 of 232: -10 volts; Pin 16 of 232: +5 volts
Pin 15 of 232: 0 volts

1 2 3 4 5 2 4 6 8 10 12 WARNING: BUILD AND USE THIS
6 7 8 9 1 3 5 7 9 11 13 DESIGN AT YOUR OWN RISK!
View of the rear View of the SIO ACCEPT ALL RESPONSIBILITY OR
of the DB-9F connector jack on the Atari DO NOT BUILD THE INTERFACE
for the serial port of console. OR RUN THE SOFTWARE!
the PC.

SIO2PC SCHEMATIC pg 3 of 3

2779. address change

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-16 00:00:00 UTC
From: James Bradford <sup8pdct@closer.brisnet.org.au>
Message-ID: <43dvtm$9bq@bne2.design.net.au>
Source record: 88463

hi. My name and address have changed. what was mssstorage @closer2.brisnet.org.au is now

sup8pdct@closer.brisnet.org.au

I am the support person for superproducts (8-bit) including superdos, supermon, superram etc.

Please update any faq sheets etc.

2780. Atari and Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-16 00:00:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet_305ae811_Per.Erik.Peterson@asb2.ct.se>
Source record: 88464

From: per.erik_peterson@asb2.ct.se

Hello luur!

14 Sep 95 07:59, luur wrote to All:

l> What is it with those two companies, once the top in home and
l> gamecomputers. Now it's mostly japanees. I have got an Atari 2600 & 800 XL,
l> C64, Amiga 600 and CD32. ATARI is not going verry well and the remainings

The main reason is as I think wery easy. The most peaple today who buy homecomputers buy the same machines that they are used to use for ex at work, they buy an bloody PC. And thats the main reason I think wy the companies exploring of sound and Graphics has been the big thing on the "MS-DOS" Compatible side of our world lately. Which one of those costumers want to get back to work and tell there friends there that they bought an f*ck*ng children playmashine like the Atari or an Amiga.??? It doesnt sounds so good to get to work and tell their buddies there that they bought an machine that maybe noone even had heard of.??? They want to have an mashine whith big Mhz power and full compatible whith the machines that evryone at work are familiare whith so they can speak about home computer problems at lunch and coffee breaks.

Per.Erik_Peterson@asb2.ct.se

2781. Q: Any recommended mailorder shop in U.S.?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-16 00:00:00 UTC
From: hog@aqu.bekkoame.or.jp
Message-ID: <19950916.83C1C68.2CD5@aqu.bekkoame.or.jp>
Source record: 88544

Could anyone recommend good mailorder shops in U.S. that are willing
to ship overseas? I have read "vendev" FAQ, but there are so many :)

I am interested in commercial games esp. of Synapse, DataSoft, EA,
Infocom etc., but have to wonder if they are still available...

Followup-To is set to poster, thanks in advance.
--
// }{idehiko ()gata "Donkeys prefer straw to gold."
\X/ /\miga /\rtist - Herakleitos

2782. Re: ATARI 7800 powersupply

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-16 00:00:00 UTC
From: leslies@sequent.com
Message-ID: <1995Sep16.014049.25709@sequent.com>
Source record: 88545

"Hugues.DeClerck" <hdclerck> writes:

>I bought myself an atari 7800 without powersupply, can someone tell me which
>side is +/- on the unconventional connector on the back of the atari?

```
> _|-|_
> | o o |
> -----
>
> +/- ???
```
The power supply on the connector (board) is:

```
____
- |o o| +
----
```
Also, the output of the PS should be 9V DC @ 1 Amp.

Hope this helps!
David Shaw

2783. Re: SIO2PC: ANY BUILDERS/SELLERS OUT THERE?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-16 00:00:00 UTC
From: SQJY33C@prodigy.com
Message-ID: <43dkd4$ice@usenetz1.news.prodigy.com>
Source record: 88546

I think if you check the author of APE is sellin complete 2 chip
cables for around 60.00 . He can be contacted at
classics@nacs.net

his name is Steven Tucker

-
FRED EDWARDS SQJY33C@prodigy.com

2784. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-16 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_811274339@rtfm.mit.edu>
Source record: 88547
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

Revised 29-Aug-95

NEW ---- All Repair Shops are now listed here. ---- NEW

---- All Print and Disk Magazines are now listed here. ----

Additions/suggestions/comments/corrections are needed! Please send to:

Michael D. Current
URL:mailto:mcurrent@carleton.edu

Where to get the latest copy of this list:

The home of many FTP archives, automatically updated monthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev

The World Wide Web hypertext version, automatically generated monthly:
URL:http://www.smartpages.com/faqs/atari-8-bit/vendev/faq.html
URL:http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html

WWW "flat hypertext" versions, automatically generated monthly:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
URL:http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.vendev.html

Usenet newsgroups where this list is automatically posted monthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also send for this list by mail.
URL:mailto:mail-server@rtfm.mit.edu message says:
send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

Conventions
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All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" shareware/freeware/PD developers should also be listed.
```

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, public domain software/freeware/shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No product can be developed by more than one developer. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information is given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of the more prominent sources I use. Current Notes magazine, and their 8-Bit Editor Rick Reaser. Atari Classics magazine, published by Jim Hood and Bob Woolley. And The Atari 8-Bit Omnibus, published by David A. Paterson.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

8-Bit Magazin (disk magazine)
See: Powersoft

8-Bits Forever (book)
See: GFH Marketing

A.B.B.U.C. e.V.
c/o Wolfgang Burger

Wieschenbeck 45
45699 Herten
Germany
Developer: various hardware and software (also schematics, mailbox,
disk magazine, repair-service, helpline addresses, meetings)
Publisher: Diskmagazin (disk magazine)
Repair Shop.

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

AMC-Verlag
Bluecherstr. 17
W-65195 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension),
STEREO Blaster (several versions), STEREO Blaster PRO, Herbert I, Herbert II,
other games

American Techna-Vision (Ralph Maddox)
Mail Order:
15338 Inverness St
San Leandro CA 94579-2016
USA
Sales Office:
1903 Fairway Dr
San Leandro CA 94577-5632
USA
tel: (510) 352-3787
FAX: (510) 352-9227
URL:mailto:rmax99@ix.netcom.com
Vendor: new hardware, commercial software
Repair Shop. 1050 Disk Drives only

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

ANG Software
See also: MegaZine

Ridderkerksestraat 60
3114 RK Schiedam
The Netherlands
tel/FAX: +31-10-4271732
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip),
t-shirts with Atari 8-bit game motives on them
Publisher: MegaZine (disk magazine)
fl10.00/disk

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Artacyis Publications (James Catalano)
639 W Grace St Apt 336
Chicago IL 60613-4005
USA
tel: (312) 248-6065
Developer: over 60 original game titles

AS
See: Mirage

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape
sets each in: Reading, Spelling, Math, Economics, Physics, Psychology,
U.S. History, World History, Digital Electronics)

Atari 8-Bit Alive
c/o Damon Walker
RR 1 Box 62
Salem NJ 08079-9714
USA
tel: (609) 299-4667
URL:mailto:b.walker26@genie.geis.com
Fidonet: Node 1:266/52
Publisher: Atari 8-Bit Alive (print magazine)
bimonthly, $2.79/issue, or $8/three issues

Atari 8-Bit Omnibus (publication)
See: David A. Paterson

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch

LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
United Kingdom
URL:mailto:mbitdc9306@newi.ac.uk (David Wyn Davies)
Developer: Swift Spreadsheet (Standard or New), Loopz, Helter Skelter

Atari Classics
5507 Langford Ct
Concord CA 94521-1614
USA
URL:mailto:75126.3446@compuserve.com
URL:mailto:RWoolley@ix.netcom.com (Bob Woolley)
URL:mailto:j.hood9@genie.geis.com (Jim Hood)
Publisher: Atari Classics (print magazine)
bimonthly, 6/yr 1 Year 2 Years 3 Years
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: shareware/freeware/PD

Atari Video Club
c/o Dan Iacovelli
1411 N 36th Ave
Melrose Park IL 60160-2726
USA
tel: (708) 345-4127
Vendor: games

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
URL:mailto:d.mcalliste2@genie.geis.com
Developer: hardware and software for model railroading applications

Avatar (Ulf Petersen)
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/418260 (ISDN)
tel: +49/4381/418261 (ISDN)
tel: +49/4381/418262 (ISDN)
FAX: +49/4381/418243
URL:mailto:ulf%antic@cle.de
FIDO: Ulf Petersen@2:240/4060.22
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II
Publisher: User-Mag (disk magazine)
bi-monthly

Subject: B

B&C ComputerVisions
1725 De La Cruz Blvd Ste 7
Santa Clara CA 95050-3011
USA
tel: (408) 986-9960
FAX: (408) 986-9968
Phone Hours: Tue-Fri 10am-6pm
Retail Store Hours: Thu & Fri 10am-6pm, Sat 10am-5pm
Vendor: new/used hardware, commercial/PD/freeware/shareware

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
URL:mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri

FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
URL:mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Branch Always Software
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
URL:mailto:brasoft@halcyon.com
URL:mailto:brasoft@aol.com
URL:mailto:73657.2714@compuserve.com
URL:mailto:brasoft@genie.geis.com
MSN: BRASOFT
URL:http://www.halcyon.com/brasoft/
Developer: ST Xformer 3.0 (for Atari ST), PC Xformer 3.2 (for MS-DOS
486/Pentium). October '95: PC Xformer 4.0 (for MS-Windows)

Bravo Sierra Computers
c/o Ben Smith
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
URL:mailto:bensmith@teleport.com
Vendor: used hardware/software

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760

tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Pl N
Minneapolis MN 55427-2259
USA
Developer: various software

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Games Plus
1839 E Chapman Ave
Orange CA 92667-7774
USA
tel: (714) 639-8189 Noon-6pm Tue-Fri, Noon-3pm Sat
FAX: (714) 538-1707
URL:mailto:aturco@netcom.com (Art Turco)
Vendor: commercial software

Computer Software Services
See also: Bob Puff
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
URL:mailto:ddjt62c@prodigy.com
Service: converts disks from Atari to IBM PC 3.5" for SIO2PC/PC Xformer
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk Shell (for MS-DOS)

Current Notes
122 N Johnson Rd
Sterling VA 20164-2624
USA
tel: (703) 450-4761
FAX: (703) 430-2618
URL:mailto:joe.waters@genie.geis.com
URL:mailto:74005.1270@compuserve.com
URL:mailto:jwaters@databank.com
Publisher: Current Notes (ISSN 8750-1937)--published bi-monthly
$24 per year
foreign surface: $30/year
disk subscriptions: $48/year
foreign disk subscriptions: $57/yr
air mail: Canada/Mexico $35; Cen.Am., Caribbean, $42;
S.Amer. Europe, N.Africa, $49; Mid East, Africa, Asia,

Australia, $58

Subject: D

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO 80222
United States
Developer: Daisy-Dot III

Nir Dary
19185 Castlebay Ln.
Northridge, CA 91326-1046
United States
tel: (818) 831-2353 evenings only
Developer: PAL/NTSC Upgrade

Data 8
P.O. Box 210
Mouth Card, KY 41548
United States
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue
See also: The AGDA Group
1623 West Fourth St.
Mansfield, OH 44906-1701
United States
tel: (419) 529-9797 1pm-5:30pm EST M-F
URL:mailto:dataque.1@genie.geis.com
URL:mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM
Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM,
Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list
options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit,
Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

D.G.S.
See also: Lance Tatman
62 Thomson Ave.
Balby
Doncaster
England DN4 0NU
United Kingdom
tel: +44-302-855-026 (10am - 7pm GMT/BST only)
URL:mailto:dx107@cleveland.freenet.edu
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio
Publisher: News-Paper (print magazine)

UK: #6.00 / 4 issues
Europe: #8.00 / 4 issues
USA: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues

Discount Video Too
3223 F. South U.S. Hwy. 1
Fort Pierce, FL 34982
United States
tel: (407) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software

Diskmagazin (disk magazine)
See: A.B.B.U.C. e.V.

DynaComp Software
178 Phillips Rd.
Webster, NY 14580
United States
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983
Vendor: used hardware, commercial/used software
Repair Shop.

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Evangelo's Software
Angelo V.
27 Stiles St.
Elizabeth, NJ 07208
United States
tel: (908) 558-9518
Vendor: comercial software

Subject: F

Far North Computers
59 College Rd., #217
Fairbanks, AK 99701
United States
tel: (908) 456-3700
Vendor: hardware, software

Fine Tooned Engineering
P.O. Box 31270
Mesa, AZ 85275
United States
tel: (408) Get-REAL {438-7325} [Orders] (OLD??)
BBS: (408) 438-6775 (OLD??)
URL:mailto:ftooned@delphi.com
URL:mailto:f.tooned@genie.geis.com
Developer: BASIC XL, BASIC XL ToolKit, BASIC XE, MAC/65, MAC/65 ToolKit,
Action!, Action! ToolKit, Action! RunTime Package, P:R: Connection,
R-Time 8, US Doubler, Multi I/O 130XE Extender, FlashBack!, SpartaDOS X 4.22,
SpartaDOS 3.2g, SpartaDOS ToolKit, 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL,
RAMROD XL2, OSNXL, OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon,
Small Business Management, Small Business Management for the 130,
Express! Professional, MARS 8, Mini I/O II, Sweet 16

John Foskett
26 Auckland Rd.
Kingston-Upon-Thames
Surrey
England KT1 3BG
United Kingdom
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures), Jurrasic

Futura (disk magazine)
See: North of Scotland Atari User Group (NOSAUG)

Subject: G

Games+
610 North Alma School Rd.
Chandler, AZ 85224

United States
tel: (602) 890-0556
Vendor: new/used hardware, new/used software

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Richard Gore
79 Sprotbrough Rd.
Sprotbrough
Doncaster
England DN5 8BW
United Kingdom
tel: (0302) 784642 after 7pm(GMT) weekdays, any reasonable time weekends
URL:mailto:chmrig@leeds.ac.uk
Vendor: commercial software
Developer: Arena, Bubble Zone, Jawbreaker, Mousekattack, GTracker,
Super Print Lab XE, Yorky 256K Memory Upgrade, Golf Tour 95

Subject: H

Historically Brewed (print magazine)
See: Historical Computer Society

Historical Computer Society (David A. Greelish)
2962 Park St., #1
Jacksonville, FL 32205
United States
URL:mailto:historical@aol.com
Publisher: Historically Brewed (print magazine)
6 bimonthly issues: $18 ; or $2 for a sample issue

Horizon Computers
601 South Broadway, Suite B
Denver, CO 80209
United States
tel: (303) 777-8080
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

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Subject: I

IB Computers
10980 S.W. Mulewood Dr.
Portland, OR 97225
United States
tel: (503) 297-8425
Vendor: closeout hardware

IceSoft
c/o Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
URL:mailto:bruck@brachot.jct.ac.il
Developer: Ice-T 2.0 XE, 1.1

Subject: J

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC
Vanickova 5
16900
Praha 6-Strahov
Czech Republic
Developer: Turbo Tape, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
URL:mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

K-Products
P.O. Box 22122 A.M.F.

Salt Lake City, UT 84122
United States
tel/FAX: (801) 967-7400
BBS: (801) 967-8738
Vendor: used hardware
Developer: BBS Express! Professional, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,
Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, BBS Express! Professional Update Disks V4.0b,
KPI Hard Disk Drive Interface
Repair Shop.

Nick Kennedy
300 South Vancouver Ave.
Russellville, AR 72801
United States
tel: (501) 967-3843
Developer: SIO2PC

KE-Soft
c/o Kemal Ezcan
Frankenstrasse 24
63477 Maintal
Germany
tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, The Brundles
Publisher: Zong (print magazine)
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

LACE (London Atari Computer Enthusiasts)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London
England SW16
United Kingdom
URL:mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
URL:mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

Chris Liam
URL:mailto:lamcw@aston.ac.uk
URL:http://www.aston.ac.uk/~lamcw/emulators.html
Developer: Rainbow (for Macintosh)

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando,
Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge
with 64KB or 128KB RAM with battery), Centronics interface: Microprint,
all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044,
Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa,
Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus,
Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika,
Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change,
Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck,
Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb,
Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums),
Chaos Music Composer, Geometria (education), Kurs Fizyki (education),
Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor)

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107

United States
URL:mailto:e.halliwell@genie.geis.com
URL:mailto:ehalliwe@emh.kunsan.af.mil
Developer: FlickerTerm 80 (beta), ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, Maze-War 3D

Subject: M

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL 60148-2059
United States
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

MegaZine (disk magazine) (c/o Freddy Offenga, a.k.a. Frankenstein)
See also: ANG Software
P.O. Box 164
8800 AD Franeker
The Netherlands
URL:mailto:offen300@hio.tem.nhl.nl

Micro-Discount
265 Chester Rd.
Streetly
West Midlands
England B74 3EA
United Kingdom
tel: 0121-353-5730 4pm-8pm Mon-Fri
FAX: 0121-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger, Menu Print

Mirage / AS
ul. Gen. Abrahama 4
03-982 Warsaw
Poland
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata

-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

Moonsoft
See: Black Moon Systems

More Than Games (Rick Detlefsen)
8207 Briarwood Lane
Austin, TX 78757-7642
United States
URL:mailto:74766.1561@compuserve.com
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (not a retail outlet)
Santa Rosa, CA 95407
United States
FAX: (707) 527-0674
URL:mailto:mytek@genie.geis.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software
c/o Bill Kendrick

59 Palm Lane
Novato, CA 94945-2574
United States
URL:mailto:kendrick@zippy.sonoma.edu
URL:http://zippy.sonoma.edu/~kendrick/nbs/
Developer: demos: Bob Test, Color Bars, Cells, DAN15, DAN9A, Didi 7, DollMan, Happy Mondays, James Brown, Knives and Forks, Stimpy, T-1000. games: Balloonier, Boom!, Chicken, Cooltris, Elevator, Hopper, Platform, Puzzle, Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: Colorizer 1.1, DigiPlay Menu, Equation

News-Paper (print magazine)
See: D.G.S.

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

North of Scotland Atari User Group (NOSAUG)
P.O. Box 10001
Peterhead
Scotland AB42 6ZN
United Kingdom
Publisher: Futura (disk magazine)
$3 cash or #2 IMO for sample issue

Northwest Phoenix Atari Connection (N.W.P.A.C.)
P.O. Box 67511
Phoenix, AZ 85082
BBS: (602) 278-8505 (Phoenix Atari User Group System)
Publisher: Nybbles & Bytes (print magazine)
bimonthly, $10 / yr (6 issues)

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Nybbles & Bytes (print magazine)
See: Northwest Phoenix Atari Connection (N.W.P.A.C.)

Subject: P

Page 6 Publishing
P.O. Box 54

Stafford
England ST16 1DR
United Kingdom
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!
Publisher: New Atari User (print magazine)
(bi-monthly) Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
USA/Canada - Surface #17.00 #32.00
USA/Canada - Air Mail #23.00 #42.00
Other countries as USA/Canada

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
URL:mailto:itsmarver@aol.com
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300
Repair Shop.

David A. Paterson
P.O. Box 342
Cote-St-Luc, QU H4V 2Y5
Canada
URL:mailto:d.paterson2@genie.geis.com
Developer: CardStax
Publisher: Atari 8-Bit Omnibus
US$5 for 1994 edition

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410

FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Pokey Magazine (print magazine)
See: Stichting Pokey

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St.
Winter Springs, FL 32708
United States
URL:mailto:potter@escmail.orl.mmc.com
URL:mailto:74030.2020@compuserve.com
URL:mailto:jdpotter@genie.geis.com
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post (Harald Schoenfeld)
Postfach 1640
D-75006 Bretten
Germany
URL:mailto:Harald.Schoenfeld@rzmail.uni-erlangen.de
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Quick, Quick Support Disk 1, Screen Aided Management (SAM),
SAM Budget, SAM Utility Extensions Disk, SAM Designer, Quick Ed, Minesweeper,
Glaggs It!, Rubber Ball, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Powersoft
c/o Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840
Vendor: hardware, commercial/PD/freeware/shareware
especially recent software and hardware from Poland (Avalon etc.)
Publisher: 8-Bit Magazin (disk magazine)

Bob Puff
See also: Computer Software Services
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
United States
URL:mailto:76702.1076@compuserve.com
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, Taskmaster, Parallel Printer Port, TurboLoader kit

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
tel: (504) 388-5248
FAX: (504) 388-5263
URL:mailto:tom@ready.rsip.lsu.edu
URL:http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software systems design, developement, and coding; Media conversion from magnetic to optical and imaging; Consulting on system purchases and requirements; Film production from short to feature length

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Ronnie Riche
See also: Dale Wooster

1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

San Jose Computer
moving?
tel: (408) 995-5080

Software Infinity
642 East Waring Ave.
State College, PA 16801
United States
tel: (814) 238-7967 24hrs
Vendor: commercial/PD/freeware/shareware

STAK Atari (print magazine)
See: Revista STAK Atari

Stichting Pokey (Fred Meijer)
Postbus 425
2920 AK Krimpen ad IJssel
The Netherlands
Publisher: Pokey Magazine (print magazine)
37,50 guilders / year (6 issues, bimonthly)

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Paul Sungenis
URL:mailto:pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: (074) 969 169
URL:mailto:masstorage@closer2.brisnet.org.au
URL:ftp://closer.brisnet.org.au/pub/archive1/8_bit/super/
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

Lance Tatman
See also: D.G.S.
844 Kern St.
Richmond, CA 94805
United States
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Developer?: education related

Toad Computers
570 Gov. Ritchie Highway
Severna Park, MD 21146-2925
United States
tel: (800) 448-8623 Orders
tel: (410) 544-6943 Information
FAX: (410) 544-1329
FAX: (410) 544-0098 FAXBack
BBS: (410) 544-6999
URL:mailto:toad@genie.geis.com (slow response)
URL:mailto:toad@charm.net (fast response)
URL:ftp://ftp.charm.net/pub/home/toad/
URL:http://www.charm.net/~toad/
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
England NE28 6DQ
United Kingdom
Tel: (0191) 2710086 (David Ewens)
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #16.00 plus the following postage:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00
6 copies #11.00
Europe 1 copy #2.20
Europe 6 copies #12.50
Elsewhere 1 copy #2.50
Elsewhere 6 copies #14.00

Subject: U

UltraBasic
10 East 10th St.
Bloomsburg, PA 17815
United States
Vendor: commercial software

User-Mag (disk magazine)
See: Avatar

Subject: V

Video 61
22735 Congo St. N.E.
Stacy, MN 55079
United States
tel: (612) 462-2500 24hrs
Vendor: new/used hardware, new/used software (mostly game-related)

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA 15223
United States
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Subject: W

Dale F. Wooster
See also: Ronnie Riche
7113 W. Pasadena
Glendale, AZ 85303
tel: (602) 846-1575
United States
Developer: TextPRO v5.20x Docs.
printed manual: $12
2-disk set containing program, modules, macros, docs: add $4
2-disk set of more support files: add another $4
Other Docs. available for: early TextPRO v4.5/v5.0, MyDos 4.5,
Rambrandt, Bobterm 1.2 and several others

Subject: Z

Zong (print magazine)
See: KE-Soft

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731
United States
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

```
================================================================
End of atari-8-bit/vendev
================================================================
```

2785. Re: Atari and Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-16 00:00:00 UTC
From: jcompton@flood.xnet.com
Message-ID: <43eogn$t5c@flood.xnet.com>
Source record: 88548
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,alt.games.video.classic,alt.atari-jaguar.discussion

James Hague (junkster@coho.halcyon.com) wrote:

: I am surprised at how completely derivative and uncreative almost all
: modern shareware authors are, though. 75% of shareware games are
: knockoffs of Galaxian (still!), Boulder Dash, Tetris, Breakout, and Snake
: Byte. Why?

1. Shareware authors are not, in general, professionals, or they
wouldn't be writing shareware.

2. Shareware authors are not paid for their work.

3. The likes of Galaxian, Boulder Dash, Tetris, Breakout, and Snake Byte
make for good training exercises for non-professional programmers.

4. Non-professional programmers do not have the luxury to invest
thousands of man-hours into a project they likely will see no money from.

Starting to fall into place? There's also the "better mousetrap"
theory...if someone says "I love Galaga, but it really needs powerups!",
Accolade and EA will laugh them off, but they can write it and hope to
get $50 in registration fees if it'll make them happy.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (708) 741-0689 FAX
You've got to go faster than that. Better start doing it right.
AR on Aminet - docs/mags/ar???.lha AR Mailing list - Mail me
AR on WWW - http://www.omnipresence.com/Amiga/News/AR

2786. Re: Atari and Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-16 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <43f1eu$hkq@news1.halcyon.com>
Source record: 88549
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,alt.games.video.classic

Jason Compton <jcompton@flood.xnet.com> wrote:
>1. Shareware authors are not, in general, professionals, or they
>wouldn't be writing shareware.
>2. Shareware authors are not paid for their work.
>3. The likes of Galaxian, Boulder Dash, Tetris, Breakout, and Snake Byte
>make for good training exercises for non-professional programmers.
>4. Non-professional programmers do not have the luxury to invest
>thousands of man-hours into a project they likely will see no money from.

I don't see how these can be considered excuses for lack of creativity.
A great many of the classic computer games were written by independant,
part-time programmers who found publishers after they were finished.
This is also how most novels are written; there are few people who
actually write novels full-time. The majority of authors write in their
spare time. This is especially true of not-yet-published authors.

What's even more telling is that there are almost no 1990s clones that
have been superior (or even equal) to the originals. You'd think that
with way fast computers and nifty C compilers someone would be able to
out-do Defender. Yet it rarely happens.

James Hague
junkster@halcyon.com

2787. Re: Atari and Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-16 00:00:00 UTC
From: jcompton@flood.xnet.com
Message-ID: <43f64e$4f9@flood.xnet.com>
Source record: 88550
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,alt.games.video.classic

James Hague (junkster@coho.halcyon.com) wrote:

: I don't see how these can be considered excuses for lack of creativity.
: A great many of the classic computer games were written by independant,
: part-time programmers who found publishers after they were finished.
: This is also how most novels are written; there are few people who
: actually write novels full-time. The majority of authors write in their
: spare time. This is especially true of not-yet-published authors.

Then I invoke the second excuse, that they're trying to build a better
mousetrap.

: What's even more telling is that there are almost no 1990s clones that
: have been superior (or even equal) to the originals. You'd think that
: with way fast computers and nifty C compilers someone would be able to
: out-do Defender. Yet it rarely happens.

Sometimes, you're right.

Actually, though, from my perspective as an Amiga user, we actually DO
get quite a bit of innovation in the shareware market. While there still
is the like of Deluxe Galaga and N implementations of Boulder Dash, some
remakes are welcome because they were never done (Xenostar-a Sinistar
knockoff), and other creations are quite original...for lack of publishers.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (708) 741-0689 FAX
You've got to go faster than that. Better start doing it right.
AR on Aminet - docs/mags/ar???.lha AR Mailing list - Mail me
AR on WWW - http://www.omnipresence.com/Amiga/News/AR

2788. Re: Atari and Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-16 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <43d800$5q2@news1.halcyon.com>
Source record: 88551
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,alt.games.video.classic,alt.atari-jaguar.discussion

The Nameless One <hopkins@smartlink.net> wrote:
> At least in my day (boy do I feel old) every single video game was
>different. I mean totally different, NOT just new graphics and different
>characters/weapons. Every game was its own type! In those days every
>game was a creative masterpiece.

Not true. There were a rash of Galaxian, Pac-Man, and Donkey Kong knockoffs. There were also a whole lotta just plain bad games. The differences between then and now are that there used to be more "one man show" games and there's a strong tendency nowadays to milk a successful concept for all the money its worth and then some.

I am surprised at how completely derivative and uncreative almost all modern shareware authors are, though. 75% of shareware games are knockoffs of Galaxian (still!), Boulder Dash, Tetris, Breakout, and Snake Byte. Why?

James Hague
junkster@halcyon.com

2789. Re: Alternate Reality ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-16 00:00:00 UTC
From: Gareth Latchum <Gareth@latchum.demon.co.uk>
Message-ID: <854719322wnr@latchum.demon.co.uk>
Source record: 88552

For what it's worth, I consider the alternate reality series among the very best games I have played on ANY system.
Buy them both! They are worth it!

Gareth

2790. Re: SIOcopy

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-16 00:00:00 UTC
From: mstatz@cei.net
Message-ID: <43eag9$9ph@news.cei.net>
Source record: 88553

In <145582@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com writes:
>Just exactly what do you mean by real schematic? I'm looking at a
>schematic from Radio Electronics & the only real difference is the
>thing is unwound a little, but it looks almost as esoteric as the
>ASCII file. Do you want suggested parts placement or something along
>those lines. I'd really like to know where your are having trouble
>as you aren't the only one & I certianly wouldn't mind helping to
>clear up any confusion. Worst case, I could post my ASCII art for
>a version based on the 74C00. If nothing else, its a lot easier to
>build & requires fewer parts/connections. I've built about a dozen
>of them, haven't sold one yet; just gave them away. I don't think I've
>had more then one fail & the jury's still out on that one.
>Rick

I tried to build the single chip w/diode version from the 3 ascii art files/
pinlist and it worketh not.

So I've dug up the pinlist for the 232/368 version and I'll try to draw that one up -
it just makes it easier for me to debug if I can see the whole scematic at once-
so I know what is going on inside...

And obviously I have no luck deciphering ascii schematics...

But thanks anyway..

7400 version? I'd like to see that...

Mark Statzer
mstatz@cei.net

2791. Re: [--- BOBTERM and SPARTA 32gx ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-16 00:00:00 UTC
From: "Barry L. Gordon" <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.91.950915162025.13413A-100000@hairball.ecst.csuchico.edu>
Source record: 88554

> Winston Smith (winston@merk.com) wrote:
>
> : Using SPARTA-DOS 3.2gx and BOBTERM 1.22 I just attempted to perform a
> : YMODEM BATCH upload to a UNIX system running SZ/RZ. Strangely enough, the
> : last sector of each one of my files was never transmitted, and the end of
> : each and every file was truncated!

On 14 Sep 1995, Kent Degroff replied:

> I have the same hardware configuration except I have a LineLink 144e
> modem which I run at 9600 baud and I use TopDos Pro (or 1.5+). On my
> internet access account, I am unable to upload at all using rz. I have
> to use rx and upload a file at a time. But, it doesn't truncate.

The problem lies in the difference in protocols. Let's use the standard Xmodem block for an example. When you send a full block of 128 bytes of data, the Atari and the Unix system agree on the header bytes and the data itself. However, when a block with less than 128 bytes is sent (the last block of a file), the two systems disagree on how to handle it. The Atari expects to pad the block out to 128 bytes with a character which represents the number of valid data bytes in the block. So if the last block had 90 bytes of valid data, the Atari would expect a standard Xmodem header followed by 90 bytes of data, followed by 38 bytes of character number 90 [Chr$(90)]. The Unix system expects all non-128 byte blocks to be padded with Control-Z characters [Chr$(90)]. Thus the two systems don't agree on where the end of the file is. This leads to either the last block being truncated, or in an extra pad of characters being added onto the end of the file.

2792. long text files

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-16 00:00:00 UTC
From: The Kid <76371.40@CompuServe.COM>
Message-ID: <43f429$d02$1@mhade.production.compuserve.com>
Source record: 88555

```
How do i print long text files with atariwriter+ ????
I have d/l a few faq files and I cant get them to print..
I keep getting an error message.
string too long??????

can anyone help

--Kid
```

2793. Re: Atari and Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-17 00:00:00 UTC
From: spclsthw@ix.netcom.com
Message-ID: <43g3o9$bl9@ixnews5.ix.netcom.com>
Source record: 88465
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,alt.games.video.classic,alt.atari-jaguar.discussion

In <NEWTNews.24289.811059059.luur@pi-user.pi.net> luur@pi.net writes:
>
>
>What is it with those two companies, once the top in home and
gamecomputers.
>Now it's mostly japanees. I have got an Atari 2600 & 800 XL, C64,
Amiga 600 and
>
>CD32.
>ATARI is not going verry well and the remainings of CBM just bought
bij the
>
>german Escom. (I am typing this e-mail with an Escom PC).
>I don't like the Nintendo's Sega's and Sony's (just for kids), or am i
only a
>
>bit nostalgic, because when i was stil 17 it were the days of the
Atari 2600
>
>and the CBM 64 ???
>
>
>greatings Rob.
>
In the words of those great thinkers "Beavis and Butthead"

" Atari sucks,Commodore rules"

2794. Re: Atari and Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-17 00:00:00 UTC
From: bosco@yab.com
Message-ID: <43hp0l$kjo@news.yab.com>
Source record: 88466
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,alt.games.video.classic,alt.atari-jaguar.discussion

Louis M. Webre (spclsthw@ix.netcom.com) wrote:

: " Atari sucks,Commodore rules"

Ahem! Did you see where this message is being crossposted? We here at comp.sys.atari.8bit don't appreciate flames such as these. Funny how when I read our newsgroup and the CBM newsgroup, I don't see any flames coming over from us! Lighten up, bonehead!

2795. Re: Timer as Memory refresh unit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-17 00:00:00 UTC
From: James Bradford <sup8pdct@closer.brisnet.org.au>
Message-ID: <43gg5p$dmd@bne2.design.net.au>
Source record: 88467

hsj@mbksun1 (Hermann Samso Jahrbeck) wrote:
> Does anyone know of a computer where the timer is used
> as the Memory refresh unit? I need this information
> to pass an exam, please e-mail it to me, too!
>

Hmmmm. The ANTIC chip in the 8bit could be classed as this. It halts the processor to refresh
the dynamic memory. I am not sure about how often but i think it is every 8 cycles.

2796. Re: FTe Sweet 16 and More!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-17 00:00:00 UTC
From: "Barry L. Gordon" <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.91.950917182152.9573A-100000@pathogen.ecst.csuchico.edu>
Source record: 88468

Ok, so you got a package from FTE. Did he say whether or not his current
Email address is valid? The last one I have is FTOONED@DELPHI.COM.

2797. FTe Sweet 16 and More!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-17 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <43hj8j$vs0@news.umbc.edu>
Source record: 88469

Just wanted to tell everyone who is interested in the status of FTe, etc. etc., that I just received a nice package from them. Upon opening I found a Sweet 16, with the chip, MAE assembler manual and 0.96 version on disk, and another manual for just the 65816 chip.

In addition, Mike also included Vol 1. #2 of "The GET-Real GAZETTE" in which he gives much detail concerning what's really been happening with FTe to include a comprehensive timeline of events at FTe (since its inception), problems he has encountered, philosophies and reasons for supporting the 8-bit and where FTe is going. Yes, the MIO II is still on track, the Mars 8 is "soon" entering production, and SpartaDOS 4.22 and Sweet 16 are shipping!

His Gazette is full of humor, reality, and the trials and tribulations of supporting our 8-bit.

It is a good read!

He even has an inventory price list included.

FTe's latest current address is:

Fine Tooned Engineering
PO Box 31270
Mesa, AZ 85275

--
-=-
Thomas Drake | From an Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

2798. Re: SIO2PC: ANY BUILDERS/SELLERS OUT THERE?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-17 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <145616@cup.portal.com>
Source record: 88470

Man! The MAX 232 version got mangled in the post to Portal, I'll repost
it just in case it's that way everywhere. Just a few notes on the
7400. Originally I did a one for Bill, he didn't know if his 1200XL had
been modified by jumping the current limiting resistor & I didn't know if
the MAX would run on a stock 1200XL so I built one with a 4049 CMOS chip.
Several people who had said they couldn't find a MAX232 chip then said,
"What's a 4049?" So the 74LS00 was done. Then me thinks, as long as I
don't have a problem getting them, the 74C00 would be a better choice
since it is a low power CMOS version of the 7400 & should work in all
computers. Since then, I've tried the straight 7400, 74HCT00, 74HC00,
& they all seem to work. It all makes sense if you follow the genesis.
The 7400 is a two input NAND gate, that's the reason why two pins are
usually tied together at the input stage. In this schematic, you can see
pins [14 +5V, 13, 12] are tied together. This is an unused gate [13, 12]
being tied to the power supply to prevent oscillation. Richard Dell
correctly pointed out that I was wasting gates in the 4049 design so...
For the last one I made for Bill, I tied this gate to the data line
& have its output lighting an LED.
I seem to have lost the ASCI schematics for the 4049! I think if I had
it all to do over again, I'd switch back to a 4049 since it has 6 inverters
& use LEDs to monitor all the lines. It makes kind of a cute display, like
a modem with TXD RXD lights.
Rick

2799. PKUNPAK

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-17 00:00:00 UTC
From: bosco@yab.com
Message-ID: <43ho6c$kjo@news.yab.com>
Source record: 88471

This is to whomever wanted a copy of PKUNPAK (You know, the UnARCer that sucessfully works with Atari 8-bit ARCed files).

Find any simtel archive and it's located at simtel/msdos/archivers/pk361.exe

(NOTE: This is an MS-DOS file!)

```
*****************************
* Call the IRON HORSE BBS! * John Collins
* A Pro! BBS w/ USF & IAN * bosco@host.yab.com
* networking. Phoenix AZ * Card carrying member of the
* (602) 247-1036 24 hrs * Northwest Phoenix Atari Connection
* at a blazing 2400 baud! * Micro-Soft free since 1983!!!
*****************************
```

2800. UNIX y-modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-17 00:00:00 UTC
From: bosco@yab.com
Message-ID: <43hofj$kjo@news.yab.com>
Source record: 88472

Someone asked recently about UNIX y-modem send command, stating that it doesn't work the same as Atari's. Well, that's because it sends in 128 byte segments. Atari's uses 1024 bytes segments. Here's the command to use UNIX for Atari 8-bit batch Y-modem...

```
sb -k <filename*.*>
```

```
******************************
* Call the IRON HORSE BBS! * John Collins
* A Pro! BBS w/ USF & IAN * bosco@host.yab.com
* networking. Phoenix AZ * Card carrying member of the
* (602) 247-1036 24 hrs * Northwest Phoenix Atari Connection
* at a blazing 2400 baud! * Micro-Soft free since 1983!!!
******************************
```

2801. Re: Atari and Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-17 00:00:00 UTC
From: nathanc@cerc.wvu.edu
Message-ID: <DF2L1x.1zH@cerc.wvu.edu>
Source record: 88473
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,alt.games.video.classic,alt.atari-jaguar.discussion

The Nameless One (hopkins@smartlink.net) wrote:
: Well, I think that the Atari and Commodore generation of Video Games
: just totally smoked our current Nintendo/Sega generation.
...

This reminds me of when I was a freshman. A friend down the hall had a Genesis (which were brand spanking new back then) yet there was not a day when most of the guys from my dorm were in front of my 800xl playing donky kong, one-on-one, or star raiders.

A Centofanti

2802. SDX and AtariWriter 80

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-17 00:00:00 UTC
From: mbates@stocko.com
Message-ID: <mbates-1709951236190001@ppp15.stocko.com>
Source record: 88474

I seem to recall that there was a patch you could run on AtariWriter to let it run off of a Hard drive and with SDX. Does any one know of this? Thanks

-Marlin

Also, where can one get a copy of the handler for the CX87 keypad?

2803. Maze Mania Atari 2600

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-18 00:00:00 UTC
From: HSXR20A@prodigy.com
Message-ID: <43idka$1f16@usenetp1.news.prodigy.com>
Source record: 88475

Does anyone have this game or know where i can find it?? I am also looking for Maze Craze....please help!

2804. Re: SDX 4.22

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-18 00:00:00 UTC
From: James Bradford <sup8pdct@closer.brisnet.org.au>
Message-ID: <43jj81$1um@bne2.design.net.au>
Source record: 88476

jeking@xmission.xmission.com (James King) wrote:
>Got my SDX 4.22 today from Mike @ FTE, but it didnt work. Has anybody
>else gotten theres?

Yes. I got mine at the start of this year. I rang mike and downloaded the rom code and burnt a
eprom myself. While i was at it, i burn't one for a mate of mine. It works fine. Yours could
have a bad pal chip or bad rom or a bad contact somewhere. I could burn a new rom for you but i
would say mike is 20 times closer to you then i am.

2805. Re: SDX and AtariWriter 80

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-18 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510101ac833ee9b559@[137.22.11.119]>
Source record: 88477

>I seem to recall that there was a patch you could run on AtariWriter to
>let it run off of a Hard drive and with SDX. Does any one know of this?

I think there's such a patch for AtariWriter Plus, but I run AtariWriter 80
under SDX on my 130XE, and I didn't have to patch anything.

There is the Atari Classics patch for AW80 that Jeff McWilliams did, which
allows you to return to SDX from AW80. This would be useful for running
off of a hard drive (so you wouldn't have to reboot when you're done with
AW80), but you wouldn't need this patch simply to run AW80 under SDX or
from a hard drive.

-Michael

Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

2806. Re: SDX and AtariWriter 80

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-18 00:00:00 UTC
From: mbates@stocko.com
Message-ID: <199509181949.AA19561@moa.com>
Source record: 88478

Hmm, okay well that is good to know. Where is the patch you spoeak of
contained? If Atari Classics does this mean I need to buy the mag? If so
where?

Thanks

-Marlin

At 10:49 9/18/95 -0500, Michael Current wrote:
>>I seem to recall that there was a patch you could run on AtariWriter to
>>let it run off of a Hard drive and with SDX. Does any one know of this?
>
>I think there's such a patch for AtariWriter Plus, but I run AtariWriter 80
>under SDX on my 130XE, and I didn't have to patch anything.
>
>There is the Atari Classics patch for AW80 that Jeff McWilliams did, which
>allows you to return to SDX from AW80. This would be useful for running
>off of a hard drive (so you wouldn't have to reboot when you're done with
>AW80), but you wouldn't need this patch simply to run AW80 under SDX or
>from a hard drive.
>
>-Michael
>
>Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
> Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

---
---*** All hail the Fuji! Coming October 6th PLUG IN THE WIRE!
---*** mbates@stocko.com
---*** 2600: 410 / 7800: 56 / Lynx: 71 / Jaguar: 22 / Duo: 156 / TI: 126
--*-*-* Marlin Bates, IV Digital Graphics Rep. Taylor Made & Canon
-*--*--* For my current list of Classic Home Video Games I own and have
------* for trade check out: http://www.stocko.com/Fujidom/

2807. WANTED: OmniView XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-18 00:00:00 UTC
From: malay@reston.unisysgsg.com
Message-ID: <DF49H1.Jty@reston2.reston.unisysgsg.com>
Source record: 88479

I need a replacement for my OmniView XL/XE - anybody have one
or know some vendor who might just carry the thing. I really
need a new switch - apparently the switch supplied with the
OmniView XL/XE is a custom ON-ON-ON switch - I can only find
ON-OFF-ON switches. Any help would be appreciated.

Thanks,

Bob Malay

--
//
/ /
/ Robert M. Malay Loral Defense Systems /
/ 12010 Sunrise Valley Drive /
/ Reston, VA 22091 /
/ /
/ malay@reston.unisysgsg.com /
/ 703.620.7750 /
/ /
//

2808. Re: building an 850, possible?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-18 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <43knte$jto@blackice.winternet.com>
Source record: 88480

> per.erik.peterson@asb2.ct.se (Per.Erik Peterson) writes:
> Hejsan All!
>
> 07 Sep 95 16:38, ext287 wrote to All:
>
>
> e> Anyone know of schematics to build an 850 from scratch?
> e> This might make alot of new Rainbow users, etc. pretty happy...
>
> I have looked into my 850 and it doesnt look nice. CB-)
> Its more advanced inside than the comuter itself.
>
> Per.Erik_Peterson@asb2.ct.se
>
>
>
>>>>
If you REALLY want to build your own 850 I believe that
BEST Electronics has the raw PC board and most of the parts to
populate it. The one thing they don't have is the ROMs.

Rich Mier

2809. Re: Adjusting Mechanism on 810 drive?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-18 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <43ko6d$jto@blackice.winternet.com>
Source record: 88481

> watkins@netaxs.com () writes:
>
> I have been using my 810 up until a few weeks ago when it suddenly
> started doing strange things. I will start to load, sometimes up to the
> splash screen of some programs and then just stop. I removed the cover
> and watched the mechanism move as the program was loading. It loads fine
> then right before it stops it starts searching the disk like crazy. My
> guess is that it needs adjusting. Can anyone verify this for me or point
> me in the right direction if I am wrong?
>
>
>>>>
Does it seek back to track zero and then back out to were it was
a couple of times and then error out? First thing is to clean the head.

Rich Mier

2810. Re: 600xl SV fixed - happy 8100 die

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-18 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <43kpaq$jto@blackice.winternet.com>
Source record: 88482

> aj445@cleveland.Freenet.Edu (Bill Somrak) writes:
>
>
> The Happy 810 (which I use very rarely) died over the weekend.
> I had just completed making some "archival backup" copies
> of Bank Street Writer, when all of a sudden it stopped
> reading / writing. The Happy RAM diagnostic passed, but
> it won't read/write. The wire to the head appears to be
> intact, and I cleaned the head and checked the power supply.
> All those things seem okay. Still getting Sparta error 90b.
> If I try to do a format with it, it starts up, but quits when
> it gets to the center tracks of the disk.
>
> Anyone experience anything like this before ... I don't use
> this thing much, but would like to have it working for the
> occasions on which it IS needed.
>
> Bill
>>>>
I take it you checked the speed and it's spinning
at a nice 288 RPM? Try reseating the side board. I've seen
these pins go intermittant, particularly the ones used for the
power.
Rich Mier

2811. Rainbow Tour!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-18 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DF3v3r.KM7@aston.ac.uk>
Source record: 88483
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

Hi all,

For those who have an in interest in RAINBOW, the new Atari 400/800/800XL
emulator for the Apple Mac, you may like to have a look at the
Rainbow Tour. This is a SimpleText file with 16 or so screenshots,
mostly games!

It's at the web site

http://www.aston.ac.uk/~lamcw/emulators.html

Good luck,

Chris Lam.

2812. 800xl power supply

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-18 00:00:00 UTC
From: jrm8248@u.cc.utah.edu
Message-ID: <43k2vr$obu@news.cc.utah.edu>
Source record: 88484

can someone tell me what the specs are for the 800xl power supply??

2813. Re: FTe Sweet 16 and More!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-18 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <145665@cup.portal.com>
Source record: 88485

I have also been unable to contact Mike recently, but I'd like anyone who plans to use the MAE assembler with the 65816 (or even 6502 users of MAE) to contact me. Mike was having a few problems with the assembler that I had trouble duplicating here, and contact with him was interrupted in the middle of creating another new version. So I'm not really sure how complete the .96 version is that he shipped out. At a minimum, the transfer memory command in the debugger will probably crash the system.

There have also been some great new improvements in memory usage and assembly speed. Basically, assembly speed has doubled. Memory will unfortunately be a little tighter in a 64K system, but unlike previous announcements, it will continue to run in this environment. As long as you have 128K+ of RAM however, free memory in this version has really been improved. You will have double the amount of symbol table storage. Source text can go all the way from LOMEM to $B7FF. Only 1K of main memory is currently being used by the assembler, from $B800-$BBFF. In addition, main memory from $4000-$7FFF is now always free to the user. Source text that resides in this memory area has been moved to another bank of extended RAM, so that this region of main memory is free to assemble object code into, or whatever.

There have been a lot of structural changes to provide all of this, and although I have been testing it for awhile with very few problems, it should still be considered in beta-test status. I would very much appreciate if any interested parties would contact me, to receive a new version by UU encoded EMail, and play around with it a bit.

Thanks,
John Harris - jharris@cup.portal.com
(new internet address coming soon)

2814. Re: SIOcopy

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-18 00:00:00 UTC
From: buescher@shed.inel.gov
Message-ID: <BUESCHER.95Sep18162128@shed.inel.gov>
Source record: 88486

The issue is that if you don't use a PC or the right character set,
the graphics characters are just so much gibberish.

Brent

2815. Re: re: Rick Michael Cortese eruditely writes... (was: 6502/650

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-18 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <145666@cup.portal.com>
Source record: 88487

>on the XL it's
>D8 6C 16 02 => CLD JMP($216)
>Which I think, is what I said, $2XX is page two.

Conrad, before you jump on what Rick is saying here, (since it doesn't _exactly_ match what he originally said), consider that your statements weren't exactly accurate either. This is really nit-picky stuff, but I consider Rick's original statement to be closer than yours. Granted IRQVEC doesn't point directly to the page 2 vector, but it does point to a routine that jumps through the page 2 vector. Your description doesn't even acknowledge this first step. Let's just let this one pass, since the correct information has now been presented.

>>>and a few other said, the 6502 series has a hardware glitch which allows
>>>the BRK instruction to fail on ocassion.
>>;Don't think. The mistake is rather in the documentation, than in the CPU.
>>;(...)
>>You know, I think you just possibly will be corrected about this by more
>>people then myself. (...)
>
>So perhaps am wrong. But docs, that are reachable in Poland don't have
>this information. Also I never noticed, that the BRK failed. But perhaps am
>wrong, any further info will be welcome.

Did you catch the post I made about this a couple of days ago? If you're curious, I can EMail or repost the routine that demonstrates the problem.

BTW, all of my information about this problem was discussed on this very newsgroup a couple of years back, but I'll understand if you haven't been reading it for that long.

>My example isn't pointless, I didn't make any errors nor "typos"...

John Harris - jharris@cup.portal.com

2816. Lots and lots of sprites

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-19 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <e9f_9509222043@tor250.org>
Source record: 88356

```
S > I've been thinking a lot recently about how, on the Atari 8-bit, a
S > programmer could develop a program which featured lots of sprites
S > on the screen at once, that move smoothly.
S >
S > Two possibilities occur to me:
S >
S > (1) Physically drawing/redrawing of sprites on the screen
S > in a high-resolution graphics mode (gr.15/24)
S >
S > (2) Using DLIs to splice PM graphics into multiple incarnations
S > down the screen
```

Why not just write a routine that moves blocks of data between one area of memory and screen memory? The tricky part would be to keep track of priorities of the various images on the screen at one time.

```
... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org
```

2817. Interesting Atari 8-bit Ideas; forgot the URL!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <43lknv$7bs@nic-nac.CSU.net>
Source record: 88488

OOpps! The URL to The ADOS home page is:

http://zippy.sonoma.edu/~kendrick/nbs/ados

And the URL directly to the file regarding the multi-computer Windowing system:

http://zippy.sonoma.edu/~kendrick/nbs/ados/atwinsys.html

And of course, I could go on and say the New Breed Software's URL is:

http://zippy.sonoma.edu/~kendrick/nbs

And that MY URL is:

http://zippy.sonoma.edu/~kendrick

But, you already know that, so... have fun!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2818. Re: Forsale: Atari 7800 system and games

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-19 00:00:00 UTC
From: "Hugues.DeClerck" <hdclerck>
Message-ID: <DF5MFM.40H@uia.ua.ac.be>
Source record: 88489
Cross-posted to: rec.games.video.atari,aus.ads.forsale,aus.ads.forsale.computers,comp.sys.atari.8bit

De beste stuurlui staat aan wal!!

2819. Re: Atari and Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-19 00:00:00 UTC
From: slknight@ballistic.com
Message-ID: <43n2m9$kos@giga.bga.com>
Source record: 88490
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,alt.games.video.classic,alt.atari-jaguar.discussion

bosco@yab.com () wrote:

>Louis M. Webre (spclsthw@ix.netcom.com) wrote:

>: " Atari sucks,Commodore rules"

Excuse me ,but both machines were designed by the same people.
The same guy who designed the CBM 8 bit machinesm did the Atari
machines.]
They are both great machines.

2820. Re: Atari and Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-19 00:00:00 UTC
From: downstat@pgh.nauticom.net
Message-ID: <DF6464.Eq4@pgh.nauticom.net>
Source record: 88491
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,alt.games.video.classic,alt.atari-jaguar.discussion

Warpsmith (slknight@ballistic.com) wrote:
: Excuse me ,but both machines were designed by the same people.
: The same guy who designed the CBM 8 bit machinesm did the Atari
: machines.]
: They are both great machines.

Actually, the guy that designed the Atari 8-bit computers is the one who designed the Commodore Amiga. His name was Jay Miner, and he also designed the Atari 2600. He did NOT design the Commodore VIC-20 or Commodore 64.

--
Sean Caszatt | Sysop: Project Aurora FIDO:1:2601/512
downstat@pgh.nauticom.net | NIN, Numan, Kiss and Afghan Whigs fan.
"And in the evening, he writes poetry for people who deny he's alive."
- Gary Numan, "Only a Downstat"

2821. Rainbow, Alternate Reality, and others

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-19 00:00:00 UTC
From: rwilmott@mars.superlink.net
Message-ID: <43l7ml$o5p@earth.superlink.net>
Source record: 88492

>And speaking of Jumpman, it only works in "Every" mode. But this slows it
>down to less than half of the original's speed.

Yes, Jumpman is very unstable on my 6100/66. However, Jumpman Junior
seems to work *much* better...and is basically the same game.

>Well here's something I'm sure you can help us out with. A lot of the
>8-bit software on servers is in .dcm format. And as far as I've found,
>there's no *Mac* program to convert these files to .atr files

That was a possible problem I thought of when I first got Rainbow. But
then it was pointed out to me that I was missing the maybe-not-so-obvious:
You can download DiskComm and run it under Rainbow to un-DCM files!
Very cool.

BTW, as long as I'm on the subject, I'm just wondering what sort of
success rate other Rainbow users have been having - what software doesn't
work for you? And what kind of Mac are you running it on? I spent a rainy
day yesterday copying over a bunch of files to my Mac and was quite happy
with the success rate. I'd say roughly 25 out of 30 files worked fine.
Including one that I *never* would have expected to work - Alternate
Reality, The City. Very nice seeing AR on my Mac. The sound (music) is
kinda choppy, but the game is fairly playable (the main bug being that
sometimes if you enter a building, the game keeps asking you to insert
Disk 2, Side x, and refuses to believe that the correct disk is inserted
in the drive...which means you're screwed). Didn't get around to
transferring The Dungeon yet...anybody know if it works under Rainbow?
(oh yes, the games that didn't work for me? Satan's Hollow crashed the
machine. Jumpman is very unstable. Fidget results in endless death.
Berzerk seems screwed up (*LONG* pauses of dead time) as does Mirax Force
(common problem? didn't they both have digitized speech in them?).
Overall, I've found Rainbow to be pretty impressive though. If the
sound could somehow be synched properly, it'd be just about perfect.

-Ray Wilmott

2822. Need help with PHANTASIE

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-19 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.811513962@gmi.edu>
Source record: 88493

I'm looking for some help with Phantasie. I'm trying to get the
Wand of Nickademus that the Dark Lord has, since it is the required
item to get into the Temple of the Dosnebian Clerics.

The Dark Lord is in the castle of the Black Knights, when you approach him,
you have three choices; attack, wait, or bribe. I've tried all three, and
each time, he just waves his wand and disappears.

Since the wand is necessary to complete the game, I'm now stuck.
Anyone have any idea how I get the wand?

Thanks for any information you may be able to offer.

/Kevin

2823. Re: Rainbow, Alternate Reality, and others

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-19 00:00:00 UTC
From: lcg@cs.duke.edu
Message-ID: <lcg-1909951034450001@abyss.cs.duke.edu>
Source record: 88494

In article <43l7ml$o5p@earth.superlink.net>, rwilmott@mars.superlink.net (Ray Wilmott) wrote:

>>And speaking of Jumpman, it only works in "Every" mode. But this slows it
>>down to less than half of the original's speed.
>
>Yes, Jumpman is very unstable on my 6100/66. However, Jumpman Junior
>seems to work *much* better...and is basically the same game.
>
>
>>Well here's something I'm sure you can help us out with. A lot of the
>>8-bit software on servers is in .dcm format. And as far as I've found,
>>there's no *Mac* program to convert these files to .atr files
>
>That was a possible problem I thought of when I first got Rainbow. But
>then it was pointed out to me that I was missing the maybe-not-so-obvious:
>You can download DiskComm and run it under Rainbow to un-DCM files!
>Very cool.
>
>BTW, as long as I'm on the subject, I'm just wondering what sort of
>success rate other Rainbow users have been having - what software doesn't
>work for you? And what kind of Mac are you running it on? I spent a rainy
>day yesterday copying over a bunch of files to my Mac and was quite happy
>with the success rate. I'd say roughly 25 out of 30 files worked fine.
>Including one that I *never* would have expected to work - Alternate
>Reality, The City. Very nice seeing AR on my Mac. The sound (music) is
>kinda choppy, but the game is fairly playable (the main bug being that
>sometimes if you enter a building, the game keeps asking you to insert
>Disk 2, Side x, and refuses to believe that the correct disk is inserted
>in the drive...which means you're screwed). Didn't get around to
>transferring The Dungeon yet...anybody know if it works under Rainbow?
>(oh yes, the games that didn't work for me? Satan's Hollow crashed the
>machine. Jumpman is very unstable. Fidget results in endless death.
>Berzerk seems screwed up (*LONG* pauses of dead time) as does Mirax Force
>(common problem? didn't they both have digitized speech in them?).
>Overall, I've found Rainbow to be pretty impressive though. If the
>sound could somehow be synched properly, it'd be just about perfect.
>
>
>-Ray Wilmott

Haven't made my cable yet, but have found everything I've downloaded seems to do 'ok' though I noticed the same problems with both jumpman and jumpman jr. though jumpman jr. worked eventually under every, it was slow.......

Chris actually suggested the diskcomm thing to me, I hadn't thought of that either. :) I have had no major problems except remembering which keys do what (i.e. shift and which is option?) I am thinking of making a keyboard template :)

XL mode hasn't really gotten me much but it's pretty neat to be able to switch in and see basic pop up.

Lyman
--

Lyman C. Green, Jr. Macintosh User Specialist
Dept. of C.S./A&S Computing Angbander, Marathoner,
Duke University troubleshooter, technogeek
Durham, NC 27708-0129 lcg@cs.duke.edu, lymang@acpub.duke.edu

2824. Re: James King's FTP site gone AGAIN!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-19 00:00:00 UTC
From: lcg@cs.duke.edu
Message-ID: <lcg-1909951042420001@abyss.cs.duke.edu>
Source record: 88495

In article <43h9cd$b1l@news.xmission.com>, jeking@xmission.xmission.com
(James King) wrote:

>William Kendrick (kendrick@zippy.sonoma.edu) wrote:
>: Whoa! When did I miss this! Last I checked, about a week or so ago,
>: it was all there, better than ever, just like JK posted here..
>
>: Now there's NOTHING at ALL in his directory!
>
>Couldnt afford to keep it around any longer. With over 100meg of files
>there, it was costing me $58.00 monthly JUST IN STORAGE fees.
>
>Didnt feel it was getting enough use to justify itself -- and since I've
>created a CD out of everything that was there . . . .
>
>I'm going to be putting a BBS back online for anybody who cares to call,
>and they can get files from there without it costing ME.
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking@xmission.com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit hobbyist by choice, MIS Professional by accident!

I would be willing to run a site here on my machine that contains that
info and holds new stuff too.... How much traffic did you get, James? I
have 100 Megs available easily, and a direct connection, and I've already
got FTPd 3.0.0 running on this machine.

I think I could make it anonymous easily enough.
Is there a way I could get that stuff now? What kind of CD is it?

Lyman
--

Lyman C. Green, Jr. Macintosh User Specialist
Dept. of C.S./A&S Computing Angbander, Marathoner,
Duke University troubleshooter, technogeek
Durham, NC 27708-0129 lcg@cs.duke.edu, lymang@acpub.duke.edu

2825. For trade: MPP Parallel Printer Interface

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-19 00:00:00 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <43ls86$qhu@ucsbuxa.ucsb.edu>
Source record: 88496

I have an MPP Parallel Printer Interface for sale or trade.
It includes the Operator's Manual.

I would like $10 + shipping or you can offer Atari 8-bit cartridges

--

6500dtpt@ucsbuxa.ucsb.edu David Tipton

2826. Re: Atari 8bit Opcodes!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-19 00:00:00 UTC
From: system@fred.com
Message-ID: <BkgoBD3w165w@fred.com>
Source record: 88497

Joe Walsh <ransom22@delphi.com> writes:

> I sometimes think about the woman I sold my Atari 1200XL system to
> 'way back in 86 (at the time, I thought the Apple //c was /the/ computer to
> use--one in a string of mistakes of going with what was popular rather
> than with what I knew I liked). It was a 1200XL, 1050, 1010, Okimate-10,
> AtariWriter (original cart), and a bunch of games she didn't want but

well, now if that setup doesn't sound damned familiar. I'd had the 1200XL
and 1010 for a couple of years, and about the time I was 14 or 15 or so I
was finally able to afford a 1050. Now, at the time I bought it, I was
living in a log cabin in Willow, AK, generally considered to be "the
sticks", but stopping short of "the bush". After several frustrating bouts
of "BOOT ERROR", I finally figured out that the disks and drive all had to
warm up to proper room temperature before being particularly useable (since
the house could easily get to freezing during the day, as no one was about
to tend the fire.)

--
Frederick J. Polsky v1.0 <system@fred.com> +1 907 337 7805 GAT d-- a-- w+++
v- C++>!C UBLOSX+>++(-) P L>++ E- W-- N++ K+++>--- w--- !O M- V- PS+++ PE++
Y+ PGP t 5 X R- tv-- b+ DI++++ D+(---) G++ e* H++(-)(*) r-- y++(--) !oo!
Send $1 to: PO Box 232251 Anchorage AK 99523-2251

2827. questions concerning rainbow, disk images, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-19 00:00:00 UTC
From: lcg@cs.duke.edu
Message-ID: <lcg-1909951304390001@abyss.cs.duke.edu>
Source record: 88498

Ok... I'm beginning to get into this more, but now I have some questions..

So I want to use DCM images in Rainbow, but it will not load them directly. Fortunately, both Chris and a previous poster mention that I need only run DiskComm on the Atari side of things (well, under Rainbow, in my case) and decompress the images that way.

1. Where does one find DiskComm? I looked in the Atari Merit archives under the 'disk' and 'utilities' directory, no luck, so far as I can tell.
2. Once I've got Diskcomm, I assume it loads the images or something. How can I tell it where to look for the file in Rainbow/Diskcomm? Isn't the image going to be too big to fit on one floppy, since it IS a floppy? I would import the file in, but I don't see where it's going to go. And if it decompresses/writes 'out' the image, where does it write too? I don't get it....

I heard someone say there was a DCM to ATR utility for Unix. Can someone point me to source or compiled binaries, please? I am beginning to think that would be the easiest solution.

Thanks for any help, anyone.

THanks to Chris for the Rainbow emulator, and the guy (sorry, I forget your name) whose been helping me out with some images of software (dos type stuff) that I needed.

Lyman
--

Lyman C. Green, Jr. Macintosh User Specialist
Dept. of C.S./A&S Computing Angbander, Marathoner,
Duke University troubleshooter, technogeek
Durham, NC 27708-0129 lcg@cs.duke.edu, lymang@acpub.duke.edu

2828. Also need help with ETERNAL DAGGER

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-19 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.811514277@gmi.edu>
Source record: 88499

I also need help with Eternal Dagger (yeah, I've been playing both games on and off for quite a while now).

On the first island, you have to kill the Necromancer to end its curse and restore things back to normal. I have the Holy Morningstar and I have entered the Necromancer's dungeon and found him. I have killed him (via Quick Combat), but nothing outside has changed! The town of Greenbay is still deserted, so there's nothing else I can do.

Is there anything else I need to do to complete this part of the quest? I'm obviously missing something.

Any help or tips you can offer would be greatly appreciated.

/Kevin

2829. WANTED: "Happy Computer" software

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-19 00:00:00 UTC
From: mmatting@cube.net
Message-ID: <43n661$8cb@salyko.cube.net>
Source record: 88500

Hi,

I'm looking for all the software of the german magazine "Happy Computer"
from the beginning until the end. Is there any collector outside? Any
help appreciated...

Bye
Matthias

2830. 130XE and stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-19 00:00:00 UTC
From: rhett@bigwpi.WPI.EDU
Message-ID: <43n6r0$al4@bigboote.WPI.EDU>
Source record: 88501

130XE & flakey power supply, little discolored, rattles a bit (loose rf
shield) but otherwise in perfect working order, owners manual
2 carts, both in box with docs: missile command, e.t. (better than the
2600 version!! ha ha)

looking for offers above $30.00 , will accept best one by friday.
buyer pays shipping.
thanks
rhett@wpi.wpi.edu

2831. Re: questions concerning rainbow, disk images, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <43nh96$ip6@nic-nac.CSU.net>
Source record: 88502

In article <lcg-1909951304390001@abyss.cs.duke.edu>,
Lyman C. Green, Jr. <lcg@cs.duke.edu> wrote:
>
>So I want to use DCM images in Rainbow, but it will not load them directly.
>Fortunately, both Chris and a previous poster mention that I need only run
>DiskComm on the Atari side of things (well, under Rainbow, in my case) and
>decompress the images that way.
>

Yes, this is true. You need a "blank" disk image; more specifically, simply
a spare disk. How to get a spare disk? Click a disk (ATR) file. Select
"Duplicate File" on the Finder. Viola, spare disk. (Rename it of course).

>1. Where does one find DiskComm? I looked in the Atari Merit archives
>under the 'disk' and 'utilities' directory, no luck, so far as I can tell.

Under "Archivers" at UMich: dskcom32.arc

>2. Once I've got Diskcomm, I assume it loads the images or something.

It opens the disk image file, reads in a chunk, and writes it out to the
destination disk. In your case, this spare disk you made.

>How can I tell it where to look for the file in Rainbow/Diskcomm? Isn't
>the image going to be too big to fit on one floppy, since it IS a floppy?

Nope - DCM files are usually 60K or less for a SD disk, and 120K or less
for an ED (enhanced, 127K disk) They can also be split into multiple parts
so that you can split one disk image onto multiple disks if you need to.

>I would import the file in, but I don't see where it's going to go. And
>if it decompresses/writes 'out' the image, where does it write too? I
>don't get it....

I believe Rainbow "installs" files by copying them into D1:, if there's
space. (Chris, could you also add an option to do the more SIO2PC/PC Xformer
-ish "make a disk out of the file" as well? It's easy enough to [C]opy from
the file-disk onto a real (image) disk. Also, many times (ARCs, DCMs, GIFs,
etc.) you don't WANT to keep the original file within a disk image!)

>
>I heard someone say there was a DCM to ATR utility for Unix. Can someone
>point me to source or compiled binaries, please? I am beginning to think
>that would be the easiest solution.

Uhh..errr...durr. Check my home page. ;) http://zippy.sonoma.edu/~kendrick/nbs
.. the "SIO2PC is a MUST" section from there.

Good luck!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2832. Re: Got my rainbow disk, it's up and running, it's AWESOME!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-19 00:00:00 UTC
From: lcg@cs.duke.edu
Message-ID: <lcg-1909951036190001@abyss.cs.duke.edu>
Source record: 88503

In article <DF4ozz.E5I@cerc.wvu.edu>, nathanc@cerc.wvu.edu (A Nathan Centofanti) wrote:

>
>speaking of Rainbow, I can't get the damn thing to run. I was wondering
>if someone could tell me what I am doing wrong. I've got the os in the
>rainbow folder as per the instr. Each time I try to run rainbow 680x0
>I get an "out of mem." error. I'm trying to run it on a 68030 centris
>with system 7 and 8 megs memory. Thanks in advance.
>
>A Centofanti

You renamed the ROM's as requested?
And you're running the 68K version, correct?
--

Lyman C. Green, Jr. Macintosh User Specialist
Dept. of C.S./A&S Computing Angbander, Marathoner,
Duke University troubleshooter, technogeek
Durham, NC 27708-0129 lcg@cs.duke.edu, lymang@acpub.duke.edu

2833. wanted any .atr or .xfd images

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-19 00:00:00 UTC
From: taipei@iie.wsi.zgora.pl
Message-ID: <43ngdn$r6d@okapi.ict.pwr.wroc.pl>
Source record: 88504

Hi!

Can someone tell me, where to find .atr or .xfd images, please?

---=== taipei@cookie.iie.wsi.zgora.pl ===---

2834. page-flipping

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-19 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <e9e_9509222043@tor250.org>
Source record: 88505

B > Hello, I have a couple questions about page-flipping in games.
B > Excuse me if I phrase this stuff awkwardly :)
B >
B > 1. How neccessary is it to page flip? (might be a stupid question)
B >
B > 2. Let's say your program is small. As I understand it as Antic is
B > drawing the screen, your program is excecuting. Should you use VBI or
B > whatever to control flips, to avoid switching pages in midst of
B > Antic's
B > drawing?
B >
B > Also interested in:
B > Line drawing algorhythms(sp?)
B > Ray casting techniques.
B > What techniques did WayOut use.

1) Page flipping is neccessary for giving the illusion of two things
happening at once, or jumping to one screen while another is updated in some
way.

2) If you're wanting an interupt driven page flip, then you need to ask how
you want it to happen. A DLI should be possible, and may be a good way to
flip. You might even be able to page flip a split screen using
a DLI. The VBI is just as useful, I can't think of any reason not to use it.
You'll simply have to decide whether to install your routine as a stage one
or stage two VBI.

A couple of books you should consult are...

"Tricks of The Game Programming Gurus"; LaMothe, Ratcliff, Seminatore &
Tyler; SAMS Publishing;ISBN 0-672-30507-0

"Tricks of The Game Programming Gurus" is mostly written for a PC, but it
explains how to do things like line drawing algorythms, and raycasting,
among many topics. Code examples written in C are also provided. The book
is very well written. The explanations are well illustrated.

Also look for "Computer Animation Primer"; David Fox and Mitchell Waite
(The Waite Group);Byte/Mc Graw-Hill Ryerson; ISBN 0-07-021742-4

"Computer Animation Primer" has tons of info on computer graphics and
animation, but the best part is that all the example programs are written for
the Atari 8-bit. One section details very explicitly how to set up a
Vertical Blank Interupt (One of the best illustrated examples I've
ever seen).
... OFFLINE 1.52

--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org

2835. Re: Adjusting Mechanism on 810 drive?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-20 00:00:00 UTC
From: jjessop@ix.netcom.com
Message-ID: <43o90g$hfm@ixnews2.ix.netcom.com>
Source record: 88357

In <43c2d1$hnb@netaxs.com> watkins@netaxs.com () writes:
>
>
>I have been using my 810 up until a few weeks ago when it suddenly
>started doing strange things. I will start to load, sometimes up to
the
>splash screen of some programs and then just stop. I removed the
cover
>and watched the mechanism move as the program was loading. It loads
fine
>then right before it stops it starts searching the disk like crazy.
My
>guess is that it needs adjusting. Can anyone verify this for me or
point
>me in the right direction if I am wrong?
>
>Does any know how to adjust it if indeed this is the problem.
>
>Thanks I am going through 8bit withdrawl!!!
>
>-Jim
>watkins@netaxs.com
>

Could be other things other than the mechanism but their is a simple test for MPI mechs. The MPI had the spring loaded doors vs the Tandons and the flip open door.

If its an MPI they had lots of problems with scuffed heads and or pad pressure problems. GENTLY add some weight to the top of the pressure pad (the piece that presses down on the disk and holds it against the head below, it had a little felt pad on it) when the read fail happens and see if it just starts reading. If it does you need to remove the 2 screws holding the assy on and gently bend the spring steel down for more tension, or replace the felt pressure pad.

If it's a Tandon flip door mech more than likely it's out of alignment. You need a scope and alignment disk to really handle that chore......

Good luck! Jerry

2836. 65 Games/Programs Atari 400/800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-20 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A32.3.91.950917224907.243541A-100000@freenet.edmonton.ab.ca>
Source record: 88358
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

I have 65 Disks all complete For Sale for the Atari 400/800 computers
Asking price is $10 US each (shipping incl.)
All games and programs are sold as is, for I havn't tested any of them.
(since I do not have a disk drive to test them on).

Atari 400/600XL/800/800XL/1200XL/1400XL Disks
(Mainly for 400/800 computers)
==========
Aliencounter & Face Flash (shrinkwrapped) 16K
B/Graph (complete) 48K
Basics of Animation (shrinkwrapped) 32K
Bishop's Square/Maxwell's Demon (complete)48K
Brain Boggler (complete) 32K
Bug Off (complete)
Caverns of Mars (complete) 16K
Chicken (shrinkwrapped) 16K
Cohen's Towers (complete)
Compu-Math Decimals (complete) 48K
Digger Bonk/Bean Machine (complete) 24K
Disk Utilities (complete) 32K
Dodge Racer (complete) 32K
Drelbs (complete) 32K
Dsembler (complete) 24K
Dunion's Debugging tool (complete) 16K
Frenzy & Flip Flop (shrinkwrapped) 32K
Ghost Encounters (complete) 16K
Gorf (complete) 24K
Graphic Generator (complete) 32K
Graphics Machine (complete) 48K
Hellcat Ace (complete) 48K
Home Filing Manager (shrinkwrapped)
Horizontal & vertical Scrolling (complete) 24K
Jawbreaker (shrinkwrapped) 16K
Jeepers Creepers (complete) 32K
Journey to the Planets (complete) 32K
Juggler's House (complete) 16K
Juno First (complete) 32K
Kid Grid (shrinkwrapped) 16K
Lunar Leeper (complete) 40K
Memory Jogger (complete) 32K
Maths for fun (complete)
Microsoft Basic Cross-Reference Utility (complete) 40K
Mouskattack (complete) 40K

Nato Commander (complete) 48K
On-Track (complete)
Page Flipping (complete) 32K
Pacific Coast Hwy (complete) 16K
Phobos (complete) 16K
Phoenix Lair (complete) 48K
Picnic Paranoia (complete) 16K
Player Missile Graphics (complete) 24K
Preppie! II (complete) 32K
Rainbow Walker (complete) 32K
Rescue at Rigel (complete) 32K
Serpentine (complete) 24K
Shadow World (complete) 32K
Sky Blazer (complete) 48K
Snake Byte (complete) 48K
Snake O Nyms & word Flip (shrinkwrapped) 32K
Sneakers (complete) 48K
Space Eggs (shrinkwrapped) 48K
Space Games (shrinkwrapped) 32K
Stellar Shuttle (complete) 32K
Stratos (complete) 32K
Supersort (complete) 24K
Surviver (complete) 32K
Tax Dodge (complete) 32K
Teletari (shrinkwrapped) 32K
The Memory Map Tutorial (complete) 32K
Threshold (Shrinkwrapped) 40K
Track Attack (complete) 32K
Twerps (complete) 48K
Zaxxon (complete) 32K
==========

Please note I'm interested in trading for 400/800 cartriges.

E-Mail me if interested
_/_/_/_/ _/_/_/_/ _/_/_/_/ _/_/_/_/ _/_/_/_/ _/_/_/_/ Classic Video Game
_/ _/ _/ _/ _/ _/ _/ _/ _/ _/ Collector/Trader
_/_/_/_/ _/_/_/ _/_/_/_/ _/_/_/_/ _/_/_/ _/_/_/_/ Atari / Intv
_/ _/ _/ _/ _/ _/ _/
_/ _/_/_/_/ _/ _/ _/_/_/_/ _/ _/@freenet.edmonton.ab.ca

2837. Re: Atari and Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-20 00:00:00 UTC
From: James Finnegan <finneganj@delphi.com>
Message-ID: <43pfvc$mq2@svna0001.clipper.ssb.com>
Source record: 88359
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,alt.games.video.classic,alt.atari-jaguar.discussion

pnguyen@ucla.edu (Patrick Nguyen) wrote:
>In article <DF6464.Eq4@pgh.nauticom.net> downstat@pgh.nauticom.net (Sean Caszatt) writes:
>
>>Actually, the guy that designed the Atari 8-bit computers is the one who
>>designed the Commodore Amiga. His name was Jay Miner, and he also
>>designed the Atari 2600. He did NOT design the Commodore VIC-20 or
>>Commodore 64.
>
>Actually, this is wrong too. He did have a role in the design of the Amiga
>but he did not design it. He was more like a consultant than the designer of
>the chipsets.
>

I guess that same can be said about the Atari 8-bits. Jay Miner was in charge of its design, but by no means did he design the whole thing. According to Doug Neubauer (the Pokey guy), here is the rundown according to Doug...

<quote>

The A800 VLSI hardware guys include:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators (from the grass valley group)
Joe Decuir - Antic and system and creator
A french guy (whose name I forget) - Antic logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - Pokey logic design
Mark Shieu - Pokey chip design
Steve Stone - Pokey layout design
Steve Smith - Technician for antic and gtia
Delwin Pearson - Technician for Pokey

There were a number of other people whoses names I have forgotten.
I have lost touch with most of them.

<end quote>

--
Regards,
James Finnegan
Contributing Editor
Microsoft Systems Journal

2838. Re: Rick Michael Cortese eruditely writes... (don't be continued)

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-20 00:00:00 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199509200925.EAA20073@mail.cs.utexas.edu>
Source record: 88360

```
>;Absurd. The IRQVEC ($FFFE) doesn't point to a vector in a page, but to
>;the routine called SINRDYI ($C030) in ROM. This routine has to check the
>;source of the interrupt (whether it was POKEY, or a new device or BRK or
>;something else), then call a proper interrupt-routine by a proper vector
>;in RAM

>I checked out your info on this;
>Further, Address $E6F3 on the Omnimon contains:
>6C 16 02 => JMP($216)
>on the XL it's
>D8 6C 16 02 => CLD JMP($216)
>Which I think, is what I said, $2XX is page two.

You just are mixing up two completely different things: a jump through a
vector and the vector itself.

Congratulations

KMK
conradus@plearn.edu.pl
```

2839. Atari 8-bit games?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-20 00:00:00 UTC
From: sibeling@u.washington.edu
Message-ID: <sibeling-2009950327210001@cs105-8.u.washington.edu>
Source record: 88361

I was curious as to the legality of copying old Atari 8-bit games... I know that several public FTP sites contain Commodore 64 games that were commercial back in their days, and I suppose they have gone past some sort of "statute of limitations" or something. But what about Atari 8-bit games? Is it legal to copy these or are they still under copyright? Hrmmm, thanks!

-Matt

2840. Re: Rainbow, Alternate Reality, and others

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-20 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DF7D9D.K7n@aston.ac.uk>
Source record: 88362

rwilmott@mars.superlink.net (Ray Wilmott) wrote:

;Yes, Jumpman is very unstable on my 6100/66. However, Jumpman Junior
;seems to work *much* better...and is basically the same game.

How does Jumpman crash? I'd be interested to know for future revisions.
However, I've found JM to be very reliable during tests.

;I spent a rainy
;day yesterday copying over a bunch of files to my Mac and was quite happy
;with the success rate. I'd say roughly 25 out of 30 files worked fine.

I'm happy with that! :)

We tried out literally 100's of games during tests and had a success rate
similar to yours, possibly higher.

Chris.

2841. Re: Got my rainbow disk, it's up and runni

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-20 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DF7DKy.KDy@aston.ac.uk>
Source record: 88363

In article <DF4ozz.E5I@cerc.wvu.edu>, nathanc@cerc.wvu.edu (A Nathan Centofanti) wrote:

>
>speaking of Rainbow, I can't get the damn thing to run. I was wondering
>if someone could tell me what I am doing wrong. I've got the os in the
>rainbow folder as per the instr. Each time I try to run rainbow 680x0
>I get an "out of mem." error. I'm trying to run it on a 68030 centris
>with system 7 and 8 megs memory. Thanks in advance.
>
>A Centofanti

I have seen this problem myself, thanks to some guy who informed me about it.

I take it that you seen the 'Please allocate more memory to Rainbow' alert box... am I right? If you do, this is a problem due to the allocation of sound channels. Even though the demo has no sound, it inits the channels anyway. It seems on some setups, the allocation of more than 4 channels is a no-no. But don't ask me why; I don't know!

But this is certainly the exception rather than the rule.

Chris.

2842. Re: questions concerning rainbow, disk images,

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-20 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DF7E25.KKy@aston.ac.uk>
Source record: 88364

lcg@cs.duke.edu (Lyman C. Green, Jr.) wrote:

;1. Where does one find DiskComm? I looked in the Atari Merit archives
;under the 'disk' and 'utilities' directory, no luck, so far as I can tell.

I found it at xmission but I now believe that that site has finally been
scrapped. It says 'Public Domain' when you load it so I may make it available
on my web page.

;2. Once I've got Diskcomm, I assume it loads the images or something.
;How can I tell it where to look for the file in Rainbow/Diskcomm? Isn't
;the image going to be too big to fit on one floppy, since it IS a floppy?
;I would import the file in, but I don't see where it's going to go. And
;if it decompresses/writes 'out' the image, where does it write too? I
;don't get it....

a) load up discomm3
b) select the option to use 2 disk drives
c) format drive 1 (or load in a blank formatted image)
d) import the DCM file into drive 1
e) select option to 'unpack' the DCM file. DISCOMM3 looks for the file in
drive 1 and 'unpacks' onto drive 2.
f) when it's all over, save the image in drive 2.
g) insert the new image into drive 1 and reboot.

This is kinda off the top of my head; I will sort out a web page for this
procedure in the next few days!

;I heard someone say there was a DCM to ATR utility for Unix. Can someone
;point me to source or compiled binaries, please? I am beginning to think
;that would be the easiest solution.

Yes, it would be. Someone sent me such a util but I was unable to uncompress
the .sit file.

Good luck,

Chris Lam.

2843. Re: wanted any .atr or .xfd images

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-20 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <43p7n0$36q@nic-nac.CSU.net>
Source record: 88365

You don't need ATR or XFD images; simply convert existing DCM disk images into ATRs.

If you need new, blank disk images, use SIO2PC or download a blank one from UMich.

The only place that seemed to support ATR/XFD for downloading (other than blanks, of course) was James King's (now gone) FTP site.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2844. Re: Ortman's "original costs"

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-20 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <145820@cup.portal.com>
Source record: 88366

Not to defend an otherwise oulandish price list by Terry, but the ATR8000 was reasonable. There are some restrictions I've run into with mine. If someone buys it, it has to use its own handlers for the RS232 port & I think the fastest I've been able to get mine to run is with a 2400 baud modem. The CP/M, MS DOS, or whatever disk drive mechanisms you decide to stick in it all use 300RPM <Unless you find an 8" drive> and I belive the timing hole on the disk. This has meant problems for me since not all disks I've created on a 1050 an some game software will not run properly. The ATR also doesn't understand high speed mode with Sparta DOS. Given the choice between expanding an existing system with say 3 1050s and an 850 or picking up the ATR, I'd go with the ATR.
Rick

2845. Re: Wanted: tape drive, cheap

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-20 00:00:00 UTC
From: nltd@grove.iup.edu
Message-ID: <1995Sep20.141650.864@grove.iup.edu>
Source record: 88367

In article <43g0td$iv9@newsbf02.news.aol.com>, wardshrake@aol.com (WardShrake) writes:
>Hi. I have an Atari XE system I use to play cartridge games on. I have no
>tape or disk drives, but have some tape games. I am wondering what a tape
>drive goes for these days, and if anyone has one they'd sell seperately?
>(Reply via email.) Thanks!

I will sell you my atari 1010 for five bucks. Don't even know if it works, but
it's an extremely good tape drive if it does. you supply the power and SIO
cable.

Cliff Friedel
nltd@grove.iup.edu

2846. PCXforemer 3.2 --Have you got it yet?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-20 00:00:00 UTC
From: nltd@grove.iup.edu
Message-ID: <1995Sep20.142224.865@grove.iup.edu>
Source record: 88368

I ordered PCXformer 3.2 about a month ago and still have not got it. I tried to call the people who sell it and gemulator 4 (Branch Always Software) but can never get through to them, even when I call them during their limited hours. Does anyone know how I can reach them over the net or does anyone know their personal numbers so that I can get hold of them. I would really li ke to get hold of them and getr the software I had ordered. I think they are good people and don't mean to be this way. Help me out please.
Thank you.

Cliff Friedel
NLTD@grove.iup.edu

2847. FS: Magazines and Book

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-20 00:00:00 UTC
From: leslies@sequent.com
Message-ID: <1995Sep20.194625.13211@sequent.com>
Source record: 88369

Got two old magazines and a book for sale. I am asking $15 for all three. They are:

Compute!'s Second Book of Atari
Atari Connection, Winter 1984
Power Play Winter 1982

If interested, email me.

Thanks,
David Shaw
leslies@sequent.com

2848. FS: XE Game System

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-20 00:00:00 UTC
From: jyoung57@delphi.com
Message-ID: <ZrIBWiM.jyoung57@delphi.com>
Source record: 88370

XE Game System Package Includes:

Base System
2 Controllers
Light Gun
Keyboard Expansion
Power Supply
RF Convertor Box and cable
Bug Hunt Cartridge
Flight Simulator 2 Cartridge

This system is in great condition and ready to go!

Price is $50 plus shipping. Contact via Email.

2849. Atari 400 with 48K for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-20 00:00:00 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <43qor1$sdi@ucsbuxa.ucsb.edu>
Source record: 88371
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

```
Atari 400 (upgraded to 48K) with power supply for sale:
$14 + $5 shipping

--
------------------------------------------------------------------
6500dtpt@ucsbuxa.ucsb.edu David Tipton
```

2850. FS/T: Classic computer games and systems [09/21/95]

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-21 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <43r4j6$oq4@ixnews4.ix.netcom.com>
Source record: 88372
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ti

updated 09/21/95

I have the following Classic computer equipment for sale or trade.
The list includes software and hardware from Atari, Commodore,
and Texas Instruments.

Everything is sold as is. Unless specified, all items have been
tested and are in perfect working order.

Buyer has ten (10) days to send payment, and pays all shipping
costs, which will be sent via U.S. Snail. The shipping cost
depends on both the weight of the package and the distance that it
is traveling. Buyer has the choice of either first class or parcel
post (slower, but cheaper).

Payment must be made in U.S. funds, by either check or money order,
drawn from a U.S. bank branch. Canadian buyers must send a Canadian
Postal Money Order, payable in U.S. funds. This is the only way I
have found to deal with my friends to the north (my bank is very
picky, but the U.S. Post Office will cash a Canadian Postal M.O.)

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 7.50 ATARIWRITER
$ 7.50 BASIC
$ 6.00 GALAXIAN
$ 9.00 LETTER-GO-ROUND (Sesame Street) [CBS Software]
$ 6.00 MISSILE COMMAND
$ 5.00 PAC-MAN
$ 5.00 STAR RAIDERS

*****

COMMODORE 64 COMPUTER:

Loose cartridges, no box, manual, or overlays:
$ 9.00 FAST LOAD (Epyx)
$ 7.50 FROGGER (Parker Brothers)
$ 5.00 JUPITER LANDER
$ 5.00 KICKMAN
$ 5.00 MAGIC DESK I
$ 5.00 MUSIC COMPOSER
$ 6.00 OMEGA RACE
$ 5.00 SPEED/BINGO MATH

Complete cartridges. With box, and manual:
$ 7.00 KICKMAN

*****

COMMODORE VIC-20 COMPUTER:

Loose cartridges, no box, manual, or overlays:
$ 5.00 ADVENTURE LAND (#1914)
$ 5.00 ALIEN (#1906)
$ 5.00 AVENGER (#1901)
$ 5.00 GORF (#1923)
$ 5.00 OMEGA RACE (#1924)
$ 7.50 Q*BERT (Parker Brothers)
$ 4.00 RADAR RAT RACE (#1910) -- no label
$ 4.00 SPEED MATH / BINGO MATH (#1933)
$ 5.00 THE COUNT (#1917)

Loose cartridges with manual. No box:
$ 5.00 COSMIC CRUNCHER (#1922)

*****

TEXAS INSTRUMENTS (TI 99/4A) COMPUTER:

Loose cartridges, no box or manual:
$ 4.00 ADVENTURE
$ 4.00 BEGINNING GRAMMAR
$ 4.00 BLASTO
$ 4.00 CAR WARS
$ 4.00 CHISHOLM TRAIL
$ 4.00 HOME FINANCIAL DECISIONS
$ 4.00 HOUSEHOLD BUDGET MANAGEMENT
$ 4.00 HUNT THE WUMPUS
$ 7.50 JAWBREAKER II (Sierra On-Line)
$ 4.00 MUNCH MAN
$ 4.00 PARSEC
$ 7.50 PROTECTOR (Atari)
$ 4.00 TI INVADERS

****

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7, plus tax. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully.

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 600XL COMPUTER with original power supply, and RCA cable.

I will also throw in a second ATARI 600XL (haven't checked it out yet, so I don't know if it works or not), FREE.

This is a complete system, except for RF switchbox.

$29.00

*****

LOT #2

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply, and RCA cable.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox.

$49.00

*****

LOT #3

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 65XE COMPUTER with original power supply, and RCA cable

This is a complete system, except for RF switchbox.

$39.00

*****

LOT #4

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 130XE COMPUTER with original power supply, and RCA cable.

This is a complete system, except for RF switchbox.

$64.00

*****

LOT #5

ATARI 1050 (127K) DISK DRIVE, with original power supply, and
one (1) Molex connector cable.

$39.00

*****

LOT #6

ATARI 1050 (127K) DISK DRIVE, with one (1) Molex connector cable.

This disk drive doesn't include the power supply.

$34.00

*****

LOT #7

NEW RF SWITCHBOX PURCHASE OPTION

COMMODORE 64 COMPUTER with box, User's Guide (175 pgs.), power
supply, and RCA cable.

I will also throw in a second non-working COMMODORE 64 for parts,
FREE.

This is a complete system, except for RF switchbox.

$29.00

*****

LOT #8

COMMODORE 1541 DISK DRIVE with power cord, and serial cable.

$25.00

*****

LOT #9

COMMODORE 1541 DISK DRIVE.

Power cord and serial cable are available from Radio Shack for
around $11.

$20.00

*****

LOT #10

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER with TI power supply and RF switchbox, and one function key strip (for keyboard).

I will also throw in a second working TI 99/4A console, FREE.

This is a complete system. Nothing else is needed to use.

$24.00

*****

I am interested in accepting 8-bit computer and/or pre-Nintendo video game systems and/or cartridges in trade towards any of these items. Systems I am interested in include, but are not limited to, the following list:

ATARI 2600 (still need Starpath Supercharger [Arcadia])
ATARI 5200
ATARI 7800
ATARI 8-BIT COMPUTERS (still need Atari color monitor)
BALLY ASTROCADE
COLECOVISION
COLECO ADAM COMPUTER
COMMODORE 64 COMPUTER
COMMODORE VIC-20 COMPUTER
FAIRCHILD CHANNEL F
INTELLIVISION
MICROVISION (still need system)
ODYSSEY2
RCA STUDIO II (still need custom RF switchbox and power supply)
SEGA MASTER SYSTEM
TEXAS INSTRUMENTS T.I. 99/4A COMPUTER (still need TI color monitor)
TOMY TUTOR
TRS-80 COLOR COMPUTER
VECTREX

*NOTE: I already have most of these systems. What I am mainly looking for now is software (primarily cartridge based).

Please send a list of what you have, and please be specific (indicate whether or not cartridges and/or systems include the box and/or instruction manual). Please mention any controllers that are included. Please also mention what you are looking to get for your equipment.

Request system reservations at: VGA2000@ix.netcom.com
or dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Michael J. Novak Jr. !! BUYING/SELLING/TRADING: 3DO, Atari Lynx, Atari
Video Game Advantage !! Jaguar, NES, Nintendo Game Boy, Super Nintendo,
6861 Anthony Lane !! Sega Saturn, Sega Genesis, Sega CD, Sega 32X,

Parma Hts., OH 44130 !! Sega Game Gear, SMS, Sony Playstation, Turbo
(216) 843-8815 Voice !! Duo, and many, many others!
!!!!!!!!!!!!!!!!!!!!!! ** Over 2 years on the Internet! **

For current list, or to be placed on my e-mail list, please leave E-Mail at:
VGA2000@ix.netcom.com OR dw901@cleveland.freenet.edu

2851. Re: Rick Michael Cortese eruditely writes... (continued, though)

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-21 00:00:00 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199509211020.FAA28600@mail.cs.utexas.edu>
Source record: 88373

John,

>>on the XL it's
>>D8 6C 16 02 => CLD JMP($216)
>>Which I think, is what I said, $2XX is page two.

>Conrad, before you jump on what Rick is saying here, (since it doesn't
>_exactly_ match what he originally said), consider that your statements
>weren't exactly accurate either. This is really nit-picky stuff, but I
>consider Rick's original statement to be closer than yours. Granted
>IRQVEC doesn't point directly to the page 2 vector, but it does point
>to a routine that jumps through the page 2 vector. (...)

Unfortunately, I have "jumped" yet yesterday, although it may not reach
everyone in this group (postings from Poland usually appear in 2-3
days after they have been sent).

Yes, the IRQVEC don't point to the SINRDYI directly (and I forgot it, you
are right), but I generally meant, that it points to the CODE, not to a
VECTOR TABLE (as Rick said). If it wouldn't point to the code, the computer
would crash every time an IRQ appears.

>>So perhaps am wrong. But docs, that are reachable in Poland don't have
>>this information. Also I never noticed, that the BRK failed. But perhaps am
>>wrong, any further info will be welcome.

>Did you catch the post I made about this a couple of days ago? If you're
>curious, I can EMail or repost the routine that demonstrates the problem.

If something like this appeared, I seemed to drop it (our newsreader isn't
very comfortable and I try to use it as rarely as possible). If it isn't
a problem, please email me the info.

>My example isn't pointless, I didn't make any errors nor "typos"...

Yes, example isn't pointless, because it isn't a 'theoretical' piece of
code from an 'Assembly Language guide' (or something), but it is from
a real, working, useful (for me) program. Even if the time/memory savings
are relatively small, you at least can write it more quickly and the
source code is shorter :) .

B.
KMK
conradus@plearn.edu.pl

2852. Re: SDX 4.22

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-21 00:00:00 UTC
From: snyder10@rs6.tcs.tulane.edu
Message-ID: <43rn10$4au@rs10.tcs.tulane.edu>
Source record: 88374

>I got one (by showing up in the Phoenix area). I can't get it to read
>or otherwise recognize MyDOS disks, but otherwise it seems to work.

Of the two 4.22 chips I received, one will not CD to sub-directories but otherwise seems to work fine and one that runs like a champ! As far as I can tell, it has no problem reading MyDOS disks (4.5) and MyDOS sub-directories.

Sometime later this week I hope to get around to playing with the new SIO2.SYS and MUX and see how everything works.

Mike

2853. Q: What would cause loss of inverse characters on 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-21 00:00:00 UTC
From: mbouthil@aol.com
Message-ID: <43rnjb$92g@newsbf02.news.aol.com>
Source record: 88375

I probably don't want to know the answer to this but here goes:

I just noticed that there are no inverse characters on my Atari 800XL. This includes the cursor in BASIC (which is now invisible). Turning the computer off for a few minutes and then turning it on does not help.

Anyone heard of this happening? Does this sound like my ROM is damaged or are the characters stored on a separate (socketed?) chip.

I don't recall this happening last week when my friend gave me this unit so I think it is a new problem. When inverse mode is used, letters do show up but they are just not inverted. I don't think it is a defective inverse button because that wouldn't explain the loss of my cursor.

Any suggestions? Everything still seems to work, this is just annoying.
---- Mark

2854. Rainbow & DCM files

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-21 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DF9CHp.8Dv@aston.ac.uk>
Source record: 88376

Hi all,

You can find an image of Disk Communicator 3 and instructions how to unpack DCM files at the usual web site, namely

http://www.aston.ac.uk/~lamcw/emulators.html

and you will need the full shareware Rainbow to use it.

Regards,

Chris Lam.

2855. Re: Atari 8-bit games?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-21 00:00:00 UTC
From: followel@ix.netcom.com
Message-ID: <43rqk8$qqr@ixnews3.ix.netcom.com>
Source record: 88377

sibeling@u.washington.edu (Matthew Martin) wrote:

>I was curious as to the legality of copying old Atari 8-bit games... I
>know that several public FTP sites contain Commodore 64 games that were
>commercial back in their days, and I suppose they have gone past some sort
>of "statute of limitations" or something. But what about Atari 8-bit
>games? Is it legal to copy these or are they still under copyright?
>Hrmmm, thanks!

>-Matt

This has all been covered before. Please, please, please, don't get it
started again. I know of no staute of limitations on copyrights. As
long as the original publisher kept the copyright, it's still
copyrighted. I'd say most of the stuff on those C64 sites is illegal
as hell and it would be illegal to start an ftp site with tons of 8bit
commercial software on it.

Sincerely,
- Byron Followell
followel@ix.netcom.com

2856. Getting DOS file(s) from a .DCM file

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-21 00:00:00 UTC
From: fg182@cleveland.Freenet.Edu
Message-ID: <43rt07$5q2@usenet.INS.CWRU.Edu>
Source record: 88378

Does anyone have any experience using Diskcomm 3 to get either DOS 2.5 or MYDOS(I think 4.5) files from a .DCM file? (Especially using an Atari 1050 disk drive & DOS 2.0) Any help would be appreciated.

Jack Heaphy
fg182@Cleveland.freenet.edu
ac393@detroit.freenet.org
feas44a@prodigy.com

2857. Re: Got my rainbow disk, it's up and running,

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-21 00:00:00 UTC
From: lovegrov@asimov.oit.umass.edu
Message-ID: <43qf0d$9i9@nic.umass.edu>
Source record: 88379

John V. Goodman (jgoodman@tiac.net) wrote:
: Well here's something I'm sure you can help us out with. A lot of the
: 8-bit software on servers is in .dcm format. And as far as I've found,
: there's no *Mac* program to convert these files to .atr files, only PC and
: Unix. I don't have easy access to either. But since you are obviously a
: crack programmer, you could probably compile it for the Mac and e-mail us
: copies of the newly created program without even breaking a sweat... :)
: Other suggestions welcome!

I'll have a first release of this available within about a week.
I've written a drag-and-drop Mac version which works. I'm just
cleaning it up a bit...

Mike White

2858. Re: Q: What would cause loss of inverse characters on 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-21 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <43s5qo$onr@charm.magnus.acs.ohio-state.edu>
Source record: 88380

In article <43rnjb$92g@newsbf02.news.aol.com>,
MBOUTHIL <mbouthil@aol.com> wrote:
>I just noticed that there are no inverse characters on my Atari 800XL.
>This includes the cursor in BASIC (which is now invisible). Turning the
>computer off for a few minutes and then turning it on does not help.

That is weird.

The only thing I can think of is to check the value of location 755:
PRINT PEEK(755)

Here's a partial list of possible values.
CHACT 755 02F3 Character mode register, controls how
characters are displayed:
VALUE INVERSE CHARS ORIENTATION CURSOR
0 inverse upright absent
1 blank upright absent
2 normal upright transparent
3 solid upright opaque
(see http://er4www.eng.ohio-state.edu/~funkr/Atari/Ref/peekpoke.txt
for more.)

Also try
PRINT CHR$(65+128)
You should get an inverse A.

>Anyone heard of this happening? Does this sound like my ROM is damaged or
>are the characters stored on a separate (socketed?) chip.

I believe the character set is stored in the ROM. It does sound to me
like a bad ROM.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2859. Atari 800 Cart DOCS Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-21 00:00:00 UTC
From: seanm@calon.com
Message-ID: <43s204$c1@news.wco.com>
Source record: 88381

Haven't used an Atari for years, but it was a fun machine when I had it. My cousin has an old 800 that his son, age 5, is now using. He has many carts to use but no docs.

Is there a FAQ, FTP or WWW site that might have docs?? Otherwise, anyone want to sell some old docs??

```
-----------------------------------------------------
-- Sean B. McCaskey "No man is a failure
-- Old Soft Shoe who has friends."
-- BARCS VP http://www.wco.com/~seanm/
-- (510) 724-8632
-----------------------------------------------------
```

2860. Atari 400: What now?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-21 00:00:00 UTC
From: pmunn@westnet.com
Message-ID: <43qo8t$fnm@mycroft.westnet.com>
Source record: 88382

Hello Atari fans!

I got this stuff at a garage sale:

======
An Atari 400 with:

Cartridges:
BASIC (Zzzzz)
Asteroids (Yeah!)
Computer Chess (Zzzzz)
3d Tic Tac Toe (Zzzzz)

Model 410 Program Recorder (cassette drive)
(no tapes, and attempting at recording didn't work)

Atari 835 Direct Connect Modem and Power Adaptor
======

The tape drive appears to be useless.

When I turn on the modem, the connect light clicks on for a split second and
the power light stays on. This seems to be normal for modems.

I want to:
1) Find more cartridge games.
2) Find the cartridge that can use the modem!

Anyone have any ideas?

--
Paul Munn, pmunn@westnet.com
Port Chester, New York

2861. Re: Got my rainbow disk, it's up and running,

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-21 00:00:00 UTC
From: jgoodman@tiac.net
Message-ID: <jgoodman-2109951714490001@supercell.tiac.net>
Source record: 88383

In article <43qf0d$9i9@nic.umass.edu>, lovegrov@asimov.oit.umass.edu (Mike W/Sheri L) wrote:

: John V. Goodman (jgoodman@tiac.net) wrote:
: : Well here's something I'm sure you can help us out with. A lot of the
: : 8-bit software on servers is in .dcm format. And as far as I've found,
: : there's no *Mac* program to convert these files to .atr files, only PC and
: : Unix. I don't have easy access to either. But since you are obviously a
: : crack programmer, you could probably compile it for the Mac and e-mail us
: : copies of the newly created program without even breaking a sweat... :)
: : Other suggestions welcome!
:
: I'll have a first release of this available within about a week.
: I've written a drag-and-drop Mac version which works. I'm just
: cleaning it up a bit...
:
: Mike White

Awesome, Mike!

--
John V. Goodman
jgoodman@tiac.net

2862. Re: Q: What would cause loss of inverse characters on 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-21 00:00:00 UTC
From: buescher@hefe.inel.gov
Message-ID: <BUESCHER.95Sep21095456@hefe.inel.gov>
Source record: 88384

```
Inverse video on the atari in text modes is handled by ANTIC.
Character sets only specify the first 128 characters and the high
order bit (+128) turns on inverse video. So you may have a bad ANTIC.

Brent
```

2863. Re: Wanted: tape drive, cheap

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-21 00:00:00 UTC
From: Wayne Champlin <champlin@groucho.bsn.usf.edu>
Message-ID: <43ss98$n9n@mother.usf.edu>
Source record: 88385

wardshrake@aol.com (WardShrake) wrote:
>Hi. I have an Atari XE system I use to play cartridge games on. I have no
>tape or disk drives, but have some tape games. I am wondering what a tape
>drive goes for these days, and if anyone has one they'd sell seperately?
>(Reply via email.) Thanks!

I have a lot of 8 bit stuff I am getting rid of. I was about to
throw it away when I thought someone could use it. It'll cost
you postage only; I could send it COD? for postage only?

2864. Re: Wanted: tape drive, cheap

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-21 00:00:00 UTC
From: Wayne Champlin <champlin@groucho.bsn.usf.edu>
Message-ID: <43ss9v$n9n@mother.usf.edu>
Source record: 88386

wardshrake@aol.com (WardShrake) wrote:
>Hi. I have an Atari XE system I use to play cartridge games on. I have no
>tape or disk drives, but have some tape games. I am wondering what a tape
>drive goes for these days, and if anyone has one they'd sell seperately?
>(Reply via email.) Thanks!

I have a lot of 8 bit stuff I am getting rid of. I was about to
throw it away when I thought someone could use it. It'll cost
you postage only; I could send it COD? for postage only?

2865. Re: Wanted: tape drive, cheap

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-21 00:00:00 UTC
From: Wayne Champlin <champlin@groucho.bsn.usf.edu>
Message-ID: <43ssb4$n9n@mother.usf.edu>
Source record: 88387

wardshrake@aol.com (WardShrake) wrote:
>Hi. I have an Atari XE system I use to play cartridge games on. I have no
>tape or disk drives, but have some tape games. I am wondering what a tape
>drive goes for these days, and if anyone has one they'd sell seperately?
>(Reply via email.) Thanks!

I have a lot of 8 bit stuff I am getting rid of. I was about to
throw it away when I thought someone could use it. It'll cost
you postage only; I could send it COD? for postage only?

2866. Re: Q: What would cause loss of inverse characters on 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-21 00:00:00 UTC
From: Bwillard@mindspring.com
Message-ID: <43sa09$1era@news.mindspring.com>
Source record: 88388

In article <43rnjb$92g@newsbf02.news.aol.com>,
mbouthil@aol.com (MBOUTHIL) wrote:
>I probably don't want to know the answer to this but here goes:
>
>I just noticed that there are no inverse characters on my Atari 800XL.
>This includes the cursor in BASIC (which is now invisible). Turning the
>computer off for a few minutes and then turning it on does not help.
>
It sounds to me like one of your hardware registers has gone. If it was the
rom, you wouldn't get normal characters. The character set is not stored
inverted in rom, that is done in hardware depending on certain registers.
It is very possibly a loose chip in it's socket, so try reseating them.
I would guess the Antic chip would be the one responsible for inverting
characters.

Bruce Willard bwillard@mindspring.com

2867. ATARI equipment MUST SELL!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-21 00:00:00 UTC
From: Terry Ortman <102603.2652@CompuServe.COM>
Message-ID: <43sf85lbr3@mhafm.production.compuserve.com>
Source record: 88389
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.discussion

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV connector, original cost $599.00, Joysticks $19.95 each, asking $100.00 or best offer.

ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb (IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4 disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5 floppies, any IBM compatible printer, modem port for using any RS232C compatible external modem, includes Auto-Term Disk for Atari computers, CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS master Disk, CP/M Supplement Manual, modem cable, printer cable, original cost $695.00 for the ATR8000 Basic system, printer cable $39.95, Modem cable $39.95, asking $125.00.

Dual Floppy Disk Drives in case with power supply and cooling fan, connecting cable, for above ATR8000 or any IBM compatible computer. Case can hold 4 half height 5.25 floppies, original cost $895.00, Case alone is worth $89.95 at most supply companies, asking $85.00.

BOTH ATR8000 & Dual Floppies in case, $150.00.

ATR8000, as above, only with Co-Power 88 installed. I bought this from a guy for $375.00, does NOT have the Co-Power 88 Boot Disk, needs a copy. The guy who said he was going to send me a copy never did. Need to recover my loss on this unit.....$350.00

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers, manual, power supply, connecting cables, oil, original cost $399.95. Also have a non-working 1027, can be fixed at any Atari service center, both printers cost new $399.95 each, asking $100.00 for both of them.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very good condition, like new, supports single and dual density modes, includes manual, power supply, original cost $179.95, asking $75.00.

Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers. Upgrades and replaces the 6502C in the computer with the 16-bit 65C816 CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up programs as much as 350% faster. The 65C816 processes 4 instructions per clock cycle (Only the new P6, 80686 Intel chip does that, besides this), as compared to the 6502 which processes one instruction per clock cycle. Original cost $249.95. Includes T816 assembler $75.00, Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks, valued at $25.00 each. Asking $175.00 for the entire package.

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Send all inquiries/offers to: admiral@freebbs.com via Internet E-Mail,
or E-Mail reply to this, all serious offers will be considered! Will
also consider trading for IBM computer (80386SX at least).
--
Internet address: admiral@freebbs.com

2868. Re: Atari 8-bit games?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-21 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510101ac877449b843@[137.22.11.119]>
Source record: 88390

>I was curious as to the legality of copying old Atari 8-bit games... I
>know that several public FTP sites contain Commodore 64 games that were
>commercial back in their days, and I suppose they have gone past some sort
>of "statute of limitations" or something. But what about Atari 8-bit
>games? Is it legal to copy these or are they still under copyright?

The copyrights on old Atari and Commodore software won't start expiring for
several decades yet. Since very few old commercial titles have been
re-released as shareware/freeware/PD, it's just as illegal to distribute
copies of them now as it ever was.

I don't know about the status of Commodore FTP sites, but believe it or not
the 8-bit Atari Internet community remains free of FTP sites with pirated
commercial software on them. Some of us even continue to buy the old
commercial games from commercial Atari vendors.

Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

2869. Re: Atari and Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-21 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950921082936.21207A-100000@moose.erie.net>
Source record: 88391
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,alt.games.video.classic,alt.atari-jaguar.discussion

On Tue, 19 Sep 1995, Patrick Nguyen wrote:

> In article <DF6464.Eq4@pgh.nauticom.net> downstat@pgh.nauticom.net (Sean Caszatt)
writes:
> >From: downstat@pgh.nauticom.net (Sean Caszatt)
> >Subject: Re: Atari and Commodore
> >Date: Tue, 19 Sep 1995 19:44:27 GMT
>
> >Actually, the guy that designed the Atari 8-bit computers is the one who
> >designed the Commodore Amiga. His name was Jay Miner, and he also
> >designed the Atari 2600. He did NOT design the Commodore VIC-20 or
> >Commodore 64.
>
> Actually, this is wrong too. He did have a role in the design of the Amiga
> but he did not design it. He was more like a consultant than the designer of
> the chipsets.

Sorta like Edison "consulted" on the light bulb, eh?! Unless you
have some information that a lot of us don't, I think you're grossly
understating Jay Miner's contribution to the Amiga. He saw it as the
follow-on to the Atari 800.

2870. XE Game System HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-22 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <43urs0$4o2@link.xs4all.nl>
Source record: 88256

```
j >From: jyoung57@delphi.comei.com!news.mathworks.com!tank.news.pipex.net!pipex!
j >Subject: XE Game System HELP!
j >Date: Sat, 26 Aug 95 18:55:12 -0500
j >
j >Help! I just bought a XE game system second hand but no power supply.
j >Can anyone give me specs on which kind to use..

Howdy Jeff

If you have other Atari 8 bit computers, you can use their power supply.
(except the 800 and I guess the 400).

Otherwise, contact American Technavision at rmax99@ix.netcom.com. They sell
them for US$9.95.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS yes, Ralf of ATV tells me I can pick one item they sell for the classic
Atari for every 1000 new customers I get them.

---
* PabQwk 2.0 *
```

2871. Atari 8-bit Monitors and

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-22 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <43urs0$4o4@link.xs4all.nl>
Source record: 88257

```
a >From: apatpgpauman@apa.apa.co.at (Mario Paumann)
a >Subject: Atari 8-bit Monitors and connectors
a >Date: Mon, 28 Aug 95 23:10:04 GMT
a >
a >Hey !
a >
a >Is anybody able to tell me what the video signals
a >on the Atari Monitor connector exactly are (there
a >are three of them) :
a > -) composite luminance (used for monochrome monitor)
a > -) composite video (used for color monitor)
a > -) composite chroma (?)

Howdy Mario. If you look at the back of you computer, the monitor plug pins
are numbered 1, 4, 2, 5 and 3, starting at the top right and going clockwise.

1 = Comp. Lum.
2 = Ground
3 = Audio Out
4 = Comp. Video
5 = Comp. Chroma

If I remember correctly, some 800XL's miss one of the Comp. signals. ANALOG
Computing (a magazine that died a couple a years ago) once spread the rumor,
that ATARI once had plans to use this pin for Audio too (to get STEREO sound).

The XEGS does NOT have this monitor plug.

a >I'm also interested in the former connector standards
a >(I only know a european standard I think which was called
a >FBAS for a color monitor with two cinch plugs. One for
a >video the other for audio).

FBAS and comp. video or CVBS are all te same. The XEGS uses this system too.
One cinch for Comp. Video, one for sound. BTW I think in the USA they call
thse "Cinch busses" "RCA busses". (I live in the Netherlands.)

a >I saw that the Amiga Monitor 1083 or so uses FBAS too.
a >Does this mean that I can use this monitor with my ATARI?
a >Can I connect every FBAS monitor to my ATARI or do I have
a >to take into account special specifications (frequencies,
a >resolutions,...).

Yes you can. Or the 1084 or 17.. (?) series, not sure about the 19.. (?)
series. In reality, those "Amiga" monitors are built by Philips. I'm using
a CM8833, it's a Stereo monitor and I think it's the same as the 1084.
```

a >I also saw an very old announcment of an philips monitor
a >which could be connected to the Amiga or to the Atari ST.
a >Does that also mean that I can connect a Atari ST monitor
a >(SM124 or SC1224) to the 8-bit brother?
a >I would like to know what connectors and signal-types (FBAS?)
a >the Atari ST Monitors are using.
a >
a >Thanx for your time to read this,
a >mario

AFAIK you can NOT use "ST" monitors on the classic Atari's.

Maybe they have a SCART/Euro-AV bus (the big 21 pin bus). My CM8833 has one.
It came with the schematics for this monitor. Pin 20 is FBAS or Comp.Video
and pins 2 and 6 are Audio In.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

2872. no flame fishing intended

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-22 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <43urs1$4o8@link.xs4all.nl>
Source record: 88258

```
i >From: ipoorten@cs.vu.nl (Ivo van Poorten)
i >Date: Wed, 30 Aug 1995 14:23:34 GMT
i >
i >>I could use a utility like that! As long as it isn't one of those
i >>"finger practises" like one of your other programs (MODplayer???).
i >
i >Is this a flamebait or what?
i >
i >I guess I'd better quit this editorsession now...

Not meant as flame bait. But your Un (damn it's late. My memory is sleepin'
already) only works on very old formats and the MOD player requires single
density. I get all worked up, course we're gonna get a new toy/tool and then
we can ony use it part of the time. I hate that even though I can't do a
better job.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

2873. Re: IDE Drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-22 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <43urs2$4oa@link.xs4all.nl>
Source record: 88259

```
b >From: bjcorr@delphi.com (Ben Corr)
b >Subject: Re: IDE Drive
b >Date: 31 Aug 1995 05:54:24 GMT
b >
b >Yes, quite possible and Mike ( FTE ) did this for the MIO II. I asked Bob
b >about this and he said that:
b >
b >1) It would greatly slow down disk access ( you'd have to read each 512k
b >sector twice ) for the current interface.

Howdy Ben

Why not use a cache or something. The head would read one 512 byte sector,
this sector would be stored in the cache. Some hardware would read the
cache and and turn it into two eight bit sectors. This way, you read 512
bytes at once and let the electronics do the "split up" (read: fool the
computer)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS still not hindered by knowledge

---
* PabQwk 2.0 *
```

2874. He or She

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-22 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <43urs3$4od@link.xs4all.nl>
Source record: 88260

t >From: tatar@student.uci.agh.edu.pl (Tomasz Tatar)!tatar
t >Subject: Re: Weekly Posting of New
t >Date: 1 Sep 1995 15:28:06 GMT
t >
t >asked Jody Lenn to gunzip and untar them before placing on the Archive.
t >I didn't think that he forget it (Inside the tar file some files are
^^

Hmm, I would have guessed Jody was a she. But I might be wrong.

I base this on the name only. I never met/spoke to/conversed with Jody Lenn.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

2875. 1.44, XF551 - Possible?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-22 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <43urud$4q3@link.xs4all.nl>
Source record: 88261

r >From: rbmier@winternet.com (Rich Mier)
r >Subject: 1.44, XF551 - Possible?
r >Date: 3 Sep 1995 03:23:01 GMT
r >
r > Humm, reading this over, maybe I discovered the problem. Anyway
r >possible to make the A8 read 1024 Bytes per sector? How does the A8 handle t
r >720K and 512Bytes per sector? Never looked into it.
r > Ideas? Suggestions? Answers? Post here or EMail.
r >
r > Rich Mier rbmier@winternet.com

I think Mapping... mentiones somewhere that the classic Atari can use sectors
up till 65536 bytes long. Don't know where. I do remember though, that it
uses TWO bytes for the sector size.

The only time you get 512 bytes per sector with the classic Atari is when you
use the BlackBox (I have heard that the MIO 2 will do 512 byte sectors too,
but it's been a long time since Mike Hohman was seen in public). The BlackBox
(and supposedly (sp?) the MIO 2) breaks up the 512 byte sector in two 256 byte
sectors, without telling DOS.

A yes, the above only goes for hard drives. Floppy drives connected to the
BlackBox use 36 sectors per track in High Density.

720 kByte = 2 sides with 80 tracks with 18 sectors of 256 bytes each.
1.44 meg = 2 " " 80 " " 36 " " " " " .

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

2876. ATARI software for sale?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-22 00:00:00 UTC
From: s001919x@ypserv.rz.fhtw-berlin.de
Message-ID: <43v3h5$kk5@mars.fb1.fhtw-berlin.de>
Source record: 88262

Hi folks!

As a new member of the Internet community, I try to find a distribution site for
old atari-8-bit games. Especially I'am searching for the whole "Alternate Reality"
story for about 6 years without getting any clue, where to get ist.
Does anybody know a site where you can order old atari games and pay per visa?
I would greatly appreciate any advice.

Please mail to: s001919x@ypserv.rz.fhtw-berlin.de

Regards, Rene

2877. Re: Parallax scrolling

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-22 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1995Sep22.200134.357@signus.demon.co.uk>
Source record: 88263

J. F. Goodwin (smrgoodw@reading.ac.uk) wrote:
: I've been designing such a display on paper and I wonder if anybody
: has anything to say on the subject. The biggest difficulty I have
: found has been making two scroll zones adjacent.
: The problem is that you need a DLI between them so that HSCROL can
: be set to the appropriate value. The reason this is a problem is
: that, as all good scrolling programmers know, you need LMS
: instructions on each scrolling line which forbids the use of a
: DLI. Hence the only solution I can see is to insert a blank scan

You could monitor VCOUNT in a tight loop and store values into the
HSCROL register *without* using a DLI. This of course will use all
the available cpu time available during the screen refresh, leaving
you with the vertical blank period to do any other processing.

If you needed more cpu time and are only scrolling a small region
of the screen you could generate a hybrid solution:- A DLI could
be generated *prior* to the horizontal scrolled region. The DLI
routine then monitors VCOUNT as before and finally executes the
RTI after the last change to HSCROL. This would free the cpu for
normal processing except during the critical screen region.

For example:

```
dli:
save registers

ldy #0
loop:
lda hscrol_values,y ; get next value to stuff into hscrol
ldx vcount_values,y ; get value of vcount for next change
wait: cpx vcount ; wait for beam to reach a specific line
bne wait
sta wsync
sta hscrol
iny
cpy #number_of_parallex_scroll_levels ; last change?
bne loop

restore registers

rti
```

The first scanline (The first line of the usual blank eight lines
instruction) occurs when vcount is four. vcount is incremented every
other scanline: i.e. two scanlines will have the same value for
vcount, the first scanline can be used straight away and the second

can be accessed after storing to wsync.

Needless to say this is very timing critical.

Hope this helps
--
David Firth <david@signus.demon.co.uk>

2878. Re: Parallax scrolling

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-22 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DFBnnI.HtH@freenet.carleton.ca>
Source record: 88264

J. F. Goodwin (smrgoodw@reading.ac.uk) writes:
> Sonic implements some wonderful parallax scrolling but I don't
> think it is an achievable goal on our humble 8-bit (well maybe
> a demo but not a fast-action game). I'm more interested in
> the basic parallax scrolling such as in Moon Patrol, where there
> are several "layers" which move slowly as you go up the screen.
> You have some mountains scrolling quickly in one layer, for
> example, and above are some other mountains scrolling more
> slowly, which appear to be further away.

Actually, there was a game for the 8-bit that had parallax scrolling. It was on an old XE Group DOM or a Page 6 issue from a couple of years ago, where you had to go around killing off viruses and diseases before they killed you. I can't remember the name of it right now, but I'll look through the club library and find it soon.

--
C-Plus: source code in a can! => F i N g E r F o R G e E k C o D e <=
Chris Brown | "Nothing is true until it's OFFICIALLY DENIED"
ba930@freenet.carleton.ca | "Don't fuck with Mr. Clean" -some t-shirt :)
= > J e S s T o D d ' S s P a C e ! ! < =

2879. Re: IOMega Zip drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-22 00:00:00 UTC
From: steveg@cnct.com
Message-ID: <steveg-2209952007200001@192.0.2.1>
Source record: 88265

In article <43urrv$4ns@link.xs4all.nl>, mathniss@link.xs4all.nl (Mathy Van Nisselroy) wrote:
> Since I'm thinking about adding a hard drive to my system, I might consider
> the IOMEGA.
> I think it said something like $200 for the external drive and $25 per cart.

It's more like $200 for the drive and $15-$20 per cart, depending on quantity purchased (10+ carts at a time is $15 per cart).

> Can I use an internal???

No internal Zip drives are being sold yet, and it's not advisable to remove the Zip drive from the external case. Several users have reported to me that parts of the case act as functional structural necessities, and that by removing the case you disable parts of the drive (such as the eject mechanism).

> Has anybody tried this yet?

I've gotten it to work under SpartaDOS with a borrowed Black Box.

> How available is it?

Average one month wait.

> How reliable is it?

Quite. I can personally attest to several hundred well-abused hours.

- -
steveg@cnct.com Keeper of the Iomega Zip FAQ (WWW page coming soon!)
"...and that one fell into the swamp!"

2880. Re: Parallax scrolling

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-22 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <145906@cup.portal.com>
Source record: 88266

>The problem is that you need a DLI between them so that HSCROL can
>be set to the appropriate value. The reason this is a problem is
>that, as all good scrolling programmers know, you need LMS
>instructions on each scrolling line which forbids the use of a
>DLI.

What do you mean here? I use DLIs on LMS lines all the time.

I also second the suggestion made by someone else to use redefined characters as well. You could create some fairly simple objects like rocks or tree trunks and shift them through the playfield characters at a rate faster than the playfield is scrolling.

Take trees for example. The branches of the trees could be freely scrollable in its own layer where there was nothing but sky, and thus no data to interfere. The trunks are very simple and repetetive, and so they could be easily merged and shifted through the playfield. Actually, the implementation is the reverse of this, since you'd take the character(s) for the trees and merge a copy of the playfield data into it. Another neat thing, is that you can move multiple trees with very little additional overhead. As long as the trees are on the same backround and pixel boundary, you can reuse the same character(s).

John Harris - jharris@cup.portal.com

2881. Re: SDX 4.22

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-22 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <145903@cup.portal.com>
Source record: 88267

Jeff Potter (see e-mail addresses quoted below) writes:

>James King wrote:
>
>>Got my SDX 4.22 today from Mike @ FTE, but it didnt work. Has anybody
>>else gotten theres?
>
>I got one (by showing up in the Phoenix area).

Ooh! Golden Opportunity time! I'm going to be in Phoenix at Christmas;
are you telling me that's where FTE is located? What's the address/phone?
Maybe I'll stop by...! :-)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

>--
>Jeff Potter
>...potter@escmail.orl.mmc.com
>...74030.2020@compuserve.com
>...JDPOTTER@genie.geis.com

2882. Re: Got my rainbow disk, it's up and running,

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-22 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199509220621.XAA24918@zippy.sonoma.edu>
Source record: 88392

Ooh. :) Cool, congrats (re: DCM->ATR/etc. on Mac.. drag and drop, even!)

Did you base it on the C code for dcm2atr (DOS/Unix)??

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2883. Parallax scrolling

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-22 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <43u2dd$620@susscsc1.rdg.ac.uk>
Source record: 88393

For those who might not have heard of the term, parallax scrolling refers to the effect that's exhibited in games like Moon Patrol, the Extirpator and, on the Mega Drive, Sonic. There are a number of scrolling backgrounds which overlay each other; those "furthest away" move more sluggishly to give the impression of perspective.

Sonic implements some wonderful parallax scrolling but I don't think it is an achievable goal on our humble 8-bit (well maybe a demo but not a fast-action game). I'm more interested in the basic parallax scrolling such as in Moon Patrol, where there are several "layers" which move slowly as you go up the screen. You have some mountains scrolling quickly in one layer, for example, and above are some other mountains scrolling more slowly, which appear to be further away.

I've been designing such a display on paper and I wonder if anybody has anything to say on the subject. The biggest difficulty I have found has been making two scroll zones adjacent.
The problem is that you need a DLI between them so that HSCROL can be set to the appropriate value. The reason this is a problem is that, as all good scrolling programmers know, you need LMS instructions on each scrolling line which forbids the use of a DLI. Hence the only solution I can see is to insert a blank scan line between the two zones and set the DLI on that. However (this gets better) if your (say) mountains are playfield 0 then a blank line will stand out as a black line between your scroll zones. The only way around this is to make your mountains out of the background colour (which should be set accordingly to the mountain colour) and make the "sky" playfield 0. Then the scroll zone meshes cleanly into the next across the scan line, no join is visible. Of course you have to do this with every zone to make sure joins are invisible; this means each DLI will be setting colours. The view will also look better with a wide playfield.

Any thoughts before I go ahead and code this?

- Jg
Another Atari 8-bit games programmer.

2884. Re: Parallax scrolling

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-22 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <43u40i$c48@vishnu.jussieu.fr>
Source record: 88394

In article <43u2dd$620@susscsc1.rdg.ac.uk>,
smrgoodw@reading.ac.uk (J. F. Goodwin) wrote:
>For those who might not have heard of the term, parallax scrolling
>refers to the effect that's exhibited in games like Moon Patrol,
>the Extirpator and, on the Mega Drive, Sonic. There are a number of
>scrolling backgrounds which overlay each other; those "furthest
>away" move more sluggishly to give the impression of perspective.
>Sonic implements some wonderful parallax scrolling but I don't
>think it is an achievable goal on our humble 8-bit (well maybe
>a demo but not a fast-action game).
There is a way to do it in a restrictive manner, that is with a periodic
background.
Use a character mode. The slowly moving background is composed of a given
character or an array of them. And each time you scroll, you redefine the
character so that it appears to scroll relatively. I mean, rotate the pixels
of your pattern in the direction of the scrolling. Don't forget that your
background characters will be scrolled with the rest of the display. So you
have to combine your scroll with the inerse of the scrolling of the rest of
the display.
This method is very fast as you only have to redefine chars and the display
will be automatically changed.
Is this clear?
This is of course possible only with character modes. Not bitmap. But there is
a similar trick with bitmap displays: keep several copies of your playfield
with the background pattern rotated in each copy. Each time you scroll, you
take display a different copy. But of course this costs you a lot of memory,
which makes it quite impractical on the 8-bit.
Does anybody have other ideas?

Bye.
Bertrand Le Roy
(programmer of F.R.E.E., a graphic ad

2885. Re: Parallax scrolling

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-22 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <43u45s$c48@vishnu.jussieu.fr>
Source record: 88395

venture game for the atari 8bit. Try it! The shareware version is available.)

2886. Mega Magazine availability

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-22 00:00:00 UTC
From: offen300@dns.NHL.NL
Message-ID: <9509221158.AA21660@hio.tem.nhl.nl>
Source record: 88396

Mega Magazine is now 'Free Ware'.

This means that it's legal to make copies for your friends, but you
may not ask any money for it.
User groups and other big distributors must first ask permission if
they want to add Mega Magazine to their public domain library. This
is because some distributors ask way to much for their public
domain and I don't like the idea of people making money from other
peoples hard work.

The main distribution is now handled by Mega Magazine itself.

The exact price for each issue is not yet determined, but it will
be a normal public domain price.
I will place a second message to state the exact price, but if you
are interested, you can always send me a message so I can inform you
personally whenever the price is determined.

I will also put Mega Magazine on the internet when enough people
are interested.

Issue #1..#7 are currently available.
The release date of future issues is unknown since new issues are
released when I got enough material to fill at least one disk
(double sided, enhanced density).

If you have any questions or maybe you want to contribute to issue
#8, please let me know!

Greetinx:

Freddy Offenga (a.k.a. Frankenstein)
(Editor/Publisher/Main distributor of Mega Magazine)

e-mail to:
offen300@hio.tem.nhl.nl

snail mail to:
Mega Magazine
P.O. Box 164
8800 AD Franeker
The Netherlands

2887. HELP ME!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-22 00:00:00 UTC
From: sneadmas@pilot.msu.edu
Message-ID: <43u581$f3g@msunews.cl.msu.edu>
Source record: 88397

Hello dear friends.. I need your help
BBBAAADDDD!!!!!!!!!!!!!
my 7800 has been sitting in my room collecting dust for the past
4 years because I don't have and cannot find a simple power a/c for
the system.
All of those beautyful games are not being played because of that
tiny detail.

Please tell me where I can get one or what type of conversion I need
to resume enjoying the originator in the game world.

Thank yOu for your cooperation.

2888. Successfully DCM'd AR, Ult IV, Fractalus?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-22 00:00:00 UTC
From: DM9200@conrad.appstate.edu
Message-ID: <43uh4b$2tg@lester.appstate.edu>
Source record: 88398

Any Rainbow or Xformer user have working images of these diskettes?
They were my favorites and I don't have the means to get 'em XFD'd.

Any zealous "pirate" informants save your breath; I have the originals
of these games.

Ultima IV, Fractalus, and AR the City.

Also Heracles, Wizard of Wor.

2889. [--- C shar ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-22 00:00:00 UTC
From: winston@merk.com
Message-ID: <DFBBKA.5yp@merk.com>
Source record: 88399

Has anyone tried the 'C' shar shell archive that was posted ?

Does anyone program on their ATARI 8bit in 'C' ?

2890. Re: Parallax scrolling

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-22 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DFBGrG.Gyp@jackson.napervilleil.attgis.com>
Source record: 88400

```
#==========J. F. Goodwin, 9/22/95==========
#
#For those who might not have heard of the term, parallax scrolling
#refers to the effect that's exhibited in games like Moon Patrol,
#the Extirpator and, on the Mega Drive, Sonic. There are a number of
#scrolling backgrounds which overlay each other; those "furthest
#away" move more sluggishly to give the impression of perspective.
#
#Sonic implements some wonderful parallax scrolling but I don't
#think it is an achievable goal on our humble 8-bit (well maybe
#a demo but not a fast-action game).

One of the Atari magazines (probably ANTIC) had an article on how to
do this and had a demo on the disk. It was three level depth as I
recall with the foreground moving quickly, the intermediate background
a little slower and the far background really slow. As I recall the
demo was someone walking along in a desert with mountains in the background.

As mentioned, I doubt that this method could be used in a really fast
action game, but a graphics adventure would be perfect for it.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM
```

2891. POWER SUPPLYS

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-22 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <43urrt$4no@link.xs4all.nl>
Source record: 88401

```
l >From: "Luis R. Pena" <lrpena@gil.net>
l >Subject: POWER SUPPLYS
l >Date: 21 Aug 1995 01:39:26 GMT
l >
l >Dose any one Know where to get new or used power supplys for the 800 Xl
l >and 1050 DD ?

Try American techna Vision. Their flyer mentions power supplies for both.

Ask the owner of ATV, his address is rmax99@ix.netcom.com. That's how I got
their flyer.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

2892. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-22 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <43urrv$4nq@link.xs4all.nl>
Source record: 88402

k >From: kendrick@zippy.sonoma.edu (William Kendrick)
k >Subject: Re: Weekly Posting of New Atari Stuff
k >Date: 21 Aug 1995 16:10:06 GMT

snipped the parts I don't want to discuss right now.

k >We can't always trust others (say on LOCAL (NON-ATARI-SUPPORTING) BBSes!)
k >to conform to OUR old, sometimes inefficient file formats! Sheesh!

If it's a file specifically meant for the 8 bit Atari I think they should.
Not doing so is like giving Bill Gates a Macintosh for his birthday.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS if I'd give Bill Gates something for his bithday, it would be a bucket of
water to clean his windows.

(Hey, look ma. There was a big flash at the Gates's house.)

---
* PabQwk 2.0 *

2893. IOMega Zip drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-22 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <43urrv$4ns@link.xs4all.nl>
Source record: 88403

Just saw a message about the cost of an IOMega Zip drive comming by.

Since I'm thinking about adding a hard drive to my system, I might consider
the IOMEGA.

I think it said something like $200 for the external drive and $25 per cart.
Can I use an internal???
I'm using a BlackBox (no Hard drive yet).
Has anybody tried this yet?
How available is it?
How reliable is it?
etc.
etc.
etc.

Tell me every thing you know about it. (Yep, I'll have to read the IOMEGA FAQ)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

2894. Re: Do you remember this?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-22 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <43urs0$4nu@link.xs4all.nl>
Source record: 88404

```
c >From: cudabert@aol.com (CudaBert)for-mail
c >Subject: Re: Do you remember this?
c >Date: 23 Aug 1995 13:44:36 -0400
c >
c >I also remember one similar that stomped on the IBM logo...I'll have to
c >dig it out and run it on PC XFormer....

Wouldn't that make a GREAT screen saver?

BTW, there is a "commie-killer" demo too.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

2895. All DOS`s better then Spa

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-22 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <43urs0$4o0@link.xs4all.nl>
Source record: 88405

```
k >From: kendrick@zippy.sonoma.edu (William Kendrick)endrick
k >Subject: Re: Some (soft&hard)-ware
k >Date: 25 Aug 1995 23:36:56 GMT
k >
k >You said TTDOS was better than SpartaDOS.

MyDOS is better than SpartaDOS. Heck, every DOS os better than SpartaDOS.

k >Does it do time/date stamping? Subdirectories? Hard drive and other
k >large-floppy access (up to 16MB for example, with SpartaDOS).
k >
k >Is it compatible with Atari DOS (MyDOS is, feature-wise, identical to
k >SpartaDOS except it is Atari DOS compatible (file system and memory (mainly))
k >except it doesn't do time/date stamping).

Nope, don't know TTDOS. Like to see it though.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

2896. Berserk and Satan's Hollow?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-23 00:00:00 UTC
From: jlee@sr.hp.com
Message-ID: <43vm73$4jf@canyon.sr.hp.com>
Source record: 88268

I loved Berserk and Satan's Hollow in the arcades way back when...
Were these ever released for the 8bit Ataris? If so, were they well
done, and if so, where can I get them. I have never seen them offered at
any of the places I used to buy from, such as B&C or American TV.

Jonathan Lee (jlee@sr.hp.com)

2897. 800xl pwr supply

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-23 00:00:00 UTC
From: LV LEW <102442.3301@CompuServe.COM>
Message-ID: <44019n$h1g$1@mhafn.production.compuserve.com>
Source record: 88269

J.Manazer,
The power supply for the 800xl is the same as the one used for
the 130XE computer.
The ratings are as follows:
Input: 120V AC 60HZ 40W
Output: +5V DC 1.5A
Is this what you needed?
Do you also need the pin-out map for the power supply?
Let me know if you need more.
BCNU
Lew Brooks

2898. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-23 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <44016p$dcl@lastactionhero.rs.itd.umich.edu>
Source record: 88270
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- molin 133020 Sep 7 00:55 ./8bit/Ape/ape106d.zip
-rw-r--r-- molin 86163 Sep 6 20:15 ./8bit/Ape/protecte.zip
-rwxr-xr-x lenn 181261 Sep 16 13:36 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2899. Re: Wanted: tape drive, cheap

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-23 00:00:00 UTC
From: "Wayne Champlin (bsn)" <champlin@groucho.bsn.usf.edu>
Message-ID: <Pine.SUN.3.91.950923065818.1403A-100000@moe>
Source record: 88271

I have found a home for the Atari 8 bit stuff.

2900. Re: IOMega Zip drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-23 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <440ndm$hu8@blackice.winternet.com>
Source record: 88272

> steveg@cnct.com (Just Steve) writes:
> In article <43urrv$4ns@link.xs4all.nl>, mathniss@link.xs4all.nl (Mathy Van
> Nisselroy) wrote:
> > Since I'm thinking about adding a hard drive to my system, I might consider
> > the IOMEGA.
> > I think it said something like $200 for the external drive and $25 per cart.
>

> > How available is it?
>
> Average one month wait.
>

>
>>>>
I was at CompUSA yesterday picking up my son from work and they
had plenty of them, $199.95. Also, the disks, $49.95 for a pack of 3.
They had both the SCSI and the Parrallel part Drives. They sold a SCSI
one while I was there to a MAC owner.

Rich Mier

2901. WTB: 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-23 00:00:00 UTC
From: fyip@hpcc01.corp.hp.com
Message-ID: <1530003@hpcc01.corp.hp.com>
Source record: 88273

If you have one for sale, e-mail me at dougy@cup.hp.com.

Thanks!

2902. For sale, atari8bit equip

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-23 00:00:00 UTC
From: 3ws5@qlink.queensu.ca
Message-ID: <441iif$cph@knot.queensu.ca>
Source record: 88274

```
I have for sale:
1 130 XE
atari 800
One 1050 floppy drive
Letter quality daisy wheel printer
1 mpp 300 baud modem
1 mpp parallel printer interface
1 parallel printer of another brand.
Tons of software (Cartridges and floppys).
If interested, please reply by email.

Thanx waheed.
```

2903. Proposed State & Federal Regulations for the INTERNET!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-23 00:00:00 UTC
From: Politics@usa.com
Message-ID: <440b13$6dt@newsie.wis.com>
Source record: 88275

My name is Scott Glasrud, and I am running for the New Mexico State Senate during the 1996 elections. One of the reasons I have chosen to run is to combat the
proposed state and federal regulations of the Internet. As you know, the Internet
was never designed to be regulated! It was designed to allow communications in the event of anuclear war or a major catastrophe. I OPPOSE REGULATION, and if elected
will fight to preserve your constitutional rights. HOWEVER, I NEED YOUR HELP!

I am asking each person who reeives this message to send $5.00 to the Scott Glasrud Campaign Committee. If we pull together, we CAN protect our first amendment rights! HELP ME show the politicians the POWER behind this important NETWORK. Please send contributions to:

The Scott Glasrud Campaign Committee
11024 Montgomery Blvd. NE, Suite 179
Albuquerque, New Mexico 87111

Thank you!

2904. Re: Interesting Atari 8-bit Ideas

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <441p3q$5s1@nic-nac.CSU.net>
Source record: 88276

In article <43lk6p$6vj@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
...
>Image this: you have a set of Atari's connected together (how is
>irrelavent at the moment; please see the Web page for a discussion on
>connecting the machines). You are sitting at one, the GUI Server.
>It has a nice windowing interface and a mouse hooked up to it. All of
>it's memory and other resources are available to it. Next to it is another,
>running a spreadsheet program. Next to THAT is yet another, running a
>word processor.
...

I take it NOBODY even CARES about this idea, as I've received absolutely
NO response to my post?

I suppose if I would have claimed to be able to do this on a stock 64K
800XL... or if I said that I would be releasing it with pirated games
built in, then I would have receive many replies...

<sigh>

Anyway, forgetting the rest of you folks,

(1) How much are MUX setups going for these days
(2) When is MIO2 gonna be out
or How much are the last BlackBox setups going for?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2905. One more chance. :)

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <441q73$6oo@nic-nac.CSU.net>
Source record: 88277

In case you ignored it last time, if you have Web access, PLEASE check out my in-progress work on plans for an X-Window-like server setup for the Atari 8bit.

URL: http://zippy.sonoma.edu/~kendrick/nbs/ados

Thanx!! (plea plea plea)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2906. Anyone got the Umich FTP address?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-23 00:00:00 UTC
From: nltd@grove.iup.edu
Message-ID: <1995Sep23.110520.911@grove.iup.edu>
Source record: 88278

Sorry to ask this but I couldn't get the FAQ off the usenet service.
Does anyone know the address for Umich and the atari archives? Also
does anyone know the path for pcxformer 2.5? Both would help me out.
Thanks a lot!

Cliff
nltd@grove.iup.edu

2907. Re: One more chance. :)

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-23 00:00:00 UTC
From: roy <supra1@delphi.com>
Message-ID: <BRGjGSh.supra1@delphi.com>
Source record: 88279

William Kendrick <kendrick@zippy.sonoma.edu> writes:

>URL: http://zippy.sonoma.edu/~kendrick/nbs/ados

cool i stil have my atari

2908. New ftp sight. QACE

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-23 00:00:00 UTC
From: James Bradford <sup8pdct@closer.brisnet.org.au>
Message-ID: <4422vh$s2h@bne2.design.net.au>
Source record: 88280

There is a new sight for QACE Queensland Atari Computer Enthusiasts. It is located in Australia and is the local internet sight of Super Products.

Go to http://203.4.149.98/atari/atari.html or ftp://203.4.149.98/atari

2909. New ftp sight. QACE pt2

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-23 00:00:00 UTC
From: James Bradford <sup8pdct@closer.brisnet.org.au>
Message-ID: <442369$s2h@bne2.design.net.au>
Source record: 88281

Oops got the ftp bit wrong. it is ftp://203.4.149.98/8bit

There is also st stuff there as well.

2910. Critters

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-23 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <J9Dg2cr.ransom22@delphi.com>
Source record: 88282

Hi,

I just uploaded a program called Critters to atari.archive.umich.edu.
It is my first assembler program (other than the little programs you
do in order to learn a new language). It's also an exploration of
Artificial Life (A-Life, or AL).

I enclosed a small text file for documentation, but I imagine
you want to know a bit about it before you go through the trouble of
FTPing it. It uses a gr. 0 screen and a redefined character set to
create a "world" and beings to inhabit it. There are Critters (male
and female) and there are plants, and that is all that exists in this
world. Critters make decisions on what to do based on the world
around them, and on their own DNA. Plants don't make decisions - they
live, reproduce (if they aren't eaten first, and if the wind is
blowing in a direction that has empty space for the new plant to grow
in, etc.), and they die.

It's still a work-in-progress, so there isn't a lot of user controls.
The user can press OPTION to make some more plants, SELECT to make more
critters, or START to quit to DOS.

It works with Atari DOS and SpartDOS. It should work with MYDOS,
but I don't know for sure as I haven't tried that. It should run on
any Atari computer, as it is a tiny program (I'm very frugal when I
program - don't let the small size fool you:) - 1K of redefined character
data, and about 1.25K of program. It takes 7 bytes in page 0 for
data.
How did he do all that in such a small program, and with so
little data, you ask? Trade secret. Just kidding. I used the 8 bits
used for each character on the screen as the DNA. Each bit means
something significant. Thus, the screen display RAM itself is the data
area.

Anyway, it's up there if you want it. It's called CRITTER.ARC.
CRITTERS.ARC (note the S) is a mis-transfer: this is my first FTP "put",
and I screwed up and forgot to tell it it was binary that first time. So,
CRITTER.ARC is the binary upload, and it should work just fine.

Let me know what you think of it. But, remember it is a work-
in-progress. :)

-Joe
--

_____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2911. FREE CATALOG 8-BIT PARTS, SOFTWARE, BOOKS

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-23 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <4408r9$be2@ixnews6.ix.netcom.com>
Source record: 88283

AMERICAN TECHNA-VISION HAS A HUGE STOCK OF NEW REPLACEMENT PARTS (POWER SUPPLIES, INTEGRATED CIRCUITS, CIRCUIT BOARDS AND MORE), PLUS DOZENS OF FIRST RATE COMMERCIAL TITLES AT GREAT PRICES. WE ALSO HAVE A GOOD SELECTION OF REFERENCE BOOKS. TO REQUEST A FREE CATALOG EMAIL ME AT rmax99@ix.netcom.com or phone 510-352-9227. PLEASE INCLUDE YOUR NAME, STREET ADRESS AND ZIPCODE.

P.S.: TO ALL THOSE THAT HAVE BEEN WAITING FOR OUR NEW CATALOG - THEY HAVE BEEN MAILED. - RALPH

2912. Re: Parallax scrolling

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-23 00:00:00 UTC
From: gholder@emory.edu
Message-ID: <442sgq$rec@moe.cc.emory.edu>
Source record: 88284

smrgoodw@reading.ac.uk (J. F. Goodwin) wrote:
>For those who might not have heard of the term, parallax scrolling
>refers to the effect that's exhibited in games like Moon Patrol,
>the Extirpator and, on the Mega Drive, Sonic. There are a number of
>scrolling backgrounds which overlay each other; those "furthest
>away" move more sluggishly to give the impression of perspective.
>
>
>I've been designing such a display on paper and I wonder if anybody
>has anything to say on the subject...

Just some random thoughts by an uninformed observer...

And to tie this thread with Mr. Binghams question about Page flipping/Way Out techniques...

I had always assumed that the method used in Way Out was an extreme form of what Mr. Goodwin calls
parallax scrolling. Without having ANY real knowlege of what's going on internally with any of these games,
perhaps Way Out indicates more is possible than you might think with our 8-bits. For those that haven't seen it,
Way Out is a full 3-D 1st person perspective maze game with completely smooth action. There was an ST game
that looked almost exactly like it which allowed multiple players connected throught the MIDI port (darn!, what
was it called?...it was one of the biggest ST games of all time). Obviously, Doom is its direct descendent.

Anyway, my assumption about how this was done was that each display line was DLI'ed to a separate scrolling
region with an executive routine doing scaling and such (which I imagine would simply set an increasing incre-
ment between scroll region pixels to pick up, compressing the data with "distance"). Of course, I don't know if
this is of any help to you, Mr. Goodwin, as Way Out was also an extreme example of a horizontally oriented
display, with each display line being at only one parallax level; no "region" changes required as a display line
was scanned. There is an impressive amount of other stuff happening in the Way Out display, but I imagine they
boil down to a few player/missles and other tricks. It also uses a less-than-full screen display window.

I've always considered Way Out to be an awesome achievement. Just wish it wasn't quite so darn hard to play!

Gary Holder

2913. Re: Interesting Atari 8-bit Ideas

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-24 00:00:00 UTC
From: winston@merk.com
Message-ID: <DFE4to.8x2@merk.com>
Source record: 88285

Doesn't CMU's MACH-OS do distributed processing ?
Is that available for study ? You might want to take a look at it.
It is an interesting idea. Can the MACH-OS use anything besides
INTeL CPUs ? It would be neat if you could hang a dozen ATARI 8-bits
off of MACH-OS and have it use the 6502s for distributed processing.
That would be quite strange, actually. Hmm... I wonder if you could
network it in FORTH as a bunch of psuedo-controllers (as long as we
are dreaming...) ?

An X-Server for an ATARI 8-bit ? I would be happy linking in ANTIC
M-WINDOWS to an ATARI 8-bit 'C' compiler just to have pop-up windows
for error messages.

2914. Re: Interesting Atari 8-bit Ideas

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-24 00:00:00 UTC
From: winston@merk.com
Message-ID: <DFE55K.949@merk.com>
Source record: 88286

You want to know where everyone is ?

I would guess that they are:

o Registering for classes
o Buying their text books
o Signing up for their food service plan
o Moving into their new apartment
o Meeting their new roommate
o Signing their new building lease
o Trying to impress the boss after vacation

...there isn't a lot of time in the month of September to do your
own computer stuff!

2915. Re: Atari and Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-24 00:00:00 UTC
From: pnguyen@ucla.edu
Message-ID: <pnguyen.30.000F9166@ucla.edu>
Source record: 88287
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,alt.games.video.classic,alt.atari-jaguar.discussion

In article <Pine.LNX.3.91.950921082936.21207A-100000@moose.erie.net> Dennis McGuire <mcguired@moose.erie.net> writes:
>From: Dennis McGuire <mcguired@moose.erie.net>
>Subject: Re: Atari and Commodore
>Date: Thu, 21 Sep 1995 08:34:20 -0400

> Sorta like Edison "consulted" on the light bulb, eh?! Unless you
>have some information that a lot of us don't, I think you're grossly
>understating Jay Miner's contribution to the Amiga. He saw it as the
>follow-on to the Atari 800.

Then why don't you tell me? Show me some sources of how much he contributed and his design layouts and PCBs. You're just a blowhard until you back up your statements.

2916. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-24 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <442rtoINNnh6@duncan.cs.utk.edu>
Source record: 88288
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $80 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

2917. Re: Critters

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-24 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <44305r$aud@nic-nac.CSU.net>
Source record: 88289

Sounds cool! SimLife-XL! :) I've had that idea spinning in my head on and off a little lately, too, since I've finally seen the real SimLife.

Can't wait to see it!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2918. 16 years of atari....

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-24 00:00:00 UTC
From: mal712@aol.com
Message-ID: <443v49$med@newsbf02.news.aol.com>
Source record: 88290

I started in 79, and now must sell all as a complete set.

1 800xl 256k, omnimon/view super video
1 800xl
2 130xes
2 1050's with super archiver II
1 1050
1 1027
1 1020
2 B/C 810's with happy installed
1 thompson eprom burner with 50+ eproms
3 full boxs of software 50+

MUCH MORE....

Hard to find carts, like bounty bob strikes back ect...

lot's of broken down things, misc parts..

To much to list..

Must sell to someone in southern oregon, USA

can call (503)772-7830 after 2pm $500.00 cash

2919. Re: Interesting Atari 8-bit Ideas

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-24 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <145924@cup.portal.com>
Source record: 88291

Gee Bill, you shouldn't worry about the response. For anything you think
of, the more specific you are i.e. [multiplexed, GUI, spreadsheet, ...]
the narrower the interested audience will be. That's all you should read
into it. IMHO: When I was a chemist, I used spreadsheets daily, maybe
two hours a day with Lotus 123. Now that I'm out of that, I don't think
I've used a spreadsheet 2 hours in the last 7 years. The impact of this
is my need for a lot of computational power like you're talking about
is low. Once again, just my interests, but the only things I find interesting
are things like the '816 or maybe a good 80 column card.
Before anyone reinvents the wheel, there's a lot of relatively simple
hacks that could have/should have been done, but were never even tried.
For instance, MyDOS source code has been in the PD for years, but has
anybody tried to get it to run from under ROM or in banked memory?
I doubt it. How about something like hooking the BBK command line
DOS interface into MyDOS so it takes advantage of all the features
of MyDOS? The only thing I can guess is people are pretty happy with
things as they are. The only general topics of interest are things
like storage, video, interfaces, ... Where everybody would love
to get things like their stock 1050 reading 1.4 meg disks & 80
column ANSI color graphics comming out of their GTIAs.
Rick

2920. DESTROYED M.U.L.E. DISK !!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-24 00:00:00 UTC
From: peter@peter.sb.sub.de
Message-ID: <5uODbzgpzHB@peter.soemtron.sb.sub.de>
Source record: 88292

Howdy !

I just destroyed my copy of M.U.L.E and it's nearly impossible to get this
again ... Is there anybody who can post me a mule.dcm UUencoded ?

IT's VERY VERY important !!

please reply only as pm !

write / post to :peter@seomtron.sb.sub.de (Thomas Havemeister)

-thomas
CrossPoint v3.02

2921. KXP 2180 printer

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-24 00:00:00 UTC
From: nltd@grove.iup.edu
Message-ID: <1995Sep24.140313.917@grove.iup.edu>
Source record: 88293

Have also got a KXP-2180 dot matrix printer for sale. 80-column dot matrix, this printer can also support color with the addition of a color kit. Includes manual. Can be used for the atari (with 850 interface kit) or the IBM. Used this printer before buying my HP-540. Really liked it. will take the best offer. receiver pays shipping (about $5). Please note that 1 ribbon (in the printer) is included. replacements can be bought easily through most computer or office supply stores. Please note that I will also take trades for this equipment (I am really looking for a modem for my 8-bit atari with terminal software as well as any other software available for the 8-bit atari). This also applies to the previous printer ad as well. Thanks a lot!

Cliff Friedel
nltd@grove.iup.edu

2922. BASIC Programming Question

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-24 00:00:00 UTC
From: markg@alpha.wcoil.com
Message-ID: <443t9t$d26@ns.concourse.com>
Source record: 88294

I been using a program which I wrote for about a year now, but would like to add a feature to it, but can't figure out how to do it... The BASIC program allows our telephone reception girl to answer the phones during our talk-show (WIMA-AM Radio) and type in the Caller's Name, Caller's City , Male/Female , and Topic of Call... The output of the computer then feeds 2 monitors (TVs) in the studios, giving the Talk Host the information. The program also has the ability to "tally" the information, giving a weekly total of the information.

Now my question: The other evening, we suffered a power loss, and all the week's information was lost. I need to figure out how to save this information to my Indus Floppy Drive.. Either after each entry, or from the Main Menu....

The program is written on an Atari 130XE computer, using Sparta Dos 3.2.

At this point, all of the seperate information is being keep in Strings (NAME1$, NAME2$, CITY1$ etc....)

Thanks in advance for any help!

Mark

--
==========
Mark D. Gierhart markg@alpha.wcoil.com "Even a mosquito doesn't get a
Lima, Ohio Amateur Radio - KE8MB slap on the back til he
& Broadcast Engineer starts working"
==========

2923. MULE High Scores?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-24 00:00:00 UTC
From: msteiner@aa.net
Message-ID: <4447k5$12u@holly.aa.net>
Source record: 88295

[No readable article body recovered]

2924. Printers for sale, u name the price.

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-24 00:00:00 UTC
From: nltd@grove.iup.edu
Message-ID: <1995Sep24.134858.916@grove.iup.edu>
Source record: 88296

I have got two (2) printers for sale. One is an epson fx-100 wide carriage dot matrix printer with manual and ribbons. The other is a northstar ns-100 with manual and ribbons. It is also a wide carriage dot matrix printers. please note that both are in working condition and would be good printers for your older atari machines (if you can find an interface kit or a direct cable). They will also work with IBM's as well. Please note that I will -- oops $5.). please also note that I will give a discount if you take both. Thanks for your time and patience.

Cliff Friedel
NLTD@grove.iup.edu

2925. Atari 8-bit system looking for a good home...

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-24 00:00:00 UTC
From: j_w_h@delphi.com
Message-ID: <hfGCGEq.j_w_h@delphi.com>
Source record: 88297

We have an Atari 800 system, including 810 disk drive, 410 tape recorder, 850 interface, over 30 games, and a handful of books (including programming tutorials) that are collecting dust in boxes.

We don't want to just throw this stuff away, but aren't sure if they're worth anything or if anyone would be interested.

What whould be you're advice...try and sell it all at once, or piecemeal, or even try and sell it at all? Any suggestions?

Jim and Pat Hinds
Orono, Maine, USA

2926. Re: critters :(

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-24 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <5hLC2Sh.ransom22@delphi.com>
Source record: 88298

William Kendrick <kendrick@zippy.sonoma.edu> writes:

>Both ARC files have bad headers. :(

Hmmm. Is there a problem with using the SpartaDOS X internal ARC
command to archive programs? I arc'd and unarc'd it here before uploading
it, and it was fine. So, either SDX ARC is incompatible with the unarc
program you are using, or the files got transferred wrong.

Hmmm. I'll look into it and let you know.

Drat, drat, drat. :(

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2927. Re: MULE High Scores?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-24 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <444gck$9ng@bug.rahul.net>
Source record: 88299

Roger Steiner (msteiner@aa.net) wrote:

[nothing]

My best is just a bit over 124,000.

--
ziggy29@rahul.net is Tim Irvin--husband, system administrator, grad student,
softball maniac. My web page has been updated (9/11/95) and can be found at
http://www.rahul.net/ziggy29.
Softball '95: 34 games, 18-16, .618

2928. Re: Parallax scrolling

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-24 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1995Sep24.193326.373@signus.demon.co.uk>
Source record: 88300

Gary Holder (gholder@emory.edu) wrote:
: I've always considered Way Out to be an awesome achievement. Just wish
: it wasn't quite so darn hard to play!

Personally I prefered Capture the Flag which allowed two people to play
against each other simultaneously.

--
David Firth <david@signus.demon.co.uk>

2929. Take This Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-24 00:00:00 UTC
From: ericb@esl1.tamu.edu
Message-ID: <24SEP199517282217@vms1.tamu.edu>
Source record: 88301

First one to offer shipping + some Atari DISK games will get one
or both of these items. I don't want them, I don't have room for
them, and I want games.

Box 1: 2 850's, 2 power supplies, 2 i/o cables, 1 850<->printer
cable, 1 db25<->db25 cable. I don't know if they work,
nor do I have the time to test 'em. They are AS IS!

Box 2: 1 set of Atari 2600 Remote Control Joysticks. Yes, these
are complete with the box (with two prices still on them)
and docs. They look great, smell new, but are also untested.
They are AS IS.

Box 3: Docs. Dos listings, tech notes, etc. etc. etc. I don't
have time to do my own work let alone learn the tech specs
of the Atari. Probably half a foot of stuff.

Everything is AS IS. You pay shipping. You give me games.

And yes, if someone offers me a Gull-Wing Mercedes in trade for any
or all of these (heck, ALL my classic video stuff), they get it.
Otherwise, the bestest offer of disks gets the good(ies).

If no one wants this stuff, the Attic gets them. Mr. Attic does enjoy
melting things down here in Texas...

Eric B.

2930. Re: BASIC Programming Question

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-24 00:00:00 UTC
From: "Barry L. Gordon" <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.91.950924160955.14318B-100000@hairball.ecst.csuchico.edu>
Source record: 88302

On 24 Sep 1995, User Markg wrote:

> I been using a program which I wrote for about a year now, but
> would like to add a feature to it, but can't figure out how to do it...
>
> Now my question: The other evening, we suffered a power loss, and all
> the week's information was lost. I need to figure out how to save this
> information to my Indus Floppy Drive.. Either after each entry, or from
> the Main Menu....
>
> At this point, all of the seperate information is being keep in
> Strings (NAME1$, NAME2$, CITY1$ etc....)

The simplest method of getting something from a variable to disk and
back is to just add a channel number to your print statements. For instance:

```
OPEN #3,8,0,"D:MYFILE.DAT"
...
INPUT NAME$
PRINT #3,NAME$
...
CLOSE #3
```

Now, if you want to keep track of several pieces of information for
several different callers, you really should be using arrays.
Unfortunately, plain Atari Basic doesn't support string arrays like
NAME$(COUNT) and CITY$(COUNT). The way you get around that in Atari Basic
is to subdivide a 'master' string into sections marked by byte offsets.
So let's say your string is called INFO$ and you decided each entry (for
each caller) is going to be 80 bytes long. Thus the first caller's
information is in INFO$(0,79) [bytes 0 thru 79] and the second caller's
information is in INFO$(80,159), etc. Then you divide each 80-byte segment
into smaller divisions for name, city, etc. Let's say the first 30 bytes
are the name, the next 25 bytes are for the city, and the last 25 bytes
are for the caller's topic. If the variable CALR held the caller number
whose info you wanted [starting at the number 1], you would reference it by:

```
NAME$=INFO$(CALR*80-80,CALR*80-51)
CITY$=INFO$(CALR*80-50,CALR*80-26)
TPIC$=INFO$(CALR*80-25,CALR*80-1)
```

Once you have all of the information stored a single big string, you
can write/read it to/from disk with a single PRINT/INPUT statement as
demonstrated above.

Hope this gets you started on the right track.

2931. critters :(

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-24 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199509240741.AAA25187@zippy.sonoma.edu>
Source record: 88303

```
Both ARC files have bad headers. :(

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
```

2932. Re: critters :(

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-24 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <5HAjuKj.ransom22@delphi.com>
Source record: 88304

Okay, I just did several things, and I am now at a loss for
transferring Critters.

I downloaded the version at the atari.archive, and found that it
was, indeed, garbled.
So, I uploaded the straight critters.com file, and then downloaded
that, and found that 1) it is 1/2 again as large as the file I uploaded, and
2) it doesn't work.

So, how the heck does one get a file to an FTP site without having
it screwed up? I've /received/ files from FTP before with no problems.
Getting them there, however, seems to be another matter entirely.

What I did to transfer the files, in all cases, was to set the
mode to binary, then "put filename.ext filename.ext". Is there anything
wrong with what I am doing?

ARRGHH!

I have no idea who to tell at the atari site that critter*.* are
bad files,and should be deleted.

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2933. Need Black Box

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-24 00:00:00 UTC
From: steveg@cnct.com
Message-ID: <steveg-2409952239380001@192.0.2.1>
Source record: 88305

Anyone want to get rid of their Black Box? I need one for my 800XL!
Whoever sells one to me will be guaranteed privledged access on the BBS
that will result from this purchase. :-)

- -
steveg@cnct.com Keeper of the Iomega Zip FAQ (WWW page coming soon!)
"...and that one fell into the swamp!"

2934. Re: Parallax scrolling

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-24 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DFFp3A.EMs@freenet.carleton.ca>
Source record: 88306

David Firth (david@signus.demon.co.uk) writes:
> Gary Holder (gholder@emory.edu) wrote:
> : I've always considered Way Out to be an awesome achievement. Just wish
> : it wasn't quite so darn hard to play!
>
> Personally I prefered Capture the Flag which allowed two people to play
> against each other simultaneously.

There's a MUCh better game by DataQ that lets you have about 8 players all playing simultaneously via I/O cables networked together. Can't remember the name right now...

--
C-Plus: source code in a can! => F i N g E r F o R G e E k C o D e <=
Chris Brown | "Nothing is true until it's OFFICIALLY DENIED"
ba930@freenet.carleton.ca | "Don't fuck with Mr. Clean" -some t-shirt :)
= > J e S s T o D d ' S s P a C e ! ! < =

2935. Re: Rainbow Tour!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-25 00:00:00 UTC
From: ninapint@ix.netcom.com
Message-ID: <444rhi$kcv@ixnews5.ix.netcom.com>
Source record: 88307
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

In <DF3v3r.KM7@aston.ac.uk> lamcw@aston.ac.uk (Chris Lam) writes:
>
>
>Hi all,
>
>For those who have an in interest in RAINBOW, the new Atari
400/800/800XL
>emulator for the Apple Mac, you may like to have a look at the
>Rainbow Tour. This is a SimpleText file with 16 or so screenshots,
>mostly games!
>
>It's at the web site
>
> http://www.aston.ac.uk/~lamcw/emulators.html
>
>
>Good luck,
>
>Chris Lam.
>
>
>

2936. Re: 800xl power supply

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-25 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <4450o3$42k@news.umbc.edu>
Source record: 88308

J. Manazer (jrm8248@u.cc.utah.edu) wrote:

: can someone tell me what the specs are for the 800xl power supply??

There are several variations of the XL power supply but here are the
specs for the one I use:

Atari Part #: CO 61982
Power Supply DV-512CM DVE
Input: 120V AC 60Hz 40 Watt
Output: +5V DC 1.5A

Pins 4, 1, and 6 are +5V

Pins 5, 3, and 7 are GND

Male end pin breakout from power supply

.
5 . . 4
3 . . 1
. .
7 - 6

Tom

-=-
Thomas Drake | From an Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

2937. Re: Parallax scrolling

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <44535t$r47@nic-nac.CSU.net>
Source record: 88309

In article <DFFp3A.EMs@freenet.carleton.ca>,
Chris Brown <ba930@FreeNet.Carleton.CA> wrote:
>
>David Firth (david@signus.demon.co.uk) writes:
>> Personally I prefered Capture the Flag which allowed two people to play
>> against each other simultaneously.
>
>There's a MUCh better game by DataQ that lets you have about 8 players all
>playing simultaneously via I/O cables networked together. Can't remember
>the name right now...
>

REALLY?! I need to see this! :) Ever since I put 2 and 2 together
(GameLink2 and Capture The Flag), I've wanted to see a game like this.

Well, of course, there's Maze of Agdagon, but it's 3D isn't as neat as
Capt. Flag or WayOut's... of course, it IS better than many standard 90degree
3D games though (mainly because of the cool HScrolling idea :))

What we NEED is Descent-XL! :) :) :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2938. Re: critters :(

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4453dh$r93@nic-nac.CSU.net>
Source record: 88310

In article <5HAjuKj.ransom22@delphi.com>,
Joe Walsh <ransom22@delphi.com> wrote:
>
> Okay, I just did several things, and I am now at a loss for
>transferring Critters.

E-mail it, UUencoded, to ME! :) I'll put it up on UMich for you! :)

Also, are you sure you're transfering it from your COMPUTER to the UNIX
BOX properly? (ie, from home, to the computer with which you're FTPing..
don't just worry about the FTPing computer and the FTP site...)

Try unARCing it after you upload it and before you FTP it up..

> What I did to transfer the files, in all cases, was to set the
>mode to binary, then "put filename.ext filename.ext". Is there anything
>wrong with what I am doing?

I usually just go "put filename.ext" - dunno what's wrong with how you do
it.

> I have no idea who to tell at the atari site that critter*.* are
>bad files,and should be deleted.

Jody Lenn is the guy.. you could of course UL some text file saying:
"DONT DOWNLOAD CRITTER.ARC, CRITTERS.ARC, etc."..

I often UL a file named: "filename.ext.DONT.DL.BAD.VERSION" so that they'll
see it right next to the original, screwed up "filename.ext".

--
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2939. Re: ATARI equipment MUST SELL!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-25 00:00:00 UTC
From: nltd@grove.iup.edu
Message-ID: <1995Sep24.221718.920@grove.iup.edu>
Source record: 88311
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.discussion

In article <43sf85lbr3@mhafm.production.compuserve.com>, Terry Ortman
<102603.2652@CompuServe.COM> writes:
> ATARI Equipment, MUST SELL!!!
>
>ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
>connector, original cost $599.00, Joysticks $19.95 each, asking $100.00
>or best offer.
>
>ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb
>(IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4
>disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5
>floppies, any IBM compatible printer, modem port for using any RS232C
>compatible external modem, includes Auto-Term Disk for Atari computers,
>CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS
>master Disk, CP/M Supplement Manual, modem cable, printer cable,
>original cost $695.00 for the ATR8000 Basic system, printer cable
>$39.95, Modem cable $39.95, asking $125.00.
>
>Dual Floppy Disk Drives in case with power supply and cooling fan,
>connecting cable, for above ATR8000 or any IBM compatible computer.
>Case can hold 4 half height 5.25 floppies, original cost $895.00, Case
>alone is worth $89.95 at most supply companies, asking $85.00.
>
>BOTH ATR8000 & Dual Floppies in case, $150.00.
>
>ATR8000, as above, only with Co-Power 88 installed. I bought this from
>a guy for $375.00, does NOT have the Co-Power 88 Boot Disk, needs a
>copy. The guy who said he was going to send me a copy never did. Need
>to recover my loss on this unit.....$350.00
>
>ATARI 1027 Letter Quality Printer, New in Box, with ink rollers,
>manual, power supply, connecting cables, oil, original cost $399.95.
>Also have a non-working 1027, can be fixed at any Atari service center,
>both printers cost new $399.95 each, asking $100.00 for both of them.
>
>ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very
>good condition, like new, supports single and dual density modes,
>includes manual, power supply, original cost $179.95, asking $75.00.
>
>Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers.
>Upgrades and replaces the 6502C in the computer with the 16-bit 65C816
>CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up
>programs as much as 350% faster. The 65C816 processes 4 instructions

>per clock cycle (Only the new P6, 80686 Intel chip does that, besides
>this), as compared to the 6502 which processes one instruction per
>clock cycle. Original cost $249.95. Includes T816 assembler $75.00,
>Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks,
>valued at $25.00 each. Asking $175.00 for the entire package.
>
>MUST SELL, will consider any reasonable offers on this equipment.
>
>Send orders to:
>
> STARFLEET SOFTWARE Company
> 1037 West Leafland Avenue
> Decatur, Illinois 62522-1537
>
>Send all inquiries/offers to: admiral@freebbs.com via Internet E-Mail,
>or E-Mail reply to this, all serious offers will be considered! Will
>also consider trading for IBM computer (80386SX at least).
>--
>Internet address: admiral@freebbs.com

I don't mean to get you down, but you are charging way too much. most people in this world don't want this stuff, that is why they sell it to us for such good prices (or sometimes even give it to us.) I know you have invested a lot of money for this stuff, we have too. If you want to get rid of it and make a profit, sell it for less and at least make something. If not, then just use the stuff and get the most out of it. I don't want you to get angry at me, I just thought I would tell you my opinion.

cliff
nltd@grove.iup.edu

2940. Re: Atari 8-bit system looking for a good home...

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4453jd$r9k@nic-nac.CSU.net>
Source record: 88312

(To: comp.sys.atari.8bit and j_w_h@delphi.com)

In article <hfGCGEq.j_w_h@delphi.com>, <j_w_h@delphi.com> wrote:
>We have an Atari 800 system, including 810 disk drive, 410 tape recorder,
>850 interface, over 30 games, and a handful of books (including programming
>tutorials) that are collecting dust in boxes.
>
>We don't want to just throw this stuff away, but aren't sure if they're
>worth anything or if anyone would be interested.

They're worth something. Especially the 800 and 850 and games. 410's aren't
really worth much if anything, and 810's aren't the #1 choice for drives,
but I'm sure you'll get at least $15-25 for it.. at least.

>What whould be you're advice...try and sell it all at once, or piecemeal,
>or even try and sell it at all? Any suggestions?

Don't try and sell it all at once unless it's an insanely low price..
most people don't need EVERYTHING in a system.. I know if I were dealing
with you, I'd be interested in the 850 and some games (not ALL of them, I'm
sure).

Oh.. forgot the books. Books are always good. :)

Good luck!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2941. FS: Atari software

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-25 00:00:00 UTC
From: basil@rain.org
Message-ID: <basil.811987968@rain.org>
Source record: 88313

I am posting this message for a friend who does not have Internet access.
If you send me e-mail, I will make sure he receives it. -- Basil
------------------------------cut here-----------------------------------
ATARI ST/8-BIT

ALL SOFTWARE PACKAGES ARE ORIGINALS WITH COMPLETE DOCS, DISKS, AND
BOXES, unless noted with a * which means there is no box. I will refund
your money on any disks or cartridges that do not work.

Best offer applies to all

Atari ST 3.5" software:
E-Z Track MIDI Sequencer (new, unopened).....$6
Personal Pascal *.....$4
ST Key *.....$4

Atari 8-bit 5.25" software:
Atariwriter (cartridge) (new, unopened).....$6
Atariwriter (cartridge) *.....$4
Atariwriter Plus (cartridge) *.....$4
Basic XL (cartridge) *.....$4
Pilot language (cartridge).....$4
Telelink (cartridge).....$4
Turtle Tracks.....$4

I only have an 8-bit Atari. I would also trade for various games, such as
Clowns & Balloons and Spelunker.

The above prices do not include shipping.

Except for trades, minimum purchase is $12 worth for Atari items. The
shipping cost depends on how many items you want, if they have boxes, and
how heavy they are. For items that can be sent with the standard 2 lb. US
mail book rate, shipping is $3. For everything else, I will weigh the
items and call UPS to get a shipping cost for you. I will only ship within
the continental UNITED STATES. No exceptions.

Very few prices are set in stone. The more you buy or the more you
have to trade, the more interested I will be in making the transaction
worthwhile for both of us.

Thank you,
Randall

If you have other computers, I have items for sale or trade for the
following (in order of most stuff to least stuff available):

o Commodore 64 software, hardware, magazines, and books
o IBM software
o Macintosh software (mostly old B&W games)
o TI-99/4A cartridges
o Amiga software and books
o Atari ST and 8-bit software

Check out these lists at my friend's URL -> http://www.rain.org/~basil
------------------------------cut here-------------------------------------
Please send any e-mail to basil@rain.org and include at the top of the
message or in the subject header: "Forward to Randall".
--
Basil
basil@rain.org -- http://www.rain.org/~basil
--

2942. Systems for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-25 00:00:00 UTC
From: gkomatsu@uhunix.its.Hawaii.Edu
Message-ID: <DFGKnM.9G8@news.hawaii.edu>
Source record: 88314
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.classic

Make an offer for the items below. Will also gladly trade it
all for a nice working Vectrex. =^)

Commodore plus/4
with power supply, works.

Atari 400
with power supply. Has problems (freezes up.)

Atari 2600a ("Darth Vader" black front panel)
Brand spankin' new condition, however there's no sound (TV
sound comes out instead) no power supply, no controllers,
no games, but includes the box! =^)

Atari Power Supply: CO616636
trade for one that will power an Indus GT Disk Drive?
--
.,--,_
,-._,'x <--KYZYL
(_,-.__ ,-.,' gkomatsu@hawaii.edu
------ ~~ ------------------------------

2943. Space Invaders versions for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-25 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <445jdt$54n@stratus.skypoint.net>
Source record: 88315

OK, I've got two versions of Space Invaders for the 8-bits: the 5200 "port" from Glenn the 5200 man, which is really good, and the "official" 8-bit cartridge version, which is fairly pedestrian by comparison. Was the superior 5200 version ever officially released for the 8-bits?

Thanks!
Scott

2944. Re: Interesting Atari 8-bit Ideas

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-25 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <446dlg$8l3@no-names.nerdc.ufl.edu>
Source record: 88316

kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>In article <43lk6p$6vj@nic-nac.csu.net>,
>William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>...
>>Image this: you have a set of Atari's connected together (how is
>>irrelavent at the moment; please see the Web page for a discussion on
>>connecting the machines). You are sitting at one, the GUI Server.
>>It has a nice windowing interface and a mouse hooked up to it. All of
>>it's memory and other resources are available to it. Next to it is another,
>>running a spreadsheet program. Next to THAT is yet another, running a
>>word processor.
>...
>
>I take it NOBODY even CARES about this idea, as I've received absolutely
>NO response to my post?
>
>I suppose if I would have claimed to be able to do this on a stock 64K
>800XL... or if I said that I would be releasing it with pirated games
>built in, then I would have receive many replies...
>
><sigh>
>
>Anyway, forgetting the rest of you folks,
>
> (1) How much are MUX setups going for these days
> (2) When is MIO2 gonna be out
> or How much are the last BlackBox setups going for?
>

I think it's a bit presumptuous of you to assume that just because you
thought of an idea everyone should automatically be interested. If
you post an idea and get no response, your question of general interest
has been answered. That is what happened here.

Incidently, a Bay Technologies 8-port serial multiplexor with a maximum
throughput of 9600 bps can be had for between $600 and $800. The
price depends on quantity, etc. The Bay Tech MUX is nice because it
has 6 different multiplexing modes built in -- the primary disadvantage is
that 9600 ain't very quick.

-Michael Ellis

2945. Re: Parallax scrolling

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <446eqc$19t@nic-nac.CSU.net>
Source record: 88317

I don't think you're all that correct, actually.. If WayOut (which I only barely remember from the C=64 version my brother had years ago) is truly like Capture the Flag, then here's what I think..

(and if not, at least this is how I think Capt. Flag does it! :))

The screen is split in half, a la Alternate Reality. Forces simple shapes (rectangles, squares, circles; no triangles unless they're pointing left/right) but speeds up the display very quickly..

Only the top half of the image is drawn, and then via DL re-load instructions, it is mirrored below itself. (In Capt. Flag, you get the feeling of being short, compared to the walls, instead of about 1/2 the height of the wall, because the top half is in a larger (vertically) pixel mode than the bottom half).

When you swing (rotate) left/right, the walls bend in arcs... I feel that all that was really done was a bunch of positions (degrees for each arc) were pre-calculated for each depth (distance) they could be. (speed speed speed)

It really truly is 3D animation, just of a very limited kind.. very cool. :) Now, if they could (easily) texture-map some images on these TRUE 3D walls (like Alt. Real. does with flat wall faces) and still do it FAST! :)

Do I hear Sweet 16 DOOM XL ??? :) (Well, ok Wolf. 3D because it doesn't do "look up/down" and different heights.. but still, EVENTUALLY it could be done, I think! :) (maybe losing the texture-mapping..)

SOMEBODY >DO IT!<

-bill!!!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2946. Seeking "Watchmaker" software

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-25 00:00:00 UTC
From: aa128@detroit.freenet.org
Message-ID: <446jlt$h6v@detroit.freenet.org>
Source record: 88318

Hello,

My friend and co-worker tells me of a program written for his Commodore 128 called Watchmaker. I am wondering if anyone knows of an Atari 8-bit equivalent. Here are the particulars:

Title: The Blind Watchmaker I: Biomorph
Copyright 1991
(Based on a concept by Richard Dawkins, Copyright 1986)
Author / Programmer: Dov Sherman
Author Address: ASU Box 14380
Boone, NC 28608-0001
Site: ftp.funet.fi

Basically, the program begins with a graphic figure and "mates" it with another graphic figure to produce a number of various "offspring" exhibiting different inherited characterisics of each of the parents as predicted by classic Darwinian theory.

Does this sound familiar to anyone?

Thank you in advance.

-- Doug

2947. FS:800XL's & 1050's

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-25 00:00:00 UTC
From: stevew@pangea.usask.ca
Message-ID: <446p3r$oa@tribune.usask.ca>
Source record: 88319

The following items are for sale
Two 800 XL computers
Three 1050 Diskdrives (with power supplies)
PR connector (for connecting RS232 devices like parallel printers etc)
XM301 Modem (Reeaallly slow - 300 baud I think -- er... a purists collectio
item)
Lots of books on 8bit Ataris; including Mapping the Atari
Lots of software
Offers are accepted. Please email (note this is a Canadian address, so state
what currency you are talkin' in)

Steve

2948. Re: Parallax scrolling

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-25 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DFH7B2.EGD@freenet.carleton.ca>
Source record: 88320

William Kendrick (kendrick@zippy.sonoma.edu) writes:
> Chris Brown <ba930@FreeNet.Carleton.CA> wrote:
>>
>>David Firth (david@signus.demon.co.uk) writes:
>>> Personally I prefered Capture the Flag which allowed two people to play
>>> against each other simultaneously.
>>
>>There's a MUCh better game by DataQ that lets you have about 8 players all
>>playing simultaneously via I/O cables networked together. Can't remember
>>the name right now...
>
> REALLY?! I need to see this! :) Ever since I put 2 and 2 together
> (GameLink2 and Capture The Flag), I've wanted to see a game like this.
>
> Well, of course, there's Maze of Agdagon, but it's 3D isn't as neat as
> Capt. Flag or WayOut's... of course, it IS better than many standard 90degree
> 3D games though (mainly because of the cool HScrolling idea :))

That was it! Maze of Agdagon! I think the newest ver. has docs on teh
pinouts to make the network cable. Either that or the registered ver. has
it ..not sure.

--
C-Plus: source code in a can! => F i N g E r F o R G e E k C o D e <=
Chris Brown | "Nothing is true until it's OFFICIALLY DENIED"
ba930@freenet.carleton.ca | "Don't fuck with Mr. Clean" -some t-shirt :)
= > J e S s T o D d ' S s P a C e ! ! < =

2949. For sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-25 00:00:00 UTC
From: tderrick@acpu.com
Message-ID: <95092500000985@acpu.com>
Source record: 88321

Greetings, Atarians!
I do not subscribe to this newsgroup. I am posting this for a
fellow Atarian, and if I have violated protocols of this group, or
made your day worse in any way, direct your flamethrower at:
tderrick@acpu.com
For sale: Atari 8 bit hardware and software
1200XL, cover, manual, no power supply
800XL, manual
Atari Touch Tablet
1050 Disk Drive, cover, manual
1027 Daisy Wheel Printer, in box, manual, spare ink roller
2 Joysticks (wico bat handle, "boss")
2 serial cables

Indus GT Productivity Software
GT Albert E. Spread Sheet
GT Estate Word Processor
GT Data Manager (no manual)
System master diskette DOS XL

Cartridge games:
Computer War
Ms. PacMan
ChopLifter!
Atari Artist
Galaxian
Star Raiders
Dig Dug

Disks:
Home Filing Manager
Family Cash Flow
Colossus Chess 3.0
Smart DOS
Disk Wiz II
about 30 games (copied, I think)

To the best of her knowledge, everything works. She and her husband
and kids have decided to make the Gatesmeister richer, and have no
further use for these. She would like to sell all in a package, but
any offers will be considered. We suggest $100 for all, but will
consider any offer.
As I am not very knowledgeable about 8 bit prices, it will hardly do
much good to send flames. On the other hand, useful info will be
welcomed.

I am the editor of the Atari Boise User Group newsletter. I would
like to help this person find a good home for these units. Send
offers to:
tderrick@acpu.com

... All wiyht. Rho sritched mg kegtops awound?
___ Mountain Reader II - #00000077

2950. Laughable prices on hardware

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-25 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950925001341.9007A-100000@PEAK.ORG>
Source record: 88322

I'm going to have to agree with another poster who voiced his opinion on the ridiculous prices people are asking for 8-bit hardware on this newsgroup. Sure, it's none of my business what they charge or actually take in, but having just GIVEN AWAY TONS of 8-bit stuff for FREE, I feel compelled to comment.

I just got back from a summer back home at the house in Alaska. Up there, the 8-bit scene died eons before it even regressed elsewhere. I am SURE I had the largest collection of 8-bit stuff in that state (no big claim, mind you, but a TON of stuff).

I had several 800XLs, 1200XL, 800, 5-6 1050s, 2 1050s w/doublers, 2 Indus GTs, 5-6 850's, HUNDREDS of floppies (never went threw them all), at least one Happy 1050, probably a HUNDRED original games with docs, an almost COMPLETE set of Antic with disks, almost complete set of Analog magazine, other magazines, technical reference manuals on probably EVERY piece of 8-bit hardware, most of the books ever printed for the 8-bit (many copies of De Re Atari, etc, and even hard-to find titles like Atari Roots, etc - far too many to mention - probably 75 books), joysticks of all genres, diagnostic stuff like a 130XE ECI/cart slot deal with lights on it to diagnose the computer (don't even know how to use it). I had a little nut&bolt chest chock full of 8-bit innards all labled (sent to Bob Woolley for free). I sent out some 850s last year for free - just asked for postage.

Anyway, I had to get rid of the stuff because it took most of an entire small room in the house to store it. I used a cargo van to deliver it, and the vehicle was thorougly loaded. I gave it all away for FREE because it wasn't worth ANYTHING to people up there and I had to get it out of the dad's house. At the prices I see things for sale here for, I feel like the biggest fool - could have gotten hundreds or a thousand dollars!!! NOT!!!!! I'm just glad the stuff went to someone who knows and appreciates 8-bit Atari stuff, and I am sorry that circumstances don't permit me to keep my collection.

I understand that stuff like a good-working ATR-8000 or MIO or Black Box may bring a premium, but not stuff that others (including myself) have given away free, by the truckload.

Sheesh! Do yourself a favor and some needy Atarian and when pricing your stuff, remember that the cost of MAILING the stuff most likely exceeds its value.

my $.02.

James

2951. Re: He or She

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-25 00:00:00 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199509251002.FAA22955@mail.cs.utexas.edu>
Source record: 88323

I suppose, that Jody Lenn is 'he' and his full name sounds: Jody Michael Lenn.

KMK
conradus@plearn.edu.pl

2952. Re: critters :(

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-25 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <RnHCeU3.ransom22@delphi.com>
Source record: 88324

William Kendrick <kendrick@zippy.sonoma.edu> writes:

>E-mail it, UUencoded, to ME! :) I'll put it up on UMich for you! :)

I'll probably do that, assuming I can find a uuencoder. :)

>Also, are you sure you're transfering it from your COMPUTER to the UNIX
>BOX properly? (ie, from home, to the computer with which you're FTPing..
>don't just worry about the FTPing computer and the FTP site...)

As someone else already noted, Delphi can't PUT via FTP, it can only
GET. This really annoys me. So, I was doing everything right...just on
the wrong service. ;)

>Jody Lenn is the guy.. you could of course UL some text file saying:
>"DONT DOWNLOAD CRITTER.ARC, CRITTERS.ARC, etc."..

What's Jody Lenn's email address?

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2953. Re: All DOS's better than SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-25 00:00:00 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199509250958.EAA22913@mail.cs.utexas.edu>
Source record: 88325

MyDOS is better, than SpartaDOS. SpartaDOS X is (much) better, than MyDOS.

b.

KMK
conradus@plearn.edu.pl

2954. Re: Q: What would cause loss of inverse characters on 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-25 00:00:00 UTC
From: Juergen Buchmueller <0228485758-0001@t-online.de>
Message-ID: <445a6c$r7m@news00.btx.dtag.de>
Source record: 88326

rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:
>>Anyone heard of this happening? Does this sound like my ROM is damaged or
>>are the characters stored on a separate (socketed?) chip.
>
>I believe the character set is stored in the ROM. It does sound to me
>like a bad ROM.

Nope, that can't be. Inverted characters are generated by the ANTIC chip.
The ROM character generator only contains the first 128 characters.

I would say your ANTIC got some thermical problem. Probably it would
be a good idea to spend it a cooling-cap (made of aluminum and attached
with some of this white greasy stuff you can buy at electronic part shops).
Hope you understand what i mean... My technical english is somewhat poor.

cheerio
Juergen (german atari freak..:-)

2955. Q: Higher density floppy reply on format

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-25 00:00:00 UTC
From: Juergen Buchmueller <0228485758-0001@t-online.de>
Message-ID: <445b02$raa@news00.btx.dtag.de>
Source record: 88327

Hello out there,
i'm still working on the Atari800(XL) emulator that shall
be released to the public domain soon.
Now, the last thing i'd like to do was to make the format
commands work correct on virtual disk images.
It's okay with disc formats for which the floppy drive
return less (or equal) one sector of the "bad sector bitmap"
after the format command.
But what about formats like 80/DS/SD which has
80*2*18 bits -> 360 bytes of bad sector list?
Is this data returned in multiple sector answers (each
aligned to the sector length 128/256 byte)? In one
chunk? If so, does every block start with 'C' for completed?
Currently the emulated DOS dies.. I guess, it's
buffer is overrun or it is waiting for some different
format of data. Could you help me out of this?

Thanks!
Juergen (german atari freak :-)

2956. Re: Need Black Box

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-25 00:00:00 UTC
From: "Barry L. Gordon" <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.91.950925220841.12184A-100000@hairball.ecst.csuchico.edu>
Source record: 88328

On Sun, 24 Sep 1995, Just Steve wrote:

> Anyone want to get rid of their Black Box? I need one for my 800XL!
> Whoever sells one to me will be guaranteed privledged access on the BBS
> that will result from this purchase. :-)

Actually, yes. But rather than mess with the newsgroup, I'll just drop
you some Email.

2957. Re: Ortman's "original costs"

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-26 00:00:00 UTC
From: moellerw@hookup.net
Message-ID: <447p20$gjc@noc.tor.hookup.net>
Source record: 88329

```
In article <Pine.SUN.3.91.950918085538.16347C-100000@PEAK.ORG>,
jamesw@PEAK.ORG says...
>
>
>
>On 13 Sep 1995, Terry Ortman wrote:
>
>> ATARI Equipment, MUST SELL!!!
>>
>> ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks,
TV
>> connector, original cost $599.00, Joysticks $19.95 each, asking
$100.00
> ^^^^^^^^^^^^^^^^^^^^
>
>>
>> ATARI 1027 Letter Quality Printer, New in Box, with ink rollers,
>> manual, power supply, connecting cables, oil, original cost $399.95.
> ^^^^^^^^^^^^^^^^^^^^
>
>> ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very
>> good condition, like new, supports single and dual density modes,
>> includes manual, power supply, original cost $179.95, asking $75.00.
> ^^^^^^^^^^^^^^^^^^^^
>
>
>Sorry for butting in on this, but I couldn't help myself; as soon as I
>was able to quit laughing, I had to post.
>
>I simply cannot believe that anyone would attempt to sell 10-15 year old
>8-bit computers by quoting "original costs" for the equipment. A 16K
400
>for $100? I've junked many of those since the cost of even paying
>someone to upgrade one to 48K is far more than the machine is worth;
even
>expanded (48K) 400s are a dime a dozen.
>
>Same for the $400 "original cost" of the 1027s - which are hardly worth
>the real estate they occupy today. Any 8-bit owner would be a fool not
>to put that money towards a good 24-pin Epson that will do better LQ
than
>the 1027 at many times the speed....I don't even have to get into the
>other things a 24-pinner will do - I rest my case.
>
```

>James
>

This CLOWN Ortman has been showing up on the Pro! network off and on for the last few years with his off the wall "ORIGINAL COST" posts! We chased him off of the Pro! network and now he shows up here......arrhhhh!

When people do not give him his fantasy prices, he becomes verbally abusive to the Atari 8-bit community. Sounds to me like this guy got stuck with a lot of Atari 8 equipment and STILL insists he will get his money out of it......tough I say. We all have machines that depreciate. I have corresponded with one person who personally told me he stopped calling the Carina net specifically because of Terry Ortman.

Willy Moeller

Sysop of System Reset! BBS USF Net, IAN Net

24 Hours
905-544-6162

2958. Re: Interesting Atari 8-bit Ideas

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-26 00:00:00 UTC
From: madaras@kosice.upjs.sk
Message-ID: <4487qe$il2@ccnews.ke.sanet.sk>
Source record: 88330

Mr. Kendrick,

don't worry about your ideas. I like your idea of several
connected Ataris into one "big supercomputer" and I'll try watch all
coming news from you. Unfortunately, I don't have much free time to deal
with 8bit Ataris regularly; and, I cannot help you with development,
because I'm "rather ordinary user than programmer".

Tommy Madaras

2959. Re: Critters

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-26 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4493qn$95e@nic-nac.CSU.net>
Source record: 88331

```
In article <hDGg2o0.ransom22@delphi.com>,
Joe Walsh <ransom22@delphi.com> wrote:
> BTW, to all you folks reading this, Bill Kindrick was kind enough

PST- It's Kendrick ;)
~

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
```

2960. Re: New ftp sight. QACE pt2

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-26 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4493fo$277@charm.magnus.acs.ohio-state.edu>
Source record: 88332

In article <442369$s2h@bne2.design.net.au>,
James Bradford <sup8pdct@closer.brisnet.org.au> wrote:
>Oops got the ftp bit wrong. it is ftp://203.4.149.98/8bit

230 User anonymous logged in with passwd funk+@osu.edu
ftp> cd 8bit
550 Access denied to that directory.
ftp>

Is it just me, or is the 8bit directory inaccessible?
--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2961. Re: Parallax scrolling

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-26 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <44955i$gab@no-names.nerdc.ufl.edu>
Source record: 88333

kendrick@zippy.sonoma.edu (William Kendrick) wrote:

>Do I hear Sweet 16 DOOM XL ??? :) (Well, ok Wolf. 3D because it doesn't
>do "look up/down" and different heights.. but still, EVENTUALLY it could be
>done, I think! :) (maybe losing the texture-mapping..)
>
>SOMEBODY >DO IT!<
>

I thought it was worth mentioning that the DOOM engine doesn't handle look
up/down either.

-Michael Ellis

2962. Re: Ortman's "original costs"

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-26 00:00:00 UTC
From: James Finnegan <finneganj@delphi.com>
Message-ID: <44967p$jre@svna0001.clipper.ssb.com>
Source record: 88334

moellerw@hookup.net (William Moeller) wrote:

>This CLOWN Ortman has been showing up on the Pro! network off and on for
>the last few years with his off the wall "ORIGINAL COST" posts! We chased
>him off of the Pro! network and now he shows up here......arrhhhh!
>
>When people do not give him his fantasy prices, he becomes verbally
>abusive to the Atari 8-bit community. Sounds to me like this guy got
>stuck with a lot of Atari 8 equipment and STILL insists he will get his
>money out of it......tough I say. We all have machines that depreciate. I
>have corresponded with one person who personally told me he stopped
>calling the Carina net specifically because of Terry Ortman.

Interesting! About 10 years ago (circa '84-85), Me Ortman used to peddle
what appeared to be bootleg copies of the Forem BBS program theu his Starfleet
BBS ($60.00 for Forem 1030?! Sheesh!!) From what I can tell, he has made
plenty of money off of the 8-bits over the years. Why he continues to think
that it's 1984 again is truly puzzling!

--
Regards,
James Finnegan
Contributing Editor
Microsoft Systems Journal

2963. Atari 2600 PAL vs. NTSC

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-26 00:00:00 UTC
From: "Hugues.DeClerck" <hdclerck>
Message-ID: <DFICnw.BpD@uia.ua.ac.be>
Source record: 88335

I was wondering if it is possible to play American NTSC Atari carts on an European PAL Atari 2600???

2964. 6502 language

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-26 00:00:00 UTC
From: Herman <eddy2878@rad.net.id>
Message-ID: <449hr7$1ii@news1.rad.net.id>
Source record: 88336

Hi,everybody
I want to asking you something about the eprom ,I have a PCB something like a poker games that using 6502 processor ,and there are many of eprom ,I thing they are programed with 6502 assembler language and after they compiled it they write it into the eproms ,Do you Know or How if we want to convert back the compiled program from eprom into the source program of 6502 assembler language ,By the way i have try to read it from the eprom writer but i can't modify it because it was the machines language ,do you know with what software or what machines we can convert it or uncompiled that program ? as i know it ,we have to own a 6502 cpu or ???.emulator ,to read it ,do any body have this machines ? because that machines is old enough so i can't find it any more

Thanks & Regards

Herman

2965. How much memory does my 600xl have

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-26 00:00:00 UTC
From: watkins@netaxs.com
Message-ID: <449d29$3l0@netaxs.com>
Source record: 88337

I aquired a 600xl with no docs or anything. I know from reading
the FAQ that the memory size ranges from 16k - 64k is there are way of
checking the memory size without opening the computer? If turns out that
I do have to open it how to I know by looking inside?

If it turns out that it is only 16k I would like to either get a
800xl or a memory module for the 600xl; have any for sale?

Thanks,

Jim

2966. An update from FTe

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-26 00:00:00 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <BHNB2ZB.ftooned@delphi.com>
Source record: 88338

Hi All,

Just got back from being "on the road" for about a month. I had just installed a Novell File Server here at the office before leaving, when I discovered some serious hard drive problems on my notebook. All of my data was transferred over to the server, and in bringing the data back over I neglected to transfer my telecommunications software...

Imagine my suprise when I wanted to get on the networks a week or two later. (what a drag!) I've missed about three weeks of messages, and in finding out there have been a few SDX ROMS that haven't managed to work properly, I hope that I haven't been flamed too bad. I will say that some of the SDX ROMS did "work", and I'm still not too sure what happened. None of the checks recieved recieved for orders have been cashed yet, and it will be "very simple" to get working ROMS out now that I'm aware of the problem.

I trust that the majority of you out there have recieved a pseudo-catalog in the mail by now, and hopefully caught the part about having to travel "extensively" through October. In fact, I'll be back on the road in a couple of days to get the MARS 8 through the final production stages.

This time I'll take the much-needed telecommunications software, and will be able to communicate via E-Mail more promptly. The MARS 8 is almost finished, and work on the MIO II is being done concurrently in order to insure compatibility. If I'm having some problems with a simple ROM, imagine what could possibly happen if the extra time and testing needed for the MARS 8 and MIO II was overlooked. FTe is back to "full time" operation status, and believe me... the MARS 8 and MIO II are gonna work flawlessly! The finished catalog and phone support will be reactivated sometime around November or December, so hang in there another couple months... Again, I'll be on-the-road through (possibly) mid-November, but will be able to communicate via E-Mail when I'm not in Arizona.

Thanks, Mike

2967. Re: Parallax scrolling

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-26 00:00:00 UTC
From: Jeff Potter <potter>
Message-ID: <449vou$p5k@theopolis.orl.mmc.com>
Source record: 88339

ba930@FreeNet.Carleton.CA (Chris Brown) wrote:
>
>David Firth (david@signus.demon.co.uk) writes:
>> Gary Holder (gholder@emory.edu) wrote:
>> : I've always considered Way Out to be an awesome achievement. Just wish
>> : it wasn't quite so darn hard to play!
>>
>> Personally I prefered Capture the Flag which allowed two people to play
>> against each other simultaneously.
>
>There's a MUCh better game by DataQ that lets you have about 8 players all
>playing simultaneously via I/O cables networked together. Can't remember
>the name right now...

Why it's "Maze of Agdagon" (or just Agdagon). It's in the umich archive.

BTW, I'm reasonably sure "Way Out" and "Capture the Flag" did *not* use
hardware scrolling to accomplish their 3-D first person views.

--
Jeff Potter
...potter@escmail.orl.mmc.com
...74030.2020@compuserve.com
...JDPOTTER@genie.geis.com

2968. attempting to make a mac-atari cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-26 00:00:00 UTC
From: lcg@cs.duke.edu
Message-ID: <lcg-2609951142080001@abyss.cs.duke.edu>
Source record: 88340

Radio Shack doesn't carry the Apple Macintosh 8 pin connector which I need to make a mac to atari cable for my 850 and use with Rainbow.

Anyone know where I can get such a beast? The Apple Macintosh 8 pin plug is much smaller than the one that radio shack had, and they did have a 6 pin that was close, but I believe that is for PC compatible keyboards.

Lyman
--
lcg@cs.duke.edu, lymang@acpub.duke.edu

2969. Re: Critters

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-26 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <BVOBuFP.ransom22@delphi.com>
Source record: 88341

William Kendrick <kendrick@zippy.sonoma.edu> writes:

>> BTW, to all you folks reading this, Bill Kindrick was kind enough
>
>PST- It's Kendrick ;)

Gee,that's two names I've garbled online in two weeks! I'm on a
roll, folks! :P
I'm sorry for garbling it. i'll get it right next time. :)

-joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2970. Re: critters :(

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-26 00:00:00 UTC
From: Dag.Hugdahl@flight.org
Message-ID: <fc2_9509270106@flight.org>
Source record: 88342

```
On <24 Sep, 17:27>, Joe Walsh wrote to All :
JW> William Kendrick <kendrick@zippy.sonoma.edu> writes:
JW>
JW> >Both ARC files have bad headers. :(
JW>
JW> Hmmm. Is there a problem with using the SpartaDOS X internal ARC
JW> command to archive programs? I arc'd and unarc'd it here before uploading
JW> it, and it was fine. So, either SDX ARC is incompatible with the unarc
JW> program you are using, or the files got transferred wrong.
JW>
JW> Hmmm. I'll look into it and let you know.

I've seen this problem occur before with the SDX internal ARC command, but
on the un-ARCing end. Certain .ARC's when un-ARC'ed with SuperUnARC give the
bad header message while unARCing with the build in SDX ARC will not. I've
usually had luck in unARCing the files anyway, but it is annoying.

-Dag-
---------------------------- -//- ----------------------------
Internet: Dag.Hugdahl@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------
```

2971. Re: How much memory does my 600xl have

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-26 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <449j6a$1fdk@news.mindspring.com>
Source record: 88343

In article <449d29$3l0@netaxs.com>, watkins@netaxs.com () wrote:
> I aquired a 600xl with no docs or anything. I know from reading
>the FAQ that the memory size ranges from 16k - 64k is there are way of
>checking the memory size without opening the computer? If turns out
that
>I do have to open it how to I know by looking inside?
>
> If it turns out that it is only 16k I would like to either get a
>800xl or a memory module for the 600xl; have any for sale?
>
Just turn on the computer. You should get a READY prompt.
type this:

? FRE(0) <RET>

If the answer is 37902 then you have 64K.
If the answer is 13326 then you have 16K.

I know the numbers may not add up, but they are right.

Bruce Willard bwillard@mindspring.com

2972. Re: Parallax scrolling

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-26 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <146070@cup.portal.com>
Source record: 88344

>Well, of course, there's Maze of Agdagon...

I think this is the game he was referring to.

>What we NEED is Descent-XL! :) :) :)

Now here's an optimistic thought. :-)!

John Harris - jharris@cup.portal.com

2973. Re: Parallax scrolling

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-26 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <146071@cup.portal.com>
Source record: 88345

>Do I hear Sweet 16 DOOM XL ??? :) (Well, ok Wolf. 3D because it doesn't
>do "look up/down" and different heights.. but still, EVENTUALLY it could be
>done, I think! :) (maybe losing the texture-mapping..)
>
>SOMEBODY >DO IT!<

Wolf 3D wouldn't be out of the question, and I hear it's been done on the Apple IIgs (a 65816 system). The bad part, is that the algorithm plots one column of pixels from the top of the screen to the bottom, before continuing to the next column. This works out great for the one-byte-per-pixel modes of a 256 color display, but it would add a lot of overhead to have to mask in each pixel on the Atari8.

I think you'd want to try and write it one byte at a time, which would make things really fast, but you'd really have some resolution problems by having only 40 columns across. You would still have texturing within each byte of course, so it might not be _that_ bad, but you've got some work to do to get rid of potentially ugly staircasing on diagonal wall boundaries. You might be able to mix in some pixel level merging at the wall boundaries, but I don't know if that's feasible. I haven't really thought about it very much, but it would be fun to try if I had time.

John Harris - jharris@cup.portal.com

2974. Re: [--- C shar ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-27 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <44cgl8$sna@news.ios.com>
Source record: 88156

Winston Smith (winston@merk.com) wrote:

: Has anyone tried the 'C' shar shell archive that was posted ?
:
: Does anyone program on their ATARI 8bit in 'C' ?

I program in C on the 8-bit, but I have to admit I haven't tried the shar
program yet, but I did get a copy of it <g.>

2975. Re: Got my rainbow disk, it's up and runni

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-27 00:00:00 UTC
From: nathanc@cerc.wvu.edu
Message-ID: <DFL1qz.3x2@cerc.wvu.edu>
Source record: 88157

Chris Lam (lamcw@aston.ac.uk) wrote:

: In article <DF4ozz.E5I@cerc.wvu.edu>, nathanc@cerc.wvu.edu (A Nathan
: Centofanti) wrote:

: I have seen this problem myself, thanks to some guy who informed me
: about it.

: I take it that you seen the 'Please allocate more memory to Rainbow'
: alert box... am I right? If you do, this is a problem due to the
: allocation of sound channels. Even though the demo has no sound,
: it inits the channels anyway. It seems on some setups, the allocation
: of more than 4 channels is a no-no. But don't ask me why; I don't
: know!

: But this is certainly the exception rather than the rule.

Egads!!! Is this something that is fixable or am I going to have to go
out and buy myself my own mac? :)

Thanks for the info

: Chris.

A Centofanti

2976. Re: 1.44, XF551 - Possible?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-27 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <44an9l$dq0@nnrp3.news.primenet.com>
Source record: 88158

The mortal Mathy Van Nisselroy wrote:
: I think Mapping... mentiones somewhere that the classic Atari can use sectors
: up till 65536 bytes long. Don't know where. I do remember though, that it
: uses TWO bytes for the sector size.

Yes, but this address is unused by all DOSs I know of. When DOSs adjust sector size they do not manipulate this address, and I have manipulated this address and then done XIO calls to initialize to try to coax different sector size and failed.

BTW, you may think DOS3 uses 1K sectors but it is actually a block of several 128K sectors treated as one unit.

: A yes, the above only goes for hard drives. Floppy drives connected to the
: BlackBox use 36 sectors per track in High Density.

This may be semantical since the end result is you get to max out your floppies even up to 1.44 megs.

The most pressing problem regarding drives with larger byte per sector sizes are CD-ROMs.

BTW, the Black Box merely allows the HD to look like 256 bytes per sector. No DOS that I know of has managed to pull 512K or 1K bytes per sector for real.

2977. Re: How much memory does my 600xl have

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-27 00:00:00 UTC
From: Ben Corr <bjcorr@delphi.com>
Message-ID: <RNDAevC.bjcorr@delphi.com>
Source record: 88159

<watkins@netaxs.com> writes:

> I aquired a 600xl with no docs or anything. I know from reading
>the FAQ that the memory size ranges from 16k - 64k is there are way of
>checking the memory size without opening the computer? If turns out that
>I do have to open it how to I know by looking inside?
>
> If it turns out that it is only 16k I would like to either get a
>800xl or a memory module for the 600xl; have any for sale?

If you have 16k the upgrade to 64k is trivial. Drop me a line at
bjcorr@delphi.com for details.
Oh, and from basic try a PRINT FRE(0) to get an idea of memory size. I believe
that 64k shows about 32k free with basic loaded.
bjcorr@delphi.com

2978. Re: attempting to make a mac-atari cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-27 00:00:00 UTC
From: "Barry L. Gordon" <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.91.950927221711.20592A-100000@phantasm.ecst.csuchico.edu>
Source record: 88160

On Tue, 26 Sep 1995 lcg@cs.duke.edu wrote:

> Radio Shack doesn't carry the Apple Macintosh 8 pin connector which I need
> to make a mac to atari cable for my 850 and use with Rainbow.
>
> Anyone know where I can get such a beast?

I'm not positive if it's the same connector or not, but I saw a
Macintosh printer cable with their proprietary DIN connector at Payless
Drug store.

2979. Wanted : Your Old Computers

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-27 00:00:00 UTC
From: Jason Suslak <102370.2727@CompuServe.COM>
Message-ID: <44aefm$7nl$1@mhade.production.compuserve.com>
Source record: 88346
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.tandy

Dear All,
I have been wanting an old computer to play around with
for awhile. I will accept almost any of your unwanted working (or
near working) computers (even the old eight bit ones). I will pay
for shipping. Please E-mail me all replies. Thanks. -Jason-

2980. Re: Parallax scrolling

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <44ah51$gdk@nic-nac.CSU.net>
Source record: 88347

```
In article <44955i$gab@no-names.nerdc.ufl.edu>,
Michael Ellis <michael@anest4.anest.ufl.edu> wrote:
>kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>
>
>I thought it was worth mentioning that the DOOM engine doesn't handle look
>up/down either.
>

Proves how many times I've played DOOM (once) and how long ago it was
(2 years). :)

Also proves (again) how much BETTER "Marathon" for the Mac is than DOOM. :)

Now.. Descent... that's a whole other story.. (just let me mention, however,
I'd LOVE to see Star Raiders redone with some of Descent's ship controls!
WOW! Even just a user-controllable demo!)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
```

2981. Re: Atari and Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-27 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <44ampu$dq0@nnrp3.news.primenet.com>
Source record: 88348
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,alt.games.video.classic,alt.atari-jaguar.discussion

The mortal James Finnegan wrote:

: The A800 VLSI hardware guys include:
: Jay Miner - Creator and System architect, VSLI manager
: Steve Mayer - Also one of the creators (from the grass valley group)
: Joe Decuir - Antic and system and creator
: A french guy (whose name I forget) - Antic logic designer
: George McLeod - CTIA and GTIA logic design
: Doug Neubauer - Pokey logic design
: Mark Shieu - Pokey chip design
: Steve Stone - Pokey layout design
: Steve Smith - Technician for antic and gtia
: Delwin Pearson - Technician for Pokey

Out of all of these it appears as if Doug is the only one who went on to program software for this machine, and the only one to keep interested in Atari's 8-bit machines well into the 80s (i.e. his 2600 games). His interest in the 2600 probably means he helped with that design too.

Jay Miner moved on to other projects rather quickly after finishing the 400/800 and never seemed to look back. He was amazingly ignorant about programs like MAC/65 which first appeared as early as 1983 when asked about the 8-bit in a C= Amiga conference on Delphi.

Jay is an icon which I and others have conveniently affixed the legacy of custom A/V hardware but in reality it is the team of people who shared his ideas who deserve the credit.

I don't think the Lynx, for instance, had any direct involvement from Jay but was rather designed by some of the disciples. The same thing with the SNES.

2982. ATARI Ftp site

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-27 00:00:00 UTC
From: James Bradford <sup8pdct@closer.brisnet.org.au>
Message-ID: <44au9a$4oa@bne2.design.net.au>
Source record: 88349

There is a new ftp site. ftp://203.4.149.98/8bit
Lots of stuff. Also the home site of Super products, including superdos.
check it out.

2983. Re: Got my rainbow disk, it's up and runni

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-27 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DFK7B3.I1p@aston.ac.uk>
Source record: 88350

jgoodman@tiac.net (John V. Goodman) wrote:

;Well here's something I'm sure you can help us out with. A lot of the
;8-bit software on servers is in .dcm format. And as far as I've found,
;there's no *Mac* program to convert these files to .atr files, only PC and
;Unix.

You can use the original 8bit program Disk Communicator 3 under Rainbow
emulation to unpack the DCM file. Check out the Rainbow home page

http://www.aston.ac.uk/~lamcw/emulators.html

There you can download DisComm3 with instructions on how to use it
with Rainbow.

Regards,

Chris.

2984. Re: attempting to make a mac-atari cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-27 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <44bji7$iqo@no-names.nerdc.ufl.edu>
Source record: 88351

lcg@cs.duke.edu (Lyman C. Green, Jr.) wrote:
>Radio Shack doesn't carry the Apple Macintosh 8 pin connector which I need
>to make a mac to atari cable for my 850 and use with Rainbow.
>

Radio Shack doesn't but almost ANY other electronics store should. As we all know, lately Radio Shack has been hardly interested in carrying the electronics parts that made them famous, Ask for a mini-DIN 8 at any other reputable electronics store and they should get what you need.

>Anyone know where I can get such a beast? The Apple Macintosh 8 pin plug
>is much smaller than the one that radio shack had, and they did have a 6
>pin that was close, but I believe that is for PC compatible keyboards.
>

Actually, the 6-pin mini-DIN is also used for ADB (Apple Desktop Bus) devices like your keyboard and mouse (assuming your Mac is an SE or better). PC keyboards and mice have, in their quest to APPEAR more Mac-like, adopted the same smaller connectors but they still lack the sophistication of Apple's ADB (which allows many, many input devices to be hooked up at once) as they rely on dedicated ports for every device.

Hope this helps...

-Michael Ellis

2985. Re: Parallax scrolling

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-27 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <44brvg$fvl@news1.halcyon.com>
Source record: 88352

John D Harris <jharris@cup.portal.com> wrote:
>
>Wolf 3D wouldn't be out of the question, and I hear it's been done on the
>Apple IIgs (a 65816 system). The bad part, is that the algorithm plots
>one column of pixels from the top of the screen to the bottom, before
>continuing to the next column. This works out great for the one-byte-per-
>pixel modes of a 256 color display, but it would add a lot of overhead to
>have to mask in each pixel on the Atari8.

Back in 1993 someone over in comp.sys.cbm claimed to have a Wolfenstein
3-D sorta game running on a C-64. In a small window, of course, but
still running.

James Hague
junkster@halcyon.com

2986. Re: Interesting Atari 8-bit Ideas

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-27 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <44c662$69k@charm.magnus.acs.ohio-state.edu>
Source record: 88353

In article <DFE4to.8x2@merk.com>, Winston Smith <winston@merk.com> wrote:
>Doesn't CMU's MACH-OS do distributed processing ?

Yup.

>Is that available for study ? You might want to take a look at it.
>It is an interesting idea. Can the MACH-OS use anything besides
>INTeL CPUs ? It would be neat if you could hang a dozen ATARI 8-bits
>off of MACH-OS and have it use the 6502s for distributed processing.

I'm pretty sure that it's available and that it is designed to be
portable. (The forthcoming (vaporware?) GNU kernel is based on Mach.)

I'm taking an OS class right now, and Mach is one of the OS's the book
talks about in depth. So in a few weeks I should be able to say more
about it.
In that class, I'm constantly thinking, "Could this be done on a
6502?"
--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2987. Floyy Board by CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-27 00:00:00 UTC
From: moellerw@hookup.net
Message-ID: <44c87f$f1a@noc.tor.hookup.net>
Source record: 88354

Hello Classic Atarians!

I just wanted to tell everyone here my experiences with the Floppy Board add on for the Black Box by CSS, adn want to compare notes with other Floppy board owners.

From the first moment that I ordered a Black box with floppy board from CSS I have had trouble. The first trouble was getting the thing to work with upgraded machines. It would NAK out on me during copies. I complained to CSS and they claimed it was my computer....probably the CPU.....well, I changed the upgrade to a stock computer that did work flawlessly with the BB/FB and the problems showed up in THAT computer. Well, I have a ton of 8 bits, so eventually I kept swapping and swapping CPUs until I did find one that worked. Now, I had an Upgraded 256k 800xl running a hard disk, 1.4 meg floppy 2 360k floppies, a printer and a modem. Almost the ultimate system eh? Well, I picked up a sweet 16 and the thing did not work (the only one of all that were made up until now).....well, I finally got around to getting it exchanged and it arrived in the mail.....I promptly put it in the machine.......NOTHING.....green screen.....so, I unplugged the BB/FB and presto!....it worked.....played Centipede too.....so, I went to the BBS, and plugged it into the floppy board there.....nothing....would not boot....so, I put my stock machine back on line (the only thing I can get to work reliably with the BB/FB combo....so, I got my 3rd Black box...the one sans Floppy board....plugged it in....and it worked!

I have had machines that would not work with an MIO, and the Black box...I have always been told it was the CPU by Bob Puff, and if I swapped enough of them in, yes, they would finally work..but, this Floppy board is another story....I figured that this 16 bit Sweet 16 would be a top notch chip and not "marginal"...which is the reason I was given by MR. Puff that certain computers would not work with the BB.....has any one else suffered these problems? I wanted to assemble the ultimate 8 bit system for my use....but it seems I can either have upgraded machines or 1.4 meg floppies with the floppy board but not both.....

Really frustrated

Willy Moeller

2988. Re: Parallax scrolling

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <44ca8o$25c@nic-nac.CSU.net>
Source record: 88355

In article <146071@cup.portal.com>,
John D Harris <jharris@cup.portal.com> wrote:
>
>I think you'd want to try and write it one byte at a time, which would
>make things really fast, but you'd really have some resolution problems
>by having only 40 columns across. You would still have texturing within
>each byte of course, so it might not be _that_ bad, but you've got some
>work to do to get rid of potentially ugly staircasing on diagonal wall
>boundaries. You might be able to mix in some pixel level merging at the
>wall boundaries, but I don't know if that's feasible. I haven't really
>thought about it very much, but it would be fun to try if I had time.
>
> John Harris - jharris@cup.portal.com

Graphics 9 mode (or another GTIA mode) would be ok.. blocky, as you say,
but not bad.

Make it quicker by making the pixels even squarer (the display list would
simply redisplay the same line a few times, then the next line a few times,
etc.)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2989. Parallax scrolling in games.

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-28 00:00:00 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <A525CC1567@east-01.novell.leeds.ac.uk>
Source record: 88161

The game Shadow of the Beast which was/is famous on the Am**a
and (ST?) reputadly had 11 (or thereabouts) levels of parallax
scrolling. It was a horizontally scrolling platform type of game.

Anyway several years ago this game was due to be released for the
Atari 8-bits but it never quite made it. I have seen a demo copy,
nowhere near to a full game, just the background moving and the main
character in motion and it had several levels of parallax scrolling.
I'm not sure how many, probably not 11, but it looked pretty good.
My point, well, it can be done so hopefully somebody will produce a
full game that uses the effect.

Richard Gore
chmrig@leeds.ac.uk

PS If anybody has a spare ten grand (UK pounds) I might be able to
get them the rights to the Atari 8-bit version of Shadow of the
Beast!! No I'm not joking, that was the last price I heard the
copyright holder wanted for it, and the game wasn't even finished -
you would have to do that yourself!!!!!!!!!!

2990. BASIC tokenizing/detokenizing

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-28 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <44efr6$fcv@charm.magnus.acs.ohio-state.edu>
Source record: 88162

Can somebody point me to some good resources on tokenizing and
detokenizing BASIC programs and the SAVE format?

--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2991. Re: BASIC tokenizing/detokenizing

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-28 00:00:00 UTC
From: brat@interlog.com
Message-ID: <44ekff$clg_001@brat.interlog.com>
Source record: 88163

In article <44efr6$fcv@charm.magnus.acs.ohio-state.edu>,
rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:
>Can somebody point me to some good resources on tokenizing and
>detokenizing BASIC programs and the SAVE format?
>
Try "The Atari BASIC Source Book" by Wilkinson et al, a Compute! Books
publication.

Bernie

Bernie Rataj brat@interlog.com qth://toronto.on.ca
Member: Ontario DX Association

2992. HD for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-28 00:00:00 UTC
From: ext287@neb.com
Message-ID: <ext287-2809951113570001@198.112.81.60>
Source record: 88164

OK, so I've read the FAQ - and I know there were some hard drives made for the 8bits, the use of the Black Box, etc. Unfortunately, it looks like you need an XL for the Black Box, and those old drives have bit the dust.

Anyone know of a way to connect an 800 (sorry no XL) to a hard drive (SCUSI) directly?

We're not talking using an IBM via SIO2PC either...

2993. Help

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-28 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510100ac9096587db9@[137.22.11.119]>
Source record: 88165

I received this e-mail out of the blue the other day. The questions are so
open-ended I thought I'd turn it over to the masses in comp.sys.atari.8bit.
Any takers? Thanks. -Michael

=-=-=-=-=-=-=-=

Date: Wed, 20 Sep 1995 21:23:11 -0400 (EDT)
From: mgba@ona.fi.umag.cl (Cuenta Temporal por un Mes)
Subject: Help
To: mcurrent@carleton.edu

Please
Tell me how can i pass from a diskette to a tape, programs from atari
130XE?
How can i make a menu in a diskette of ATARi?
Thank You

=-=-=-=-=-=-=-=

2994. Re: BASIC tokenizing/detokenizing

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-28 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <44eqd4$h5t@charm.magnus.acs.ohio-state.edu>
Source record: 88166

In article <44ekff$clg_001@brat.interlog.com>,
Bernie Rataj <brat@interlog.com> wrote:
>Try "The Atari BASIC Source Book" by Wilkinson et al, a Compute! Books
>publication.

I was afraid somebody would say that...
I have it, and spent a lot of time reading it last night. I actually
got started writing the tokenize (edit/precompile) and detokenize
(LIST) routines in C. But it isn't very clear on exactly what the
tokens are for each command, and I haven't gotten to the chapter on
SAVE yet to see how well it explains that.

I know I've seen articles on the subject, but now I can't remember
where.

--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2995. 6502 language

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-28 00:00:00 UTC
From: Herman <eddy2878@rad.net.id>
Message-ID: <44et2c$55j@news1.rad.net.id>
Source record: 88167

Hi,everybody
I want to asking you something about the eprom ,I have a PCB something like a poker games that using 6502 processor ,and there are many of eprom ,I thing they are programed with 6502 assembler language and after they compiled it they write it into the eproms ,Do you Know or How if we want to convert back the compiled program from eprom into the source program of 6502 assembler language ,By the way i have try to read it from the eprom writer but i can't modify it because it was the machines language ,do you know with what software or what machines we can convert it or uncompiled that program ? as i know it ,we have to own a 6502 cpu or ???.emulator ,to read it ,do any body have this machines ? because that machines is old enough so i can't find it any more

Thanks & Regards

Herman

2996. Re: Help

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-28 00:00:00 UTC
From: mjewison@irus.rri.uwo.ca
Message-ID: <44etg1$jaj@falcon.ccs.uwo.ca>
Source record: 88168

In article <v01510100ac9096587db9@[137.22.11.119]>, mcurrent@carleton.edu (Michael Current) writes:
|> I received this e-mail out of the blue the other day. The questions are so
|> open-ended I thought I'd turn it over to the masses in comp.sys.atari.8bit.
|> Any takers? Thanks. -Michael
|>
|> Tell me how can i pass from a diskette to a tape, programs from atari
|> 130XE?
|> How can i make a menu in a diskette of ATARi?

I can't answer the first question (although I'd be curious why you'd want to go from disk to tape :-) but I can answer the second.

There was a program way back in an old issue of Analog (Issue 27 comes to mind) called MicroDOS XL. This was a boot program only a few sectors long which replaced DOS and listed the directory contents to the screen. You could then scroll through the directory using either the SELECT/OPTION keys or a joystick. If I remember correctly, the program only offered support for SS/SD drives (maybe dual density, I'm not sure). At the time, I had only a Percom RFD44S1 drive (DS/DD) so I modified the program to support the full 1440 sectors you get with a DS/DD disk. Although there were a few files the loader couldn't handle (due to the fact the program could only access raw sectors and not filenames) it performed admirably, and I still have a bunch of disks today which use MicroDOS.

The ANALOG issue contains the assembly source code for the program. I've probably still got the source for my upgrade to access 360k disks and if there's enough interest I could upload it to umich or it might even be short enough to uuencode and post here.

- Mike Jewison
mjewison@irus.rri.uwo.ca

2997. external data path

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-28 00:00:00 UTC
From: teyilei@magnus.acs.ohio-state.edu
Message-ID: <44f2om$iiq@charm.magnus.acs.ohio-state.edu>
Source record: 88169

Perhaps this is an obvious question, but did the Atari 8-bits have an 8-bit external data path to system memory and other components? I know the internal registers were 8-bit, but I'm not sure about the external data bus width. What about the coprocs like GTIA, ANTIC, etc. -- were they 8-bits internally also?

Thanks

2998. Re: Space Invaders versions for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-28 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v0151010dac90cca03d14@[137.22.11.119]>
Source record: 88170

Scott writes:

>OK, I've got two versions of Space Invaders for the 8-bits: the 5200
>"port" from Glenn the 5200 man, which is really good, and the "official"
>8-bit cartridge version, which is fairly pedestrian by comparison. Was the
>superior 5200 version ever officially released for the 8-bits?

No, the 5200 version was not released on the 8-bits.

I have the Space Invaders cart by Atari, and the Deluxe Invaders cart by Roklan. I also have an interesting hacked invaders game on disk. It _looks_ like Roklan's Deluxe Invaders, but it has the _sounds_ of Atari's Space Invaders. I always wondered if the two cartridges had a common development history, and this version I have was "leaked" somewhere in between the two releases.

Either that, or someone simply hacked the two together for the heck of it.

Has anyone else ever seen this other version that I have?

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

2999. Help ST Xform F:Device

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-28 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DFLtx3.12H@ridgecrest.ca.us>
Source record: 88171

I just purchased ST Xformer V 2.5. I am running it on a
Mega2ST from a HD connected by a Link. The X-Former cable
is connected to a 1050 floppy. I wish to transfer files
from the ST's floppy to the 1050 floppy for use on a
800 and 130. X-Former is using DOS 2.5. I have tried
using F:Device to read and load the a:*.* directory
within X-Former, but I get no response. The same for
F:C:*.*. Also, the Quick transfer utility dosen't seem
to work. In the X-Former 3.0 docs, Derrik say's this is
buggy at times. V3.0 on the Mega is worse yet.
So, for now, I run PC X-Former XF252.exe and
use the dos25.xfe command to load dos as D1 and a
pc disk file as a virtual file D2. I copy the file
from D2 to D1. The file is then enclosed in the virtual
dos25.xfe file. (I haven't been able to load more than
one file at a time, an Mydos dosen't seen to be able to
do this, although I read that it can handle 8 files.)
Then I copy to a 720K floppy, go to the Mega, have X-
Former read the dos25.xfe file and then I am able to
save to the 1050.
I would like to get this set up so my 12 year old can
transfer the files, but it's a little complicated doing
it this way. What are the alternatives for my current
set-up. I don't want more cables or boxes and would like
to do this on my Mega or 1040 (Falcon under Backwards?).
I can FTP any recommended software.

Thanks for any advice

Mike
mgrove@owens.ridgecrest.ca.us

****
/All my other computers run Atari Software\
****

3000. Re: Berserk and Satan's Hollow?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-28 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510109ac90c703eb6c@[137.22.11.119]>
Source record: 88172

Jonathan Lee (jlee@sr.hp.com) writes:

>I loved Berserk and Satan's Hollow in the arcades way back when...
>Were these ever released for the 8bit Ataris? If so, were they well
>done, and if so, where can I get them. I have never seen them offered at
>any of the places I used to buy from, such as B&C or American TV.

I don't believe Berserk was ever liscensed for porting to the 8-bit Atari,
but I always thought of K-Razy Shootout (CBS) as great Berserk clone.

I'm afraid K-Razy Shootout may not be easy to find either, but most titles
are available if you look hard enough..

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

3001. SpartaDOS X Start Address?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-28 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <pDNCeRQ.ransom22@delphi.com>
Source record: 88173

Hi,

In programming Critters, I've gotten more and more tired of
switching to Atari DOS in order to save the CRITTERS.OBJ file with a
start address as CRITTERS.COM. Isn't there any way to do this from
SDX?
I looked in the manual, but although it has the LOAD and SAVE
commands, save does not offer an option of telling it the start address.
It is getting to be a real bother to switch back and forth during
the development of this program. Surely there is another way!

Thanks in advance for assistance.

-Joe
--
_____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3002. Re: Parallax scrolling

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-28 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <146110@cup.portal.com>
Source record: 88174

>Graphics 9 mode (or another GTIA mode) would be ok.. blocky, as you say,
>but not bad.

GTIA is still not one byte per pixel. If you draw one full byte, you'll
get two GTIA pixels which cuts an already low resolution in half.

You're right that GTIA is the right mode to do it in though.

John Harris - jharris@cup.portal.com

3003. Re: attempting to make a mac-atari cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-28 00:00:00 UTC
From: lcg@cs.duke.edu
Message-ID: <lcg-2809950835000001@abyss.cs.duke.edu>
Source record: 88175

In article <44bji7$iqo@no-names.nerdc.ufl.edu>, Michael Ellis
<michael@anest4.anest.ufl.edu> wrote:

>Radio Shack doesn't but almost ANY other electronics store should. As we
all know,
>lately Radio Shack has been hardly interested in carrying the electronics
parts that
>made them famous, Ask for a mini-DIN 8 at any other reputable
electronics store
>and they should get what you need.

cool. Will look in the yellow pages!

>Hope this helps...

yes, it does. Thanks!

Lyman
--
lcg@cs.duke.edu, lymang@acpub.duke.edu

3004. HD for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-28 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <306b80b9@pianosa.demon.co.uk>
Source record: 88176

Whilst reading the usual rubbish I find here, ext287 wrote something
interesting to All about HD for Atari 800:

Hi ext287,

e> Anyone know of a way to connect an 800 (sorry no XL) to a hard drive
e> (SCUSI) directly?

One of the best kept secrets of the 800 was the fact that there was an
expansion port. Take it out of the casing, and you'll find an edge connector
at the back of the main PCB. As for what the layout of the connector is, I
couldn't say. I'm sure, though, somebody will know.

_
Regards, /_) 2:251/48.15 39:134/16.15
/ _)rad brad@pianosa.demon.co.uk

... I don't see anything that I want.
Datapanik In The Year Zero; Pere Ubu

3005. Re: Atari and Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <44ffpk$q7h@ccshst05.cs.uoguelph.ca>
Source record: 88177
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,alt.games.video.classic,alt.atari-jaguar.discussion

Distribution:

: own", only later to be sold to Atari. For example, Solaris (which I just bought
: a copy of -- don't have it yet, though) was done in 1982-83, was apparently
: going to be "The Last Starfighter" ET-like movie-tie-in thing. But Atari
: scrapped the videogame market shortly before purchasing it from him. Only in
: 1985 did they approach him again (out of the blue, he says) to buy it...

Is Solaris really that old? If it is, that's incredible! I always
thought that this game was the pinnacle of excellent programming, given
the quality of what he pulled off on the 2600.

>> mark <<

--
==
Mark Rathwell = "Pay no attention to that man behind the curtain!"
=
The Universiy Of Guelph = "We did come from apes. Some folks around here
= have a little catching up to do."
mrathwel@uoguelph.ca =
==

3006. Re: Atari and Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: James Finnegan <finneganj@delphi.com>
Message-ID: <44h1n7$d8a@svna0001.clipper.ssb.com>
Source record: 88178
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,alt.games.video.classic,alt.atari-jaguar.discussion

mrathwel@uoguelph.ca (Mark Rathwell) wrote:
> Is Solaris really that old? If it is, that's incredible! I always
>thought that this game was the pinnacle of excellent programming, given
>the quality of what he pulled off on the 2600.

Yes! I don't have Solaris yet, but am really looking forward to it (from all of the things I've heard here, I'm salivating). Here's Doug's exact quote (which was essentially paraphrased in my last msg...)

"
I actually did most of Solaris back in the '82 to '83 time frame, but when I finished it was after the "crash." An interesting story, was that I had almost sold it to Atari (and Atari flew me down to LA to see a preview of the movie "Last Star Fighter", that they were going to use as a "movie tie-in" or something.) and then over the week-end the Tramiels bought Atari from Warner, layed everyone off, and put all game stuff on hold. So the game sat on the shelf until mid 1985 or so, then Atari called out of the blue. They had decided to sell 2600 games again and someone remembered that I had a game. So I added a few more features to it (improved the charts I think?) and it went on the market finally in 1986 (I think)

Actually I have another "Space" game that I did for the old 8 bit Nintendo (NES), that once again I finished too late for the market, so it sits on the shelf. (I don't expect to get a call from Nintendo however :-)
"

It would have been *amazing* if it was released in the '83-'84 time-frame though! Maybe it could have puuled Atari's fat out of the fire... Given Doug's experience in IC design, it wouldn't suprise me if the cart was loaded with more chips than the 2600 itself. He never did tell me whether the cart was "souped-up" or not, though :-(

--
Regards,
James Finnegan
Contributing Editor
Microsoft Systems Journal

3007. Parker Bros Popeye

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: johny@central.susx.ac.uk
Message-ID: <44gk46$7cq@infa.central.susx.ac.uk>
Source record: 88179

Does anybody know if Popeye likes the XE's OS? I have a Popeye cart and it
just will not boot; it makes clicking noises and then drops to BASIC.
Frogger works fine.

Do I have a dead cart, or do I just need to get an 800 to use it on? :)

-- John Yeates (J.Yeates@susx.ac.uk) ------- http://www.susx.ac.uk/~johny/ --
For a good time, call gettimeofday().

3008. Re: BASIC tokenizing/detokenizing

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <44gsdf$bpa@ns.mcs.kent.edu>
Source record: 88180

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: Can somebody point me to some good resources on tokenizing and
: detokenizing BASIC programs and the SAVE format?

I would suggest getting ahold of "Inside Atari Basic". It explains
everything you wanted to know about Atari Basic and then some. I beleive,
and someone correct me if I'm wrong, that it was published by Compute!
Books.

--Craig
--
"We the willing, lead by the ungrateful, are doing the impossible with nothing.
We have done so much, with so little, for so long that we are now qualified to
do anything with nothing."

3009. Re: HD for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Sep29.094433.21630@wariat.UUCP>
Source record: 88181

(Talk about a hard drive on a 800.)
Somebody mentioned the 'expansion' 'port' on the 800. As far as I know,
this was for factory testing only. To use a hard drive with a 800, the
only thing I know of is a atr8000, a monster of a peripheral that
allowed hooking up 360k, 8" floppies and also, with the correct
software and add-ons, a hard drive.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

3010. Re: Parker Bros Popeye

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <44gun3$99h@bug.rahul.net>
Source record: 88182

John Yeates (johny@central.susx.ac.uk) wrote:

: Do I have a dead cart, or do I just need to get an 800 to use it on? :)

I don't know, but having both isn't a bad idea. I have a complete
system in the bedroom, but I also keep an 800 and one 1050 hooked
into our living room TV for those little incompatibilities.

It's not like they're horribly expensive, either.

--
ziggy29@rahul.net is Tim Irvin--husband, system administrator, grad student,
softball maniac. My web page has been updated (9/11/95) and can be found at
http://www.rahul.net/ziggy29.
**We're #1! Prime Time--1995 LERA Softball Champions--39 / 22-17 / .616

3011. Re: HD for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: brat@interlog.com
Message-ID: <44h0pk$hls_002@brat.interlog.com>
Source record: 88183

In article <ext287-2809951113570001@198.112.81.60>,
ext287@neb.com (ext287) wrote:
>
>OK, so I've read the FAQ - and I know there were some hard drives made
for
>the 8bits, the use of the Black Box, etc. Unfortunately, it looks like
you
>need an XL for the Black Box, and those old drives have bit the dust.
>
>Anyone know of a way to connect an 800 (sorry no XL) to a hard drive
>(SCUSI) directly?
>
>We're not talking using an IBM via SIO2PC either...

Why not? There are probably lots of people just wait waiting to sell you
an old 286 PC (or even a 386/486) real cheap, so cheap you could use it
just as a disk server...

Bernie Rataj brat@interlog.com qth://toronto.on.ca
Member: Ontario DX Association

3012. Re: HD for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <44h1pd$pfd@charm.magnus.acs.ohio-state.edu>
Source record: 88184

In article <1995Sep29.094433.21630@wariat.uucp>,
Russ Gilbert <Russ.Gilbert@apk.wariat.org> wrote:
> To use a hard drive with a 800, the
>only thing I know of is a atr8000, a monster of a peripheral that
>allowed hooking up 360k, 8" floppies and also, with the correct
>software and add-ons, a hard drive.

There was also the Corvus system. It used a modified OS, and the
drive connected to the joystick ports. Frank Seipel
<fseipel@freenet.columbus.oh.us> used to use some 10 or 20 meg
Corvuses on his BBS's. They're not standard drives, though.

--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

3013. Re: BASIC tokenizing/detokenizing

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <44h3k8$pop@charm.magnus.acs.ohio-state.edu>
Source record: 88185

In article <44h0fq$hls_001@brat.interlog.com>,
Bernie Rataj <brat@interlog.com> wrote:
>So what is it you really wish to accomplish with all this, if I may
>be so bold...?

Oh, I have a few ideas in mind.

The most basic is this: I'd like to be able to get a listing of a
.BAS file without BASIC -- or even without the Atari.
(I'd also like to do the same with MAC/65 eventually.)

In addition, I think it would be cool to write an almost-Atari BASIC
interpreter portable other systems. I'd leave out a lot (graphics,
sound, etc. -- for that you should go to an emulator), but the core
should be there.
I'd like to be able to write a program like this in Unix:

```
#!/usr/local/bin/abasic
5 REM ** A Simple Atari BASIC program **
10 DIM A$(5),B$(5),C$(11)
20 A$="hello":B$="world"
25 REM it's been a while since I did Atari Basic string manipulation...
30 C$=A$:C$(LEN(C$)+1)=" ":C$(LEN(C$)+1)=B$
40 ? C$
```

It might be useful for some simple general purpose programs we might
have lying around somewhere.

I'd probably want to add some of the extras offered by BXL/BXE and
Turbobasic, too.

It's possible to sort-of-almost-not-quite do this with David Firth's
Atari emulator for Unix, but it only runs BASIC as just another 6502
program, while I'm skipping the 6502 part, hopefully making the
programs much faster, at the expense of some loss of functionality. I
hope to be able to put some of that functionality in (e.g. catch
specific PEEKs and POKEs, and make the right thing happen) after I
have the core working.

BTW, It might be cool to do the same with Action at some point too,
but I probably won't.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

3014. Re: BASIC tokenizing/detokenizing

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <44h3t4$pq6@charm.magnus.acs.ohio-state.edu>
Source record: 88186

In article <44gsdf$bpa@ns.mcs.kent.edu>,
BRiTiSH <clisowsk@condor.mcs.kent.edu> wrote:
> I would suggest getting ahold of "Inside Atari Basic". It explains
>everything you wanted to know about Atari Basic and then some. I beleive,
>and someone correct me if I'm wrong, that it was published by Compute!
>Books.

Yes, I think that's one of the few Atari-related Compute books that I
don't have. I'll look for it.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

3015. Re: Berserk and Satan's Hollow?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <44h5hf$cb8@stratus.skypoint.net>
Source record: 88187

BRiTiSH (clisowsk@condor.mcs.kent.edu) wrote:
: I do know that Berserk was released for the Atari 8bit. I've played
: it many times on an Atari 800. It required the translator disks to run under
: the xl/xe os.

This is a great port. Just like the arcade game. It even talks (although
the action on the screen stops during this).

Scott

3016. Re: 6502 language

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <146117@cup.portal.com>
Source record: 88188

There are quite a few disassemblers for the atari. Some <Antic?> can work from a disk file or memory. For that matter, if you have something as simple as a ED/ASM cart you can load the file into memory & use the built in debug program to disassemble the program. I've never used a "write disassembly to disk" or whatever the feature would be called. Worst case I've had is dumping the listing to printer & just patching what I needed to in the original file. It would help if you could be a little more specific about what you hope to accomplish. For instance, if all you need to do is look at the source & patch a byte or two, I think you can pick up an ED/ASM cart for about $5. A lot of the info you will get from a simple disassembly will be hard to interpret without knowing what the hardware is. For instance, you'll get stuff like STA $1000. Without a schematic you won't know, without a fair amount of gymnastics, is $1000 [RAM, LED, speaker, keypad scan, ...].
Rick

3017. Re: Berserk and Satan's Hollow?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <44h87j$aaa@bug.rahul.net>
Source record: 88189

Scott Butler (sydtech@skypoint.com) wrote:

[re: Berzerk]

: This is a great port. Just like the arcade game. It even talks (although
: the action on the screen stops during this).

I have K-Razy Shootout; it seems like a virtual duplicate of
Berzerk.

Berzerk for the 8-bit has voice? I never had an 8-bit game which used voice
until I picked up 221-B Baker Street a few months ago...

--
ziggy29@rahul.net is Tim Irvin--husband, system administrator, grad student,
softball maniac. My web page has been updated (9/11/95) and can be found at
http://www.rahul.net/ziggy29.
**We're #1! Prime Time--1995 LERA Softball Champions--39 / 22-17 / .616

3018. Re: Berserk and Satan's Hollow?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <44hce0$jdq@news2.delphi.com>
Source record: 88190

I've seen Berzerk on the 8-bit. It actually talks.

-Bry

3019. Guild of Thieves

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: caroul@murray.fordham.edu
Message-ID: <1995Sep29.141132@murray.fordham.edu>
Source record: 88191

Greetings.

This could be a long shot, but I was wondering if anyone owned the game "The Guild of Thieves". Like the other game by that company, "The Pawn", it comes with a storybook which serves the purpose to make life miserable for those who have bootleg copies of the disk and not the book. In the game, periodically, they ask a question like, "what is the third word in the second column on page 45?" If you can't answer it, they switch you off. I own both games, but I do lost the booklet to "Guild of Thieves" and I can't play it.

If I sent money ahead of time, would somebody be willing to photocopy the book for me? To my knowledge, Rainbird software no longer exists.

Please e-mail responses. Thank you.

Marc Caroul

3020. A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <44hmkn$827@link.xs4all.nl>
Source record: 88192

```
r >From: Joe Walsh <ransom22@delphi.com>
r >Subject: A Matter of Choice
r >Date: Sun, 3 Sep 95 20:14:48 -0500
r >
r >
r > I did it. I just gave my MS-DOS box to a soon-to-be in-law. I am
r >now an Atari8-only user.

Congratulations on such a wise decision.

Welcome in the Classic Atari only world. (Including myself, this world now
consists of TWO people AFAIK.)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3021. Software Automatic Mouth

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <44hmko$829@link.xs4all.nl>
Source record: 88193

```
j >From: jperez@uhunix2.uhcc.Hawaii.Edu (John Perez)
j >Subject: Software Automatic Mouth
j >Date: Sun, 3 Sep 1995 20:01:02 GMT
j >
j >I am looking for documentation from Software Automatic Mouth, also known
j >as S.A.M. for the Atari 8-bit computers. Specifically, I seek the list
j >of phonemes that is included with the docs (as I had lost mine many
j >years ago). If there is anyone out there that has this information,
j >please contact me via e-mail.

Howdy John

Sorry, I've only seen S.A.M. once, many many years ago, when 8 bit computers
were the only things Atari sold.

You should check out READIT by Tom Hunt. Unfortunately it only works under
SpartaDOS, but it will read out loud every text file you want. It takes a bit
of getting used to, but it's a nice utility.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3022. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <44hmko$82b@link.xs4all.nl>
Source record: 88194

```
r >From: Joe Walsh <ransom22@delphi.com>
r >Subject: Re: A Matter of Choice
r >Date: Mon, 4 Sep 95 08:59:43 -0500

r >But,
r >with FT-80 I have as good a term program for what I do when I call out,
r >since 99.9% of the time I'm reading and posting messages. I do wish
r >it had an ASCII upload feature, so I could compose offline and upload.
r >But,when I need to do that I can go into BobTerm.

Why don't you use PabQWK (or the soon to be released (I hope) CTH-QWK reader)?

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS I'm NOT saying PabQWK is perfect. It does the job.

---
* PabQwk 2.0 *
```

3023. XEP80 and VT100: Has anyo

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <44hmko$82d@link.xs4all.nl>
Source record: 88195

```
m >From: Bates <mbates@stocko.com>
m >Subject: XEP80 and VT100: Has anyone done it? CAn you?
m >Date: Mon, 4 Sep 1995 20:57:46 -0700
m >
m >
m >I am just curious if anyone has investigated what would be necessary to
m >do VT100 emulation on the XEP80. You certainly would not have to worry
m >about getting 80 cols. It is already there. Was there ever a BOBTERM
m >upgrade? Is it that difficult? Thanks for your help. If given some o
m >the answers I would be willing to sacrifice some sleep to se if it can be
m >coded. - NO PROMISES it has been awhile :-)

Howdy Marlin

Try contacting Erhard Puetz (aka Atreju), he knows a lot about the XEP 80
and it's abilities. Sorry, can't remember his address. Maybe you could
contact him via the German 8bit user group ABBUC (see Vendor/Developer list)
or via USF-net/IAN.

Maybe Bernard Kok is reading this and can give you Erhard's Email address.
Damn, something with @mausnet.de I guess....

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3024. Re: IDE Drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <44hmkp$82h@link.xs4all.nl>
Source record: 88196

C >From: CONRADUS@PLEARN.EDU.PL (Konrad Kokoszkiewicz)
C >Subject: Re: IDE Drive
C >Date: 5 Sep 1995 03:39:36 -0500
C >
C >I has just written a routine to handle the IDE drive. First version of it
C >used only half a sector. The disk speed was 25 KB per second in reading
C >and about 13 KB per second in writing.

Howdy Konrad

Wouldn't you gain lots of speed, if this stuff is done by hardware outside
the computer. This hardware could be as fast as your money will allow.

C >BTW: is there a program, which can defragmentate Sparta-disks?

FRAG by Tom Hunt shows you how fragmented you Sparta disk is. Don't really
know if he has a deFRAGger (I think he does, but I wouldn't trust my memory
:-)) I'm not that interested in Sparta. Maybe somebody could check out the
Closer To Home BBS Tom Hunt runs.

---
* PabQwk 2.0 *

3025. Re: Atari 8-Bit Hard Disk

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <44hmkp$82j@link.xs4all.nl>
Source record: 88197

```
1 >From: Jason Hedrick <102416.675@CompuServe.COM>ompuserve.com!news
1 >Subject: Re: Atari 8-Bit Hard Disk Systems
1 >Date: 6 Sep 1995 21:42:05 GMT

1 >The owner's name is Mike Hohman his Internet address is
1 >F.TOONED@genie.geis.com (I think).

I believe it is ftooned@delphi.com

I own a BlackBox with FloppyBoard and love it.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3026. Re: 1.44, XF551 - Possibl

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <44hmkp$82l@link.xs4all.nl>
Source record: 88198

r >From: rbmier@winternet.com (Rich Mier)m!news
r >Subject: Re: 1.44, XF551 - Possible?
r >Date: 6 Sep 1995 21:49:04 GMT

r > Okay, Bob Puff installed a RAM, size unknown to me, to handlle
r >the 512 Byte sectors.

Where?

I've got the 3.5" dual drive conversion and it comes with a PAL or something
like it, but NO RAM. It can only READ 512 bytes sectors, no write, no format.

The FloppyBoard will do 512byte sectors though.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS the READ utility is co-written by Jeff (Mc??)Williams (sp?) and called
IBMST if I remember correctly.
The utility the BlackBox/FloppyBoard uses is called BBXFERxx.COM
xx stands for the version number. 1.7 is the latest.

---
* PabQwk 2.0 *

3027. XM301 modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <44hmkp$82n@link.xs4all.nl>
Source record: 88199

```
b >From: bwillard@mindspring.com (Bruce Willard)
b >Subject: XM301 modem
b >Date: Fri, 8 Sep 1995 01:27:16 -0400
b >
b >Anyone know what term pgms work with the XM301? I just picked one up, but
b >have no idea what will work other than the program that originally came with
b >it.

BobTerm comes with a XM driver.
And either Determ or XEterm can be found in an XM301 version.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3028. Re: [--- BOBTERM and MyDO

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <44hmkq$82p@link.xs4all.nl>
Source record: 88200

```
w >From: winston@merk.com (Winston Smith)erk!winston
w >Subject: Re: [--- BOBTERM and MyDOS 4.50 ---]
w >Date: Sat, 9 Sep 1995 11:44:34 GMT
w >
w >
w >Hmm... YMODEM BATCH under MyDOS 4.50 also appears to have some problems.
w >Sending YMODEM BATCH to UNIX SZ/RZ appears to be sending double line
w >endings. Very strange. Hmm...

Double line endings?!? Are you talking about sending strait text files
(as in not ARC-ed)?!?

Somehow I get the impression that you are sending Ctrl-M, Ctrl-J at the end
of each line.

But, as always, I'm not hindered by any kind of knowledge.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS don't Unix's use inverse lowercase C's to end a line???

---
* PabQwk 2.0 *
```

3029. Wanted: Atari joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <44hmkq$82r@link.xs4all.nl>
Source record: 88201

```
k >From: "Mr. Kimberly M Beattie" <kimbo@interramp.com>p!psinntp!interramp.com!u
k >Subject: Wanted: Atari joysticks
k >Date: 11 Sep 1995 07:35:46 GMT
k >
k >I donated my "old" Atari 130XE to a local day care center and
k >the kids loved it! They loved playing the Atari games so much
k >they finally broke the joystick. So I'm looking for a
k >joystick, or information on where I can get a joystick(s) for
k >the Atari. I've checked around locally, but can't seem to find
k >anything. Does anyone have a suggestion (or joystick)?
k >
k >Reply to the group or by email at kimbo@duster.com.
k >
k >Thanks.

This also goes for the guys looking for Power supplies, 850 interfaces and
what ever....

Try American Technavision at rmax99@ix.netcom.com

Nope, I'm not related or on their paylist or what ever

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3030. Re: Atari equipment for s

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <44hmkq$82t@link.xs4all.nl>
Source record: 88202

s >From: roy <supra1@delphi.com>pipex!in2.uu.net!news.netrail.net!news.sprintlin
s >Subject: Re: Atari equipment for sale!!
s >Date: Sun, 10 Sep 95 17:43:38 -0500
s >
s >>ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb
s >>(IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4

STUFF DELETED

s >sir if this is a good starter system for online use i am sold
s >roy
s >rphilip@vm.temple.edu

I'm not the guy selling this stuff.

I think the price is WAY to high. If you want to go online, there are other
ways. Tell us what computer you're using and what hardware you have.
You don't need to spend THAT much money to get hardware that's even older
then the good old Atari 8 bit computers.

I suppose you have a modem? Are you using it with the 8 bit Atari?
What interface (RS232) do you have/use?

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3031. Re: page-flipping

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <44hmkq$82v@link.xs4all.nl>
Source record: 88203

```
y >From: yhavinga@cs.utwente.nl (Yeb Havinga)
y >Subject: Re: page-flipping
y >Date: 12 Sep 1995 15:22:38 GMT
y >
y >-- Yeb Havinga
y >

Aren't you one of the guys that once formed the HTT?

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3032. Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <44hmkr$831@link.xs4all.nl>
Source record: 88204

```
r >From: rbmier@winternet.com (Rich Mier)
r >Subject: Re: Atari Disk Drive Wanted
r >Date: 12 Sep 1995 20:36:48 GMT
r >
r >> winston@merk.com (Winston Smith) writes:
r >>
r >> On Saturday, September 9, 1995 at 06:17:26 GMT (12:17am EDT ?)
r >> khan@deltanet.com (Scott Coleman) wrote:
r >>
r >> SC> My 1984 vintage Indus GT recently bit the dust, leaving me with 2 800
r >> SC> 50 diskettes, and no disk drives. Anybody have a spare disk drive an
r >> SC> power supply which they'd trade or sell? Local (Orange County, CA)
r >> SC> deals preferred, but will consider all offers. Email me and let's tal
r >>
r >>
r >> I remember that there was a disk drive mechanism that could be used a
r >> a replacement for the INDUS-GT. When installing it, you had to cut a
r >> couple of traces on the board, and Synchromesh would never work again, but
r >> it was some type of stock mechanism. There was an article on how to do it
r >> in one of the ATARI club newsletters from days of yore. It was one of
r >> those articles like the Bucholtz(sp?) 265K upgrade. Since I never owned a
r >> INDUS drive, I am not sure I ever saved the article. If the logic board i
r >> still good, you might be able to replace the mechanism....
r >>
r >>>>>
r > Naw, the standard Atari 1050 Mech will work but you have to figure
r >out the correct Plugs to the Jacks and do a little messing with the motor pow
r >wires. I did it way back, about 1986 or so. Sent American Technivision a
r >sheet on how to do it and I think posted it on GEine and CServe.
r >
r > Rich Mier

try Future Systems, Inc.
21634 Lassen Street
Chatsworth
California 91311

They toke over Indus and even developed an ST version of the GT. Maybe they
can help

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3033. Are there still games bei

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <44hmkr$833@link.xs4all.nl>
Source record: 88205

a >From: astaude@silas.cc.monash.edu.au (AS)monash.edu.au!usenet
a >Subject: Are there still games being made for 8-bits?
a >Date: Wed, 13 Sep 1995 23:42:44 GMT
a >
a >Subject says it all really!
a >
a > _ _
a > (\-/)_.-"""-._ "My Cat, Wolfy"
a > o o '&#65533; -._)-;-,_')
a > =(v_,)= _)--\\ "-' astaude@silas.cc.monash.edu.au
a > _.- _..-_/ / ((_/ (Anthony Staude)
a > ((_.-' ((_/
a >

Howdy Antony

a) please don't use the header to ask a question. I hate it and I guess I'm
not the only one.

b) Yes. Most come from Poland though. Try Power Per Post in Germany or
Stichtig Pokey in the Netherlands. You'll find their addresses in the
vendor/developer FAQ. ANG software used to import lots of this stuff,
but is now transfering this to Stichting Pokey because the owner of ANG
is still suffering from a whiplash he got in a accident.

St. Pokey's address is: Stichting Pokey
Postbus 425
NL-2920 AK Krimpen a.d. Ijssel
the Netherlands

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS I'm just a member of St. Pokey (Pokey foundation)

---
* PabQwk 2.0 *

3034. Alternate Reality ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <44hmkr$835@link.xs4all.nl>
Source record: 88206

```
( >From: ()pipex.net!pipex!sunic!sunic.sunet.se!news.chalmers.se!usenet
( >Subject: Alternate Reality ?
( >Date: Wed, 13 Sep 1995 16:29:07 GMT
( >
( >I wanted to play Alternate Reality The City, because it's a great
( >game. The problem is that one disk has crashed.
( >
( >Can someone send me this nice game or know where I can find.
( >I guess it's impossible to buy it, since it is very old.

Try America Technavision at rmax99@ix.netcom.com

They have the City and the Dungeon for 5 bucks each.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3035. Re: Wanted: Atari joystic

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <44hmkr$837@link.xs4all.nl>
Source record: 88207

```
b >From: "Barry L. Gordon" <bgordon@ecst.csuchico.edu>suchico.edu!bgordon
b >Subject: Re: Wanted: Atari joysticks
b >Date: Thu, 14 Sep 1995 15:12:55 -0700
b >
b >You checked all around town and couldn't find *any* Atari compatible
b >joysticks? If you can't find them at any stores (ala Computertime), then
b >my next suggestion would be to check out the local thrift/goodwill
b >stores. They've often got a whole section of computer equipment. I used
b >to pick the Atari stuff clean from the Deseret Industries Thrift Shop on
b >Auburn just West of Watt.
b >
b >Oh, and BTW, "Hi!"

Doesn't American technaVision sell them? (try: rmax99@ix.netcom.com )

And I believe, SEGA controllers work. Probably not all the buttons, but hey...
BTW anybody know if these genuine SEGA extension cords have all the pins wired
through.... They sell 6 foot extansion cord at a local (Dutch) toy store.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3036. Re: Atari and Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <44hmks$839@link.xs4all.nl>
Source record: 88208

r >From: Joe Walsh <ransom22@delphi.com>
r >Subject: Re: Atari and Commodore
r >Date: Fri, 15 Sep 95 22:41:18 -0500
r >
r >
r > Even more than that, though, the biggest difference was that
r >most of the games back then were capable of being played many, many times
r >without repetition. They had randomness at their soul. Adventure,
r >for instance, has so much randomization that you can play Level 3 every
r >day for years and not be bored (I should know; I did it;). Star Raiders
r >definitely falls into this category, too.
r > Today, if you've played Link once you never want to play it again.
r >The puzzles are the same, the monsters are in the same places, etc....
r >EVERY time you play. There is nothing new left about the game after you
r >have played it through once. Same thing with the Super Mario Bros. series.

They don't want you to play a game over and over! It would keep you from
spending money on one of their other overpriced games.

r >Instead of using
r >the advanced processing power and memory to make things even more random,
r >they use all that to build in more "levels" to explore - STATIC levels.
r >Sure, the game has 100 levels to beat. But, every time you play level 1
r >(or 2 or 10 or 59 or whatever) it is the exact same layout, with the same
r >obstacles and monsters, as the last time you played it.

They are trying to confuse you. "Hey, we have a zillion levels in there. It's
a great game. Lot's of new stuff each level." If they had less levels, etc.
you might get smart and realise that you get less then what you paid for.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3037. Q: Any recommended mailor

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <44hmks$83b@link.xs4all.nl>
Source record: 88209

```
h >From: hog@aqu.bekkoame.or.jp (Hidehiko Ogata)
h >Subject: Q: Any recommended mailorder shop in U.S.?
h >Date: Sat, 16 Sep 95 02:34:44
h >
h >Could anyone recommend good mailorder shops in U.S. that are willing
h >to ship overseas? I have read "vendev" FAQ, but there are so many :)
h >
h >I am interested in commercial games esp. of Synapse, DataSoft, EA,
h >Infocom etc., but have to wonder if they are still available...
h >
h >Followup-To is set to poster, thanks in advance.
h >--
h > // }{idehiko ()gata "Donkeys prefer straw to gold."
h >\X/ /\miga /\rtist - Herakleitos

I live in the Netherlands and have received stuff from Best Electronics and
Computer Software Services (Bob Puff's company). I've also received a flyer
from American Technavision, so I guess they'll ship oversees too.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3038. Re: Green screen

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <44hmkt$83n@link.xs4all.nl>
Source record: 88210

R >From: Rick_Michael_Cortese@cup.portal.com_Michael_Cortese
R >Subject: Re: Green screen
R >Date: 3 Sep 1995 14:00:38 -0700
R >
R >Mathy; .02, you may want to check with a VOM to make sure the grounding
R >& wall sockets are wired right. I'm not sure if you have the little
R >three light tester like we have in the US, but they can REALLY save you
R >some grief. Kendick seems to have a similar problem & I can recall at
R >work we had one piece of equipment that would give you a visious shock
R >if you so much as touched a metal part of it. It was traced to the
R >the ground/line/hot wires of the strip socket being wired wrong.
R >I'm looking at the 800xl schematics as I write this & for the life
R >of me, I can't see anything but capacitors in the pokey audio output.
R >What this means, if you happen to something in that has a high potiential,
R >from static or improper ground wire, you'll get a HUGE spike into pokey.
R >A safer way to have done this would have been to add a zener or a couple
R >of diodes in series somewhere on the AUD out to prevent this from happening.
R >I won't call it a design flaw, but it's obvious the Atari engineers didn't
R >plan for this type of occurance.
R >Rick

Howdy Rick

I've got a Digital Multi Meter (I like toys, even though I often don't know
what to do with the results :-))

If it was the wiring, putting the plug in (at the AC socket) would cure the
problem. But then it should have happened from the beginning.

I've measure my DC voltage. It goes from 5.12 to 5.24 Volts even though
my DC power only fluctuates 1 VAC (229 to 230 Volts).

I've placed the power supply inside my minitower (cleans up the room just a
teeny bit. (apart from my 3.5" drives and the Switching PS it's empty
otherwise.) Might this cause the problem??

The 130XE is still powered by the ATARI brick BTW, the switching PS powers
my BB/FB and drives.

And I have a new problem too.

While trying to find out which pins are what on a GP1U52X (needed in the IRG
project by David Deaven), I seem to have shorted pins 7 and 8 of my joystick
port. Now my computer sometime freezes totally while it tries to access a
drive. Must have crippled something. Why didn't they put sockets in XE's???
(A yes. cheap, pre-Tramiel Atari, Tramiel Atari :-((( )

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3039. long text files

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <44hmn0$84u@link.xs4all.nl>
Source record: 88211

```
7 >From: The Kid <76371.40@CompuServe.COM>rve.com!news
7 >Subject: long text files
7 >Date: 16 Sep 1995 18:12:25 GMT

7 >How do i print long text files with atariwriter+ ????
7 >I have d/l a few faq files and I cant get them to print..
7 >I keep getting an error message.
7 >string too long??????
7 >
7 >can anyone help
7 >
7 > --Kid

Just copy then to disk (from DOS).

Use the copy command just like you would when copiing a file to another disk,
but use P: as the destination.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3040. Wanted: tape drive, cheap

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <44hmn1$852@link.xs4all.nl>
Source record: 88212

```
w >From: wardshrake@aol.com (WardShrake)t-for-mail
w >Newsgroups: comp.sys.atari.8bit
w >Subject: Wanted: tape drive, cheap
w >Date: 16 Sep 1995 22:24:45 -0400
w >
w >Hi. I have an Atari XE system I use to play cartridge games on. I have no
w >tape or disk drives, but have some tape games. I am wondering what a tape
w >drive goes for these days, and if anyone has one they'd sell seperately?
w >(Reply via email.) Thanks!

American TechnaVision sells 1010 data recorders for $ 12.50 each (or two for
20 bucks)

Try rmax99@ix.netcom.com

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3041. Green Screen (brick gone)

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <44hmn3$85a@link.xs4all.nl>
Source record: 88213

Howdy Folks

Re: my green screen

Some of you guys (why aint there no women here) mentioned that this green screen syndrom I kept having when I booted the computer and the first minutes after that (except when we had the heat stroke this summer), could come from too low Voltage.

So I grapped the MultiMeter by the probes and waited for it to happen again. It did. Measured it. Yep, 4.3 something Volts DC. When the screen "jumps" back to it's normal blue color voltage would rise to 5.1x VDC.

And not only that, but it rose via 6.xx to 7.xx VDC. And I noticed that the screen would be VERY bright and flicker from time to time. It did before, but I never toke it too serious.

So now I'm running the 130XE on the PS of the 800XE.
Man, I almost got a stroke (induced by my own body, no outside current :-)) when I thought my screen went black of a second (but I might have shorted the power with my test probes <sheaping grin>

After I unplugged the dementing brick, it tested 11 VDC. <gulp>

Maybe I'll cut the DC wire of the brick and hook it up to the Switching PS I'm using to power my BB/FB and use the brick as a paper weight.

A yes (I almost forgot) THANKS DUDES you saved me and my beloved 130XE (the only computer with a US+ OS and Gumby Stereo).

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3042. Re: Atari and Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <J7Jg+lv.ransom22@delphi.com>
Source record: 88214

Mathy Van Nisselroy <mathniss@link.xs4all.nl> writes:

>They don't want you to play a game over and over! It would keep you from
>spending money on one of their other overpriced games.

Right. It's pure marketing these days. This sort of thing started
in earnest in 1983 or so, if I remember correctly. That is, publishers
began to realize that the programming didn't matter as much as the
marketing. This is the same type of reasoning that gives us the bulk of
our consumer products (shirts with an allegator on them, 179 dollar shoes,
etc.): Produce a standard or sub-standard product,then market it as
something really "cool," and you'll make millions.
If you're a teenage videogamer, you /must/ have Mortal Kombat,
because if you don't you're not cool. All cool people play Mortal Kombat -
that's what the ads tell us,and that is what has become the accepted
perception among gamers in the target audience.
It's sad, really, that humans are sheep. The marketroids play
us like a fiddle, and we obviously love them for it.

>They are trying to confuse you. "Hey, we have a zillion levels in there. It's
>a great game. Lot's of new stuff each level." If they had less levels, etc.
>you might get smart and realise that you get less then what you paid for.

Hehehehe. Wouldn't want the sheep to realize they're being fleeced,
now would we? ;)

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3043. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <J7Jhmrv.ransom22@delphi.com>
Source record: 88215

Mathy Van Nisselroy <mathniss@link.xs4all.nl> writes:

>r > I did it. I just gave my MS-DOS box to a soon-to-be in-law. I am
>r >now an Atari8-only user.
>
>Congratulations on such a wise decision.
>
>Welcome in the Classic Atari only world. (Including myself, this world now
>consists of TWO people AFAIK.)

Thanks. :) It's nice not to be counted among the sheep anymore,
isn't it? :) Not to mention how cool it is to amaze your friends and
co-workers with the fact that such a computer-oriented and knowledgeable
person would use an "ancient, outdated" computer not just as a toy, but
in every way a home computer can be used. ;)

Only two of us? Really? That's too bad. :(

-Joe
--

---

ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3044. Re: BASIC tokenizing/detokenizing

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: brat@interlog.com
Message-ID: <44h0fq$hls_001@brat.interlog.com>
Source record: 88216

In article <44eqd4$h5t@charm.magnus.acs.ohio-state.edu>,
rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:
>I actually
>got started writing the tokenize (edit/precompile) and detokenize
>(LIST) routines in C. But it isn't very clear on exactly what the
>tokens are for each command, and I haven't gotten to the chapter on
>SAVE yet to see how well it explains that.
>
>I know I've seen articles on the subject, but now I can't remember
>where.
>

I think there were articles in BYTE (circa 1982?) and in Compute! that
may explain this business as well.

So what is it you really wish to accomplish with all this, if I may
be so bold...?

Bernie Rataj brat@interlog.com qth://toronto.on.ca
Member: Ontario DX Association

3045. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <B7CAehk.ransom22@delphi.com>
Source record: 88217

Mathy Van Nisselroy <mathniss@link.xs4all.nl> writes:

>Why don't you use PabQWK (or the soon to be released (I hope) CTH-QWK reader)?
>
>CU Mathy Van Nisselroy mathniss@link.xs4all.nl
>
>PS I'm NOT saying PabQWK is perfect. It does the job.

Dunno. Although my recently deceased BBS offered QWK support, I
never was much for it. I like the interactivity of being online when
replying - you can go back 50 messages in the thread in order to remind
yourself what started it, if necessary, for instance.
And, I don't think Delphi offers QWK support. the BBS's I call
do, though.

But, if I ever need an offline reader, I'll definitely choose
PabQWK (or CTH-QWK, if that's the current product at that time).

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3046. Re: Seeking "Watchmaker" software

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-29 00:00:00 UTC
From: gholder@emory.edu
Message-ID: <44isnm$9kn@moe.cc.emory.edu>
Source record: 88218

aa128@detroit.freenet.org (Douglas E. Goudie) wrote:
>My friend and co-worker tells me of a program written for his Commodore 128
>called Watchmaker. I am wondering if anyone knows of an Atari 8-bit
>equivalent.

>Basically, the program begins with a graphic figure and "mates" it with
>another graphic figure to produce a number of various "offspring" exhibiting
>different inherited characterisics of each of the parents as predicted by
>classic Darwinian theory.
>
>Does this sound familiar to anyone?
>
There IS a very simple public domain version of this available for IBMs called Biomorph. I think there may have been a type-in program similar to it published in one of the Atari magazines years ago, but I'm not sure. I would doubt there is an exact port of the C-128 program you are talking about. Take a look at the original Dawkins article, if you are into programming at all it would be an easy project to whip up a rough version of it yourself.

Gary Holder

3047. Re: BASIC tokenizing/detokenizing

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-30 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <44ihpj$2eb@charm.magnus.acs.ohio-state.edu>
Source record: 88219

In article <44h0fq$hls_001@brat.interlog.com>,
Bernie Rataj <brat@interlog.com> wrote:
>I think there were articles in BYTE (circa 1982?) and in Compute! that
>may explain this business as well.

Found it! Byte, February 1982. I had forgotten how great Byte used
to be. A footnote says the article appeared "in slightly different
form" in De Re Atari, but I don't have that.

I found Inside Atari Basic, then I remembered what I once knew: that
has to be one of the worst possible titles for that book. It doesn't
get into the innards of Basic at all -- it just teaches novices the
basics of programming Atari Basic.
--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

3048. Microvision/Arcadia2001/SMS/Atari 26/52/400 Auction

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-30 00:00:00 UTC
From: jap5r@virginia.edu
Message-ID: <DFq54v.LFy@murdoch.acc.Virginia.EDU>
Source record: 88220
Cross-posted to: comp.sys.atari.8bit,rec.games.video.sega,misc.forsale.computers.other.systems

This is the first of a series of auctions which I will hold to start
selling the remaining parts of my collection. Rules are at the end.
Systems represented here are, Atari 2600/5200/400, Arcadia 2001, SMS,
and Microvision.

Arcadia 2001 Cartridges all with boxes (I=docs, #=overlays)
Several of these have catalogs with them.
#14 American Football I $3 Min
#5 Space Raiders I2 $3 Min
#10 Missile War I1 $3 Min
#15 Baseball 2 $3 Min
#20 Tanks A Lot I2 $3 Min
#2 Space Attack I(torn) $3 Min
#1 Cat Trax I2 $3 Min
#17 Breakaway I1 $3 Min
#3 Escape I2 $3 Min
1 Jungler overlay

Sega Master System*
Sega Master System, original console with Hang-on/Safari Hunt loose
cartridge. $5 Min
Possibly flaky automatic RF cable $2 Min
Sega Master Power supply $2 Min
Sega Master control pad $2 Min
Sega Master control pad $2 Min
Master System Light Gun $5 Min
The following cartridges all with boxes
Hang-On Safari Hunt $2 Min
Great Football $2 Min
Black Belt $2 Min
Gangster Town (instructions) $2 Min

Microvision
Two battery model Microvision in original box with original packing
and the Block Buster game $50 Min

Cartridges in their original boxes with original packing and manuals.
Connect Four $10 Min
Sea Duel $10 Min
Baseball $10 Min
Pinball $10 Min
Star Trek Phaser Strike $10 Min

Atari 2600
Boxed and sealed (some from FBE)

Battlezone $2 Min
Space Invaders $.50 Min
Realsports Baseball $1 Min
Galaxian $2 Min
Kangaroo $2 Min
Ms. Pac-Man $1 Min
Solaris $1 Min
Realsports Football $1 Min
Pole Position $1 Min
Phoenix $2 Min

Atari 5200 All with boxes (boxes a little beat up)
Space Invaders, Instructions and 1 overlay $1 Min
Realsports Football, Instructions, playbooks and 2 overlays $2 Min
Super Breakout, Instructions $1 Min

Atari 400 (All loose)
Space Invaders $2 Min
Music Composer $2 Min
Asteroids $2 Min
Pac-Man $2 Min
Centipede $2 Min
Football $2 Min
Qix $2 Min
Super Breakout $2 Min
Dig Dug $2 Min
Donkey Kong $2 Min
Atari 400 console with powersupply, Basic cart, attached video cable(
not all the keys tested, used mainly for games) $5 Min

Rules: (still under construction)

1. Minimum bids are posted, minimum increments are $.50 when the price
is <$5 and $1 when the price is >$5 and $2 when the price is >$50.
2. Shipping will be added to all orders, minimum charges are $2 for
the first cart and $.50 for each additional, valid only for CONUS,
system shipping charges will vary.
3. Please no bid with drawl, I will be having more auctions/sales in
the future so keep that in mind.
4. I reserve the right to change these rules and pull any items from
the auction for an immediate sale and am not responsible for any errors
in this post.
5. For the SMS, Atari 400, Microvision, I may not sell the
carts/accessories unless I also get someone to buy the system.
6. The only trade items I will consider are a TV tuner for a GG,
possibly the older model GG for the TV tuner and 72 Pin SIMMs.
7. The auction will end on the weekend of October 14, I may choose to
change the auction to a new/once/twice/sold system before or at the end
depending on bidding.
8. Payment is expected in advance of shipping by a money order, or a
personal check if I have personally dealt with you before.

9. Updates will be when I can get the chance, I may set up an automated system, where an e-mail update would occur everymorning, I will try to limt updates to the newsgroups.

3049. Re: Atari and Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-30 00:00:00 UTC
From: cna00009@wvnvm.wvnet.edu
Message-ID: <cna00009.13.0001E6C3@wvnvm.wvnet.edu>
Source record: 88221
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,alt.games.video.classic,alt.atari-jaguar.discussion

In article <44ffpk$q7h@ccshst05.cs.uoguelph.ca> mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>Subject: Re: Atari and Commodore
>From: mrathwel@uoguelph.ca (Mark Rathwell)
>Date: 29 Sep 1995 00:48:52 GMT

>Distribution:

>: own", only later to be sold to Atari. For example, Solaris (which I just bought
>: a copy of -- don't have it yet, though) was done in 1982-83, was apparently
>: going to be "The Last Starfighter" ET-like movie-tie-in thing. But Atari
>: scrapped the videogame market shortly before purchasing it from him. Only in
>: 1985 did they approach him again (out of the blue, he says) to buy it...

> Is Solaris really that old? If it is, that's incredible! I always
>thought that this game was the pinnacle of excellent programming, given
>the quality of what he pulled off on the 2600.

> >> mark <<

>--

Solaris is one of the Ultimate 2600 era games! I played the hell out of mine
when I first got it!!!

Jive

>===
> Mark Rathwell = "Pay no attention to that man behind the curtain!">
=>The Universiy Of Guelph = "We did come from apes.
Some folks around here> = have a little catching up to
do."> mrathwel@uoguelph.ca
=>===
=

3050. Re: Anyone got the Umich FTP address?

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-30 00:00:00 UTC
From: mmercado@valdivia.uca.uach.cl
Message-ID: <1995Sep30.083526.21435@halcon.dpi.udec.cl>
Source record: 88222

Hi Cliff:

- Here is the Umich atari archive:
ftp://wuarchive.wustl.edu

- this site is hard to reach. I found a mirror at:
ftp://ftp.toad.net/pub/umich

- You can download Xformer v.2.52 from:
http://www.halcyon.com/brasoft/xf252/xf252.zip

- Also you can find tons of interesting things and programs for atari 8bit at:
ftp://ftp.clark.net/pub/atari/mag/antic
ftp://ftp.clark.net/pub/atari/mag/analog

Finally by using search tools you can look for anything you want:

Use Yahoo: http://www.yahoo.com
or Lycos: http://www.lycos.com
If you prefer a comprehensive set of www search tools point your web browser
to: http://cuiwww.unige.ch/meta-index.html

If you use this tools, you will never need ask anybody for a program or a
piece of information on the internet.

Hope this helps you ... MMO ;)

In article <1995Sep23.110520.911@grove.iup.edu>
nltd@grove.iup.edu <nltd@grove.iup.edu> wrote:
> Sorry to ask this but I couldn't get the FAQ off the usenet service.
> Does anyone know the address for Umich and the atari archives? Also
> does anyone know the path for pcxformer 2.5? Both would help me out.
> Thanks a lot!
>
> Cliff
> nltd@grove.iup.edu
>

3051. Queensland Atari Enthusiasts User Group - WWW site

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-30 00:00:00 UTC
From: incisor@closer2.brisnet.org.au
Message-ID: <44ittv$j3m@bne2.design.net.au>
Source record: 88223

[No readable article body recovered]

3052. Queensland Atari Enthusiasts User Group - WWW site

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-30 00:00:00 UTC
From: incisor@closer2.brisnet.org.au
Message-ID: <44iu04$j3m@bne2.design.net.au>
Source record: 88224

Hi

Just a note to let you know the QACE www site is up and running, heaps of 8bit files and a few st files.

cheers

3053. Queensland Atari Enthusiasts User Group - WWW site

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-30 00:00:00 UTC
From: incisor@closer2.brisnet.org.au
Message-ID: <44iu99$j3m@bne2.design.net.au>
Source record: 88225

Hi

You thought i forgot to mention the site didn't you ....

http://www.closer.brisnet.org.au/index.html

cheers

3054. Re: BASIC tokenizing/detokenizing

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-30 00:00:00 UTC
From: brat@interlog.com
Message-ID: <44jm8g$bvo_001@brat.interlog.com>
Source record: 88226

```
In article <44h3k8$pop@charm.magnus.acs.ohio-state.edu>,
rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:
>In article <44h0fq$hls_001@brat.interlog.com>,
>Bernie Rataj <brat@interlog.com> wrote:
>>So what is it you really wish to accomplish with all this, if I may
>>be so bold...?
..
>In addition, I think it would be cool to write an almost-Atari BASIC
>interpreter portable other systems. I'd leave out a lot (graphics,
>sound, etc. -- for that you should go to an emulator), but the core
>should be there.

Of course, you'll have to implement a CIO for the target machine as
well...

-------------------------------------------------------
Bernie Rataj brat@interlog.com qth://toronto.on.ca
Member: Ontario DX Association
-------------------------------------------------------
```

3055. Re: HD for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-30 00:00:00 UTC
From: winston@merk.com
Message-ID: <DFpMy0.5qC@merk.com>
Source record: 88227

On 28 September 28, 1995 at 23:14:33 GMT (5:14pm EDT ?),
Brad Rogers <brad@pianosa.demon.co.uk> wrote:

BR> One of the best kept secrets of the 800 was the fact that there
BR> was an expansion port. Take it out of the casing, and you'll find
BR> an edge connector at the back of the main PCB. As for what the
BR> layout of the connector is, I couldn't say. I'm sure, though,
BR> somebody will know.

Was that really an Expansion Port ? I had always heard that it was a
connector for the diagnostic test bench at the factory ? Can it actually
be used as an expansion port ?

3056. Re: BASIC tokenizing/detokenizing

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-30 00:00:00 UTC
From: winston@merk.com
Message-ID: <DFpo4z.68B@merk.com>
Source record: 88228

On Thursday, September 28, 1995 at 18:43:48 GMT (12:43pm EDT ?), rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:

RF> I actually got started writing the tokenize (edit/precompile)
RF> and detokenize (LIST) routines in C, but it isn't very clear on
RF> exactly what the tokens are for each command ...

The BASIC TOKEN list in "DE RE ATARI" is a lot clearer, but the explanations in "THE BASIC SOURCE BOOK" are a must. I tried detokenizing a BASIC program that had been clobbered by doing it by hand from a hex dump, but I made too many transcription errors. There is a nice detokenizer program written for the MAC65. I've never seen a BASIC detokenizer. I've often wondered if maybe the reason I haven't seen one was because there was a shortcut, such as copying source bytes to a buffer and then just calling the BASIC "LIST" kernel subroutine for translation. I'd still like to recover that trashed BASIC disk. I munged it with the BASIC program "Disk Doctor" when I had no idea what a Disk Doctor was or how one should be used. Now I always make a working copy before I mess with anything. (I never got around to finishing with the BASIC disk as I lost interest in it.)

3057. Queensland Atari Enthusiasts User Group - WWW site

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-30 00:00:00 UTC
From: Terry.Streeter@flight.org
Message-ID: <0fd_9509301527@flight.org>
Source record: 88229

```
What is the regular phone line #?
---------------------------- -//- ----------------------------
Internet: Terry.Streeter@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------
```

3058. 8bit hardware sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-30 00:00:00 UTC
From: ab588@yfn.ysu.edu
Message-ID: <44immo$53t@news.ysu.edu>
Source record: 88230

```
Atari 8bit hardware/firmware/software sale:
all items exellent condition.
Joe Sabatino - 216-545-1492 voice
email ab588@yfn.ysu.edu
-
320xe - 320k 130xe
800xl 256k Newell
Happy Kit for 1050
Supra 2400 modem
Magnavox 80 col green scr.
xep80 80 col. unit
Atari writer 80
BasicXE cart
SpartaX 4.20
Sparta R-time8 clocks (2)
Data transfer switch 1 to 4 pranters- 1 25db to 4 centronics out.
MIO 1meg (bullet proof!)
This next item sold as unit:
PC minitower case w/200watt power supply; Seagate ST238R rll 30meg
Hard drv. w/Adaptec controller with Puff Modified dual drive
setup built in XF551 5 1/4" 360k ds/dd/hs drive and Sony 3 1/2"
720k ds/dd/hs drive all run off the same PC power supply w/ Puff
conversion. Harddrive LOADED with 8bit software (if run w/MIO).
A L L T H I S F O R $200 -> YOU PAY THE SHIPPING.
Will consider selling separately but 1st $200 gets everything.
--
Joe Sabatino -->ab588@yfn.ysu.edu
```

3059. Atari P.C. Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-30 00:00:00 UTC
From: none
Message-ID: <812500777.461@sttng.powernet.co.uk>
Source record: 88231

I have just downloaded the Atari emulator after being an avid atari fan in the days of the 800. Could anyone please supply or tell me where i can get M.U.L.E. to work with the P.C. emulator package as this used to be my favourite game.

Kevin@sttng.powernet.co.uk

3060. Re: New ftp sight. QACE pt2

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-30 00:00:00 UTC
From: James Bradford <sup8pdct@closer.brisnet.org.au>
Message-ID: <44ipgd$irn@bne2.design.net.au>
Source record: 88232

try ftp://203.4.149.98/8_bit

3061. 'PCUTIL.ARC' update, announcement

Newsgroup: comp.sys.atari.8bit
Date: 1995-09-30 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Sep30.223805.1390@wariat.UUCP>
Source record: 88233

Much to my sorrow, consternation, aggravation and
embarrasment, I must report a MAJOR problem with SIOP2.COM,
as found in my recently released 'PCUTIL.ARC'. I've found
that following my doc's directions (format the data disk
using the pc), SIOP2 will not write sectors to write a file
to a PCUTIL disk. I apologize for this, as anyone trying
'SIOP2', as I did tonite, will get nothing but error 138 or
144 when trying to write the Atari file to the PCUTIL disk.
Until I work this out, which may be a while, you GOTTA
format the PCUTIL disk using your Atari drive, when writing
files on the A8 to a pcutil disk. Further, you must use
SpartDOS to do the formatting. This is a problem in the
program where it tries to determine the type of disk in the
drive.
For writing a file located on the pc to a disk, the format
using the pc still holds.
'Curses'.

I'm asking anyone who has it up, ftp or bbs, to pull it for now.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

3062. *NEW* videogame/classic computer WWW site

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-01 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <44mjrp$70p@ixnews2.ix.netcom.com>
Source record: 88234
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

I am proud to announce the establishment of the Video Game Advantage WWW site. VGA buys/sells/trades used videogame and cartridge based computer systems and games. VGA carries over 45 different systems.

In addition to FS/T and want lists, you can find videogame & computer system FAQs, game screen shots, videogame related WWW links, and game ratings/reviews.

I hope that if you have WWW access, you will visit us soon and see what VGA has to offer.

You can find VGA at: http://www.io.com/~vga2000/

Michael J. Novak Jr.

--
Michael J. Novak Jr. !! BUYING/SELLING/TRADING: 3DO, Atari Lynx, Atari
Video Game Advantage !! Jaguar, NES, Nintendo Game Boy, Super Nintendo,
6861 Anthony Lane !! Sega Saturn, Sega Genesis, Sega CD, Sega 32X,
Parma Hts., OH 44130 !! Sega Game Gear, SMS, Sony Playstation, Turbo
(216) 843-8815 Voice !! Duo, Classic systems, and 8-bit computers!
!!!!!!!!!!!!!!!!!!!!!!!! ** Over 2 years on the Internet! **
Now on the WWW at http://www.io.com/~vga2000/
For current list, or to be placed on my e-mail list, please leave E-Mail at:
VGA2000@ix.netcom.com OR VGA2000@io.com OR dw901@cleveland.freenet.edu

3063. Help: How can I run gdos in ms-dos?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-01 00:00:00 UTC
From: sang@www.sang.com
Message-ID: <44lv3a$iqf@solaris.cc.vt.edu>
Source record: 88235

Is it possible to run gdos or gemdos in a ms-dos platform?
It seemed to me there should be some emulators.
Also where would I find the files in the net and what's it called?
I'm a newbie so, appreciate it if someone can help.

Thanks.
sang.
sang@www.sang.com

3064. Re: 8bit hardware sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-01 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <44mgkr$irn@news.xmission.com>
Source record: 88236

ab588@yfn.ysu.edu (joseph sabatino) wrote:

>800xl 256k Newell

If you dont get any $200 offers, please keep me in mind for the XL.
Thanks.

3065. P.C. Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-01 00:00:00 UTC
From: none
Message-ID: <812586415.17685@sttng.powernet.co.uk>
Source record: 88237

Thankyou for you response to my original post.

I have missed my Atari 800 so much since i sold it three years ago and was so glad when i came accross a P.C. emulator. Can someone please post such classsics as Drol, Archon, Air Support, Spelunker and any other classic games with good play-a-bility so that i can relive the good old days of the Atari 800

Yours Hopefully

Kevin

Kevin@sttng.powernet.co.uk

3066. Unofficial Atari 8-bit New User, Emulator Help FAQ v.0.8

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199510012354.QAA09606@zippy.sonoma.edu>
Source record: 88238
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

```
Welcome to:

THE UNOFFICIAL ATARI 8-BIT NEW USER, EMULATOR HELP FAQ

Revision 0.95, August 29, 1995

By Bill Kendrick

------------------------------------------------------------------

[ Differences from Rev.0.9: Fixed newdex-friendliness; had to do with
less-than and greater-than character hanging around loose! ]
[ Differences from Rev.0.8: Added the missing list ending tags and
some active links (still trying to make it newdex-friendly! [frown!] ]
[ Differences from Rev.0.7: (Weakly) Converted to HTML! ]

------------------------------------------------------------------

For general help (hardware, magazines, etc.) please check the Official
Atari 8-bit FAQ file:
[ not done ]
Finally, you can always ask Michael for a copy at
mcurrent@carleton.edu
------------------------------------------------------------------

Summary of Atari 8-bit's and emulated 8-bit Atari's:

* Real Ataris: Atari 8-bit computers were produced between 1979 and
1987. The major models released were the:
+ 400 - 8K-16K, 400/800 OS, CTIA or GTIA graphics (depends when
made)
+ 800 - 8K-16K-48K, 400/800 OS, CTIA or GTIA graphics (depends
when made)
+ 1200XL - 64K, 1200XL OS, GTIA graphics
+ 600XL - 16K, XL OS, GTIA graphics
+ 800XL - 64K, XL OS, GTIA graphics
+ 65XE - 64K, XL OS, GTIA graphics
+ 130XE - 128K, XL OS, GTIA graphics
+ XEGS (Game System) - 64K, XEGS OS, GTIA graphics (Had Missile
Command)
All of the XL's except the 1200XL had BASIC installed on ROM. BASIC
can be purchased on cartridge for the 400/800/1200XL's.
* Emulated Ataris:
+ On IBM PCs/compatibles:
o PC Xformer 2.0 and 2.5x. 2.0 is limited and supports
only 800 OS. Both public domain (were always PD).
```

o PC Xformer 3.0x. Supports all OSes, 320K RAM,
player/missile collision detection (which MANY games
use!)
+ On Apple Macintoshes:
o Rainbow
+ On Atari STs, TTs, and Falcons:
o ST Xformer 2.0 and 2.5 released for the Atari ST 16-bit
machines. Very limited. Now public domain (used to be
commercial).

Capabilities of an Atari 8-bit:

GRAPHICS:
* The Atari has maximum resolution of 320 x 192 (standard,
non-overscanned screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2,
160 x 96 x 4, 160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4
graphics are also supported. 40 x 24 x 256-character (128 normal,
128 inverse, character set indirection available) text mode is
standard (2 colors).
* 40 x 24 x 128-multi-colored-character (4 colors per character
allowed, the other 128 characters have 4th changed into a color 5)
and 40 x 12 x 128-multi-colored-character screen modes are
available.
* GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16
hue-only, and 80 x 192 x 9 color screen modes.
* Normal (bordered), narrow (underscanned), and wide (overscanned)
screen modes are available.
* Screen modes can be mixed (by lines) down the screen using the
Display List (a program which is executed by the ANTIC graphics
chip every screen refresh (60 times per second on real NTSC
Ataris).
* Fine scrolling (both vertical and horizontal) can be enabled on
any line on the screen.
* All other screen attributes (color, player/missile horizontal
position, screen width, player/missile/playfield priority, etc.)
can be ajusted at any point down the screen via a "Display List
Interrupt."
* Four 8-bit wide, 128 or 256 byte high single color players, and
four 2-bit wide, 128 or 256 byte high single color missiles are
available. A mode to combine the 4 missiles into a 5th 8-bit wide
player is also available, as is a mode to XOR colors or blacken
out colors when players overlap (good for making three colors out
of two players!) Players and missiles have adjustable priority and
collision detection (which is not supported by the PC Xformer 2.0
and 2.5 and ST Xformer programs).

SOUND:
* Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3

and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.
* A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.
* Some hardware stereo upgrades (like "Gumby") exist which double the number of voices.

Objective of this file:

At the time of its release (mid 1994), much discussion went on in the comp.sys.atari.8bit Usenet newsgroup about the Atari 8bit emulator for IBM / MSDOS based computers, PC Xformer 2.0 (XF2 for short). Many people in the 8-bit community had gotten, well, fed up with the XF2-based questions which did not pertain to them, or to the really dumb questions which were in fact understandable to new or rusty Atari 8-bit users, but had just gotten on the nerves of some of the comp.sys.atari.8bit readers/digest subscribers.

This file was created to reduce the number of 'newbie' and XF2 questions. Now it's becoming a fairly good reference (and got me the job of writing the commerical 3.0 release's documents!).

This FAQ will present answers to simple questions like "how do I turn off BASIC" (a good answer to that of course is, READ THE FRIGGIN' MANUAL) and "how do I get a disk directory?" (which is less obvious on Atari 8-bits, err.. MOST 8-bits [grin]).

It will also direct people who are unaware of the large amount of Atari 8-bit support (NOT NECESSARILY EMULATOR SUPPORT) and perhaps become a supplement for the many official and unofficial files floating around the net (like the official FAQ, the Vendor/Developer List, the Who's Who list, etc.).

Since revision 0.4 of this file, PC Xformer 2.5, a replacement for 2.0, and 3.0, the first commercial release, have been released. It is assumed that the reader has the latest versions of PC Xformer (2.5 or 3.0), although if you have 3.0, I must say, those documents are great! (If you don't get the joke, look at the name of the author of the manual, and look at my name.)

Since revision 0.7 of this file, Rainbow, an Atari 8-bit emulator for Macintoshes, and "6502", an Atari 8-bit emulator for Unix, have been released, and a 4.0 version of PC Xformer has been announced (and will require Windows 95).

-- QUESTIONS AND ANSWERS: --

1. What does "READY" mean?

This is the Atari BASIC prompt. See below for hints on Atari BASIC.
2. Why doesn't this program load?

The program may not work under the Atari 800 Operating System, it may require the XL/XE Operating System. Be sure you're in 800XL or 130XE mode. (130XE mode is only supported by XF3.0, not 2.5, but there is no real difference in the operating systems.)

It may not work under the XL/XE Operating System (rare cases), switch to 800 mode.

Be sure you turned BASIC off before trying to load it if it cannot run with BASIC on.

It might be a BASIC game! Be sure you're in BASIC and use the BASIC "RUN" or "LOAD" (and then "RUN") command. Also, be sure it works with the BASIC you have. Some programs only run in BASIC XL or XE (which are both cartridge-based BASIC's not currently supported by the Xformer), and some run with TurboBASIC XL (disk-based).

It may just refuse to run on the emulator.
3. How do I turn off BASIC?

To toggle BASIC on and off, press [SHIFT]-[F10] ([F10] is [RESET], note: on a real Atari 8-bit, [SHIFT]-[RESET] does not have this effect).
4. Why doesn't this game/program run correctly?

It may use player/missle collision detection which is not supported on the XF2.5. You might have to shell out the $29.95 for 3.0!

See "Why doesn't this program load?", above.
5. How do I exit XF and return to DOS?

Press [F5]. Note: this does NOT temporarily 'shell' or 'jump' to MSDOS.
6. How do I get to Atari DOS?

In BASIC, type "DOS" at the "READY" prompt.

Reboot without BASIC on.

Be sure you have a DOS-bootable disk image as the first MSDOS parameter after the "XFORMER" command. (DOS25.XFD and MYDOS45.ATR are both DOS boot-disk-images and are both in the XF25.ZIP file or on your XF3 disk).
7. How do I use MSDOS files with XFormer?

Add the files to the command line and use them as their respective drives (be sure the first drive is a DOS-bootable disk image). Example: XFORMER MYDOS45.ATR filename.ext

When booted the Atari will have two drives, D1: will be the MyDOS 4.50 disk image and D2: will be a write-protected disk which contains only the file "filename.ext". Note: there are bugs in XFormer which make accessing files from different directories a bit hard, just use the MOVE (or COPY and DEL) commands in MSDOS to get the file to the directory where you call XFORMER from.

Use the MSDOS program S2PC (S2PC.ARC available in the Utilities directory at the UMICH archives) which allows you to access files within a MyDOS/compatible .ATR disk image without using an SIO2PC or the XFormer. S2PC let's you read, write, delete, change directory, and view the directory of a MyDOS/compatible .ATR disk image. It can be used via command-line parameters from MSDOS, or as a menu.

If you can, use the MSDOS program ATARIMG, which is much like S2PC but has a nicer, more graphical (less-menu driven) interface. (Unfortunately, this doesn't run on all IBM's!)
8. Just what ARE .ATR and .XFD files?

Refer to the XFormer and SIO2PC manuals for details on these files.

Simply put, they are Atari disks, stored as files which are as big as the disk they represent (an 88k disk image will use 88k on the IBM). .ATR files are used by SIO2PC (see below) as well as the XFormer (and the S2PC program mentioned above). .XFD files are used by ST Xformer (the Atari 8-bit emulator for Atari ST's) and PC Xformer (XF2,XF25,XF3).
9. What's SIO2PC?

Refer to the XFormer and SIO2PC manuals for details on this program.

This is a program which runs on IBM/compatibles which, with the use of a simple (and relatively inexpensive) cable, makes the IBM act as though it were an Atari disk drive. (Up to four drives, actually). It uses disk image files (.ATR's) and can also let the Atari access single IBM files (much like XFormer does) as a single file all alone in its own disk. It also currently allows Print-Thru (all access to the Atari "P:" (printer) device can be redirected to the IBM's printer, screen, or MSDOS file; different translations/conversions are user-defined when the Print-Thru mode is turned on). Finally, with the use of two programs on the Atari 8-bit (the only two programs that currently have anything to do with SIO2PC that have been written (to my knowledge) for the Atari 8-bit), the IBM can be controlled remotely (commands are sent from the Atari, typing on the IBM is not necessary) and files can be sent directly to the IBM's drives.

-- Getting around on the Atari: DOS and OS --

Note: This section will simply discuss Atari BASIC, the Atari OS, and Atari DOS 2.5 and MyDOS 4.5x (because these topics seem the most relevant to the less-knowledged/experienced Atari 8-bit users).
* AtariDOS and MyDOS QuickReference: MyDOS (4.50 and 4.53) presents the user with the following commands:
+ [*] Disk directory of current directory (like "dir *.*" in MSDOS)
+ [1]-[9] Disk directory of a disk drive (like "dir a:*.*" to "dir i:*.*")
+ [A] Disk directory (like "dir " and optional output destination)
+ [B] Quit to cartridge
+ [C] Copy file(s) ("[source],[destination]" copies from one place or disk to another, just "[source]" copies from one place on one disk in a drive to the same place on another disk in the same drive (asks for swapping))
+ [D] Delete file(s) (add "/N" to delete without being prompted first) (add ">*.*" or ":*.*" after a subdirectory name to delete the files within it. A subdirectory name alone will delete the subdirectory (if it is empty and unlocked)). (Acts like both "del" and "rd" in MSDOS.)
+ [E] Rename file(s) (renaming multiple files is allowed, but be careful). (like "ren [old] [new]" in MSDOS - with MyDOS, use "," between old and new masks.)
+ [F] Locks file(s) from overwrite, deletion and appending (like "attrib +r [mask]" in MSDOS.)
+ [G] Unlocks file(s) (returns them to their default state).
+ [H] Writes DOS files to a disk (this creates a disk which boots with the current version of MyDOS you are using and also has the menu file "DUP.SYS" on it as well). (This is like "sys"(?) in MSDOS.)
+ [I] Formats a disk (add "/N" after the drive number to do a quick-format of an already-formatted disk (ie, just a very fast "delete `*.*'").
+ [J] Duplicate disk (copies an entire disk, including boot sector, when using XFormer, it's much quicker to just copy one .XFD or .ATR to another).
+ [K] Make binary file: saves memory and makes it binary-loadable. See [L].
+ [L] Load binary file: loads a compiled program. (like "[filename]" in MSDOS, except any ".EXE", ".COM", ".OBJ", etc. is still required.)
+ [M] Run at address. Mainly for advanced users. Reboot is "E477", reset is "E474" (these are the hex values of the addresses where the routines to reboot and reset are.)
+ [N] MEM.SAV: when this is on, whenever you go to DOS (from BASIC, for example) it will write what is in memory to a file "MEM.SAV" so that when DUP.SYS (the menu) loads it isn't lost forever. When you exit DUP.SYS with the "B: Run Cartridge" command, MEM.SAV is reloaded and the environment should be as it was when you left. It's probably quicker to simply "SAVE"

your programs (if in a language) which aren't nearly as big as all of the memory that MEM.SAV saves.
+ [O] Options: this presents the user with some options. Mainly for advanced users or special setups. See the MyDOS docs for details.
+ [P] Set density. Forces a drive to be recognized at a certain density if MyDOS can't figure it out. (??)
+ [Q] Make a subdirectory. (like "md" or "mkdir" in MSDOS).
+ [R] Set default directory. (like "cd" in MSDOS and "cwd" in SpartaDOS) This makes "D:" now the same as a subdirectory or other drive. ie, "D2:" will make all calls to "D:" act as though they are to "D2:" instead. Some programs when prompting for filenames do not add "D:" to the beginning if one is not present, they add "D1:". If you don't trust a program to look to "D:" instead of "D1:" and you want it to look to some place OTHER than "D1:" (ie, where "D:" is pointing which could be a VERY long path list), just add "D:" to the beginning. ALSO, some programs don't even ADD "D:"'s if they aren't in the filenames you give and may give errors (138, for example: device not present, ie, if you said "TESTFILE.DAT" it may think you want "T:" instead of "D:TESTFILE.DAT").
+ [S] Set ramdisk number. This is also under [O]ptions.
+ [V] Verify writes. This is also under [O]ptions. When Verify is on, writes will be slower but 100% reliable. With it off, writes will be much faster but possibly not as reliable (on bad disks, for example). Default is off.

AtariDOS presents the user with the following commands which are identical to MyDOS's commands: A,B,C(no swaping),D,E,F,G,H, I(some densities),J,K,L,M,N

AtariDOS 2.5 presents the user with the following commands not present or not the same as MyDOS's commands:
+ [O] Duplicate file. This is used to copy a file from one disk to another using only one drive. (In MyDOS, giving just a source will make [C]opy act like DOS 2's Duplicate.)
+ [P] Format Single. In DOS 2.5, this is used to format 88k (Single Density) disks. To format an Enhanced Density (127k) disk, just use [I]. In DOS 2.0, [I] is the only format option and only handles 88k. (I may be wrong, but I have never had a Double Density drive under Atari DOS 2.0 or 2.5!)
* General DOS and OS questions:
1. How do I access the disk drives?

First, you need to have booted with a DOS. All but one DOS is on disk (SpartaDOS X is on cartridge). When the Atari boots up, it does some of its 'boot-up stuff' which includes looking for a disk drive connected and turned on which is set up as drive #1. It then begins to load from the disk's "boot sector". If none exists or there's a nasty error on the disk,

you get the "BOOT ERROR" notice until the error is fixed. (On SpartaDOS disks, even non-bootable disks have a boot sector, but all the boot sector is is a small program which displays a 'not a boot disk' error).

To end the digression, the answer to 'how do I access the disk drives' starts with 'you must boot the Atari with a DOS'. Check the 8-bit FAQ and the UMICH and other FTP archives for lists of DOSes available for Ataris, but the most used are Atari DOS (for compatibility with almost ALL older software), MyDOS (for an Atari DOS compatible high-end DOS), and SpartaDOS (for a very high-end DOS which looks much like MS-DOS but unfortunately cannont run all software which runs fine with Atari DOS and MyDOS.) Note: SpartaDOS does NOT run on Atari 400's and 800's (except the cartridge versions and I believe disk version 1.1). Now that you have a DOS loaded, the Atari understands the "D:" device (see below for Atari devices). Since there is more than one disk drive, you have to be able to tell them apart. The Atari uses numbers when it has more than one of the same device, so "D1:" is drive 1, "D2:" is drive 2, "D3:" is drive 3, etc.!

After the "D:" device name comes the filename. Of the most used DOSes, only MyDOS supports lowercase letters in filenames, but since most programs force uppercase entry for filenames, nobody really seems to use lowercase in their filenames.
2. How do I copy things from one place to another?

Atari DOS and MyDOS give you the "C" command in their menu interface. When it asks for a source and destination, you can use wildcards (* and ? like in most other DOSes) to copy more than one file at a time. You can also present no destination so that a file can be copied from one disk in drive 1 to another disk in drive 1, for example, and the DOS will ask you to insert each disk.
3. What are subdirectories?

Subdirectories are places where files go which are just like the normal directory of a disk, except the they happen to be WITHIN that normal directory, or even another subdirectory. For example, you can have your disk divided up into the "GAMES" files, the "GRAPHICS" files and the "SOUNDS" files. A directory of the disk (the "root" or "base" or "trunk" directory) will simply list the three subdirectories, "GAMES", "GRAPHICS" and "SOUNDS". Then, if you ask for a directory listing of the "GAMES" subdirectory, you will see the files (and perhaps other subdirectories) within the "GAMES" directory. Think of it as a tree. For people familiar with Macintoshes, "Folders" are simply subdirectories. A window which appears when you open a "Disk" Icon is the

"root", and all of the "Folders" within it have more windows
in them which also have file and folder icons.

Here's a comparison to using subdirectories on different
DOSes

root 'GAMES' 'SPACE' within 'GAMES'
AtariDOS D: n/a n/a
MyDOS D: D:GAMES: D:GAMES:SPACE:
SpartaDOS D: D:GAMES> D:GAMES>SPACE>
MSDOS (IBM) \ \GAMES\ \GAMES\SPACE\

Note, only Atari DOS would be using drive 1 here, all other
DOSes are not necessarily using drive 1, and MyDOS and
SpartaDOS may already 'be within' a subdirectory.

In MyDOS and SpartaDOS (and MSDOS), you can change the
'current' or 'default' directory to a different place (a
different drive or a subdirectory). "D:" can stand for "D1:"
(like AtariDOS always does) or "D2:GAMES:SPACE:"! PLEASE READ
THE MYDOS OR SPARTADOS DOCUMENTS FOR DETAILS ON THIS!
4. What does "P:", "E:", "K:", etc. mean?

As stated before, the Atari has devices. "D:" is added when a
bootable disk in drive 1 is read. Other exist as well:
o C: Cassette
Readable and writeable, no filenames.
o D: Disk Drive
Readable, writeable, random access, directory, files,
multiple devices (up to 9 on MyDOS and newer SpartaDOS,
8 on AtariDOS).
o E: Editor
Readable, writeable. This is how input from the keyboard
and output to the screen is normally handled. If you
wish to type a small file up by hand and have it sent to
the printer or a file, use "E:" as the source.
o G: Graphics Printer
Writeable. This is not built into the Operating System
but must be loaded. This is an Epson-compatible printer
driver which can easily dump graphics.
o K: Keyboard
Readable. This is just the keyboard. Input from it is
not `echoed' back like with the "E:ditor".
o M: "Multi-Mouse"
Readable, writeable? This is not built into the
Operating System but must be loaded. This is a handler
which runs in the background and accepts input from
either a mouse, a joystick or a touch-tablet and
displays a mouse pointer on the screen.
o P: Printer
Writeable. Send data to this and it will appear on the
printer. You can print files (documents, etc.) by using

"P:" as the destination. The Atari XL/XE OSes support
"P1:" and "P2:", although I believe this usage is rare.
o R: RS232 (COM port)
Readable, writeable, concurrent mode. This is not built
in to the Operating System, but is loaded. It supports
modems. The Atari 850 Interface has it's "R: handler"
'built-in', which means the Atari also looks for an 850
(or other compatible interface) and receives the "R:
handler" code from it. Other interfaces and the Atari
'direct-connect' modems require a file to be loaded
which contains the "R:" code. "R1:" and "R2:" is also
supported, but also its usage seems rare.
o W: Windowing (screens)
Readable, writeable. This is a graphics 8 graphical
windowing driver (rarely used, unfortunately!). It must
of course be loaded as well.
o Z: RTime8 Real-time Clock
Readable, writeable. This is also not built in to the
OS, but loaded. This is loaded from disk and lets the
user access the "RTime8" real time, battery-backed up
clock for the Atari 8-bit. (This is a cartridge-based
device). I am unaware of any "Z:" clone which let's you
set the Atari internal (non-real time,
non-battery-backed-up) clock if you do not have an
RTime8, although I'd love to see one! [hint!!]
5. How do I print something from DOS?

As stated above, just use the "C"opy command, then use the
file you wish to print as the 'source', and "P:" as the
'destination'. Example: "D1:DOCUMENT.TXT,P:"

-- Getting around on the Atari: BASIC --

What does "READY" mean?

Again, this is simply the prompt that Atari BASIC (and most older
BASIC's) presents the user when it is in "Immediate" mode.
* Entering a command will cause it to act immediately.
* Entering a line number and then a command will place that line
into the current program.
* Entering a line number alone will remove that line from the
current program.
* To start a program, use the "RUN" command.
* To erase a program, use the "NEW" command.
* To clear variables, strings and arrays, use the "CLR" command.
* To load a program, use the "LOAD" command followed by a filename
(see below). To load and run a program, use the "RUN" command
followed by a filename.
* To save a program, use the "SAVE" command followed by a filename.
* To list a program, use the "LIST" command followed by an optional

destination device ("D:file.lst", "P:"rinter) and an option start and end set of lines seperated by (a) comma(s).

Where can I learn Atari BASIC?

A (set of) file(s) will be created explaining all of Atari (and Turbo) BASIC's commands and their usage. (A larger file may be produced which will be based on examples provided in the Atari BASIC Reference Manual). (As of August 1, 1995, these particular files do not exist).

How do I quit BASIC?
* Type "DOS" to quit BASIC and return to DOS.
* Type "BYE" to quit BASIC and exit to the OS's "bye" routines (Atari Memo Pad on 400/800's, Atari Rainbow on 1200XL's, and Self Test on other XL's and XE's). (Note: On 1200XL's, use [HELP] to go to the Self Test when the Atari Rainbow appears).
* For XFormer users, remember, [SHIFT]+[F10] reboots and toggles BASIC.

Why don't strings work?

Strings must be "dimensioned" like arrays in Atari BASIC. Strings are special character arrays. See the BASIC usage/etc. files mentioned in the answer to question 2. Simply put, to make a string that will accept up to "#" character, use DIM [name]$(#). Example: DIM A$(10) - now A$ can contain between 0 and 10 characters.

How do I make graphics?

Use the "GRAPHICS" command to switch between the following screen modes: (Note: All modes except 0, 9, 10 and 11 have four lines of 40 x 24 x 2 sized text covering the bottom of the screen. Add "16" to the mode number to remove this window (but do not make any PRINTs or PUTs to the standard output otherwise a GRAPHICS 0 screen will appear))

(Note: Add "32" to the mode number to keep the screen from clearing when it appears. One problem, however, all screens overlay each other so unless you only use certain modes at certain times, parts of some screens will become (or start out) with 'garbage' on them.)
* 0: 40 x 24 x 2 text
* 1: 20 x 24 x 5 text
* 2: 20 x 12 x 5 text
* 3: 40 x 24 x 4 graphics
* 4: 80 x 48 x 2 graphics
* 5: 80 x 48 x 4 graphics
* 6: 160 x 96 x 2 graphics
* 7: 160 x 96 x 4 graphics
* 8: 320 x 192 x 4 graphics
* 9: 80 x 192 x 16 luminence-only graphics
* 10: 80 x 192 x 9 graphics
* 11: 80 x 192 x 16 hue-only graphics
* 12: 40 x 24 x 4-colored text
* 13: 40 x 12 x 4-colored text

* 14: 160 x 192 x 2 graphics
* 15: 160 x 192 x 4 graphics

COMMANDS:

Commands available in Atari BASIC for manipulating simple graphics include:
* PLOT x,y - plot a pixel
* POSITION x,y - position cursor
* COLOR c - set drawing color (c=color or character value)
* DRAWTO x,y - draw a line from cursor location (set with "POSITION", "PLOT", "DRAWTO" or "LOCATE")
* LOCATE x,y,r (where r is where result will be stored)
* SETCOLOR c,h,l (c=palette location, h=hue, l=lum)

COLORS:

Note: COLOR command colors are not identical to SETCOLOR command colors:
* COLOR 0 will draw using the background color, set with SETCOLOR 4,hue,lum
* COLOR 1 will draw using color "0", set with SETCOLOR 0,hue,lum
* COLOR 2 will draw using color "1", set with SETCOLOR 1,hue,lum
* COLOR 3 will draw using color "2", set with SETCOLOR 2,hue,lum

Except in GRAPHICS mode 10, where COLORs 0, 1, 2, and 3 must be POKEd into memory locations 704, 705, 706 and 707 (the player/missle graphics color locations). Examples of this will be presented in the BASIC usage files. (Sorry)

How do I make sound on the Atari

Remember, XFormer 2.5 doesn't support sound! (XF3.0 does)
But anyway, in Atari BASIC: SOUND c,p,d,v
* c=channel (0-3)
* p=pitch (0-255)
* d=distortion (0,2,4,6,8,10,12 or 14)
* v=volume (0-15)

The buzzer character is CHR$(253) aka [CONTROL]+[2] (NOT [CONTROL]+[G])

How do I move the cursor and edit?

The Atari "E:" device (standard input/output which is the "editor") allows the following characters for editing:

Key: AtASCII #: Use:
---------- -------- ----------
Atari none Turn inverse on/off (Atari 400/800 kybds)
Inverse [Triangle] none Turn inverse on/off (Atari XL/XE kybds)
CAPS none Turns caps-mode to lowercase (400/800 OS)
CAPS none Toggles caps-mode from upper to lower (XL/XE)
Sh-CAPS none Turns caps-mode to uppercase (all OSes)

Ct-CAPS none Turns caps-mode to [Control]-[Lock] (all)
Up ([^-]) 28 Move cursor up
Down ([^=]) 29 Move cursor down
Left ([^+]) 30 Move cursor left
Right ([^*]) 31 Move cursor right
Space 32 Move cursor right (overwrites w/Space char)
BackSpace 126 Move cursor left (deletes previous char)
Delete ([ShBkspc]) 156 Deletes a (logical) line (1-3 physical lines)
Insert ([Sh>]) 157 Inserts a physical line
Ct-Delete ([^Bksp]) 254 Deletes char under cursor, pulls rest left
Ct-Insert ([^>]) 255 Inserts space under cursor, pushes rest right
ClearScn ([^<]) 125 Clears screen
Bell ([^2]) 253 Sounds buzzer
TAB 127 Moves cursor to next TABstop
ClrTAB ([^TAB]) 158 Clears any TABstop under cursor
SetTAB ([ShTAB]) 159 Sets a TABstop under cursor
ESC 27 Sets ESCape (next edit char after is shown,
not done, non-edit chars shown (like normal))
RETURN 155 Sends End Of Line (moves cursor to lowerleft
of next line, accepts input)

Note: Inverse characters have values of the normal version of the characters plus 128. (The only non-viewable inverse character is inverse-ESC, or what would be the [ESC],[RETURN] combination. The character exists, but must be set into screen RAM by hand. Oh well, at least you still have 255 easily viewable characters! [grin])

How do I make the editor characters appear

As shown above, you must have an ESC sent before them.
* When simply entering text, type [ESC] then the edit key and the character for that edit key should appear.
* When entering text in a PRINT statement, you must have it send an ESC beforehand, so first type [ESC],[ESC] to make an ESCape character appear, then type [ESC] then the edit key and the character for that edit key should appear.
When the PRINT statement is executed, the first ESCape (which you typed as two [ESC]'s) will make the editor SHOW the following character (even if it is an edit character), then the character which you entered (with [ESC] and then the edit key) will make that character appear. This makes it difficult to align a set of PRINT statements which make a multi-line picture or menu which uses viewed edit keys.
It is probably best to have all of the lines in your program with the PRINT statements that can fit visible on the screen, then edit them (without putting any of the ESCape characters in, then when the picture looks like how you want it on the screen, move the cursor to on top of each edit-key character and press [Control]+[>] (Control-Insert). A blank space should appear under the cursor and the rest of the line should move right. Now, type [ESC],[ESC] and an ESCape edit-key character should appear where

the blank space was. When you are finished doing that for each
line with those PRINTs in it, BE SURE TO ENTER THEM INTO THE
PROGRAM BY PRESSING [RETURN] ON EACH OF THOSE LINES! Whew!

Set the memory location "766" to "1" with the command "POKE 766,1" to
turn on the no-edit mode (ALL characters except End Of Lines will
appear, even ClearScreens!) When you want to go back into normal mode,
set the location back to "0" with "POKE 766,0".

What's with the colors changing?

THIS, MY FRIEND, IS THE FIRST EVER SCREEN SAVER! This is called
"Attract mode" as was used on the Atari 2600 and Atari 400/800/XL/XE
series (and probably on the 5200 and 7800 but I cannot confirm this).
When a key hasn't been pressed for 7 or 9 (depending on OS, model,
etc) minutes, the screen colors begin changing, thus protecting your
TV or monitor from having a static image burned on it.
* To turn this mode off, press a key, or, if within a program, use
the command "POKE 77,0" at least once every few minutes (IF the
screen is active, otherwise turning it off would be kinda
useless).
* To turn it on, wait 7 or 9 minutes without pressing a key or
having location "77" set to "0", or set location "77" to "128"
with "POKE 77,128", voila! instant attract mode!

How do I access 'devices' on the Atari?

The following commands are available to Atari BASIC's (and also
variations on these are available in most other Atari languages!):
* OPEN #a,b,c,d$
Opens channel 'a' for access to 'd$' in mode 'b' with auxillary
mode 'c'. Channel 'a' must be free or else a 'Channel already
open' (129) error will occur. To explain the different "modes",
here are simply some examples:
+ OPEN #1,4,0,"K:"
Input from keyboard
+ OPEN #2,8,0,"P:"
Output to printer
+ OPEN #3,12,0,"D:FILE"
Random access to disk
+ OPEN #4,9,0,"D:DATA"
Append-output to disk
+ OPEN #5,13,0,"R:"
Concurrent to RS232 (modem)
+ OPEN #6,6,0,"D:*.TXT"
Directory access to disk (reads directory of "*.TXT" mask)
* CLOSE #a
Closes channel 'a' (freeing it for use)
* GET #a,b
Reads a byte from channel 'a' and stores it in 'b'
* PUT #a,b
Puts byte 'b' onto channel 'a'

* INPUT #a,b$
Reads a string (up to 255 bytes and a REQUIRED 'end of line'
(character 155)) from channel 'a' and stores it in 'b$'
* INPUT #a,b
Reads a string (up to 255 bytes and a REQUIRED 'end of line'
(character 155)) from channel 'a' and stores the numeric value of
it in 'b'
* PRINT #a,[stuff]
Just like the normal BASIC PRINT statement, but sends the
information to channel 'a' (semicolons, comas, and mixed types are
of course allowed).
* STATUS #a,b
Reads the error 'status' of channel 'a' and stores it in 'b'
* XIO a,#b,c,d,e$
General I/O call. This a little complicated and may be expanded
upon in a future revision. Just be aware of the following:
+ a - command
+ b - channel to use (usually must be free)
+ c - auxillary mode 1
+ d - auxillary mode 2
+ e$ - file or device to act upon
Examples:
+ XIO 32,#1,0,0,"D:FILE,OLDFILE" renames file
+ XIO 33,#1,0,0,"D:OLDFILE" deletes file
+ XIO 34,#1,0,0,"D:GAMES" creates a directory in My- &
Sparta-DOS
+ XIO 35,#1,0,0,"D:NEWFILE" locks a file from over-write and
deletion
+ XIO 36,#1,0,0,"D:NEWFILE" UNlocks a locked file
+ XIO 40,#1,4,0,"D:PROG.OBJ" loads and runs a binary file (like
"L" in Atari and MyDOS)
+ XIO 40,#1,5,0,"D:PROG.OBJ" loads a binary file (like "L" in
Atari and MyDOS with the "/N" option)
+ XIO 41,#1,0,0,"D:GAMES" changes default directory that
drive/subdirectory (all calls to "D:" will now occur within
that drive/directory)
+ XIO 254,#1,0,0,"D2:" FORMAT a disk (in Atari DOS 2.5, this is
format 'enhanced', to format 'single' density, use XIO 253)
(in MyDOS, this is format, but not 'enhanced', use:
+ XIO 253,#[channel],1,0,"D[drive]:" for formatting a drive in
enhanced mode).
NOTE: 39 and 40 are the same. Also note the useage of AUX1 in the "XIO
40" example.

-- Getting Atari files to an IBM: --

1. How can I read Atari disks on my IBM?

Note: Someone please give more details or corrections here!
Thanks!

If you have double-density Atari disks, you can use the program "Util" on the IBM which can read double-density Atari disks. Please see the Atari 8-bit FAQ for more details.

If you have an Atari 1050 disk drive, you can use the program MULE to copy files, one file at a time, 20k chunks at a time, from the Atari to the IBM. You first must format a 180k disk on your IBM, the run MULE on your Atari to get a file onto the MULE disk, then run MULE on the IBM to get the file onto the IBM. Tedious, isn't it? MULE wasn't meant to be a fully-functional program, just a demo to show that this was even possible.

If you're fortunate to have a Black Box interface on your Atari, you can get an external IBM drive and the Black Box's add-on, the Floppy-Board and simply copy files from your Atari disks or hard drive(s) onto IBM disks via the floppy board, then load them up on your IBM.
2. Ok, I can't do any of that, now what?

You can use SIO2PC, which is a program for IBM's which turns your IBM into a set of Atari disk drives. You need the SIO2PC cable (which you can purchase, assembled or unassembled, or buy parts and build it yourself) and the SIO2PC software (available at UMICH). Connect your IBM to your Atari, load SIO2PC, and then run the program FILE2PC on the Atari to transfer files to the IBM's hard drive. Or instead create a disk image within SIO2PC and copy files from one disk (a real Atari floppy) to another (the SIO2PC image) with the Atari or MyDOS "C"opy command. If you want to extract files out of the SIO2PC disk image file and store them on your IBM's hard drive or floppies as single files, either again use FILE2PC or use S2PC, an IBM program which can extract files from or add files to MyDOS-compatible SIO2PC disk images!

You can use two modems (one on your PC and one on your Atari) to download files from your Atari 8-bit.

If you don't necessarily want files that you already have on your Atari 8-bit, you can download files from the huge collection available at FTP sites and Atari 8-bit supporting bulletin boards and save them onto your IBM.

If you have only one modem, so you can't connect both your Atari 8-bit and your IBM together via modems, you can do it via null-modem, OR you can upload files from your Atari to some bulletin board or account you have access to, and then connect the modem to your IBM and download the files.
3. Is there any easier way to get Disk Communicator (Atari disk image) files to and from SIO2PC disk images or PC Xformer XFD disk images other than using Disk Communicator 3.2 on my Atari! I mean, both files are disk images! They're both on my PC's hard drive!

[cry]

(AND NOTE: DiskComm. doesn't like SIO2PC a lot of the time
anyway!)

Yes! There's an IBM program out called "DCM2DSK". (Why "DSK" and
not "ATR"? To keep people from getting confused with the
ATR-8000(?))

There's also C source to a very similar program called "DCMTOATR"
which works on PC's (a PC executable version comes in the archive)
and Unix and probably any other system with a good C compiler.

-- Where to get or FTP files mentioned in this FAQ: --

+ PC Xformer 2.0 and 2.5 can be downloaded via FTP from:
o "ftp.clark.net":
Directory/file-path: systems/msdos/emulators/xf25.zip
(or xf2.zip)
o "atari.archive.umich.edu" FTP site:
Directory/file-path: atari/8bit/Xf2/xf25.zip (or
xf2.zip)
o Branch Always Software's Home page:
URL: www.halcyon.com/brasoft/
+ PC Xformer 3.0 can be purchased for $29.95 (prices may vary)
from:
o U.S.A.:
American Technavisions
510-352-3787, fax 510-352-9227
B & C Computervisions
408-986-9960, fax 408-986-9968
Mid Cities Computers
310-867-0626, fax 310-920-8933
Rising Star Computers
800-252-2787, fax 513-254-7970
Toad Computers
800-448-8623, fax 410-544-1329
o Germany:
Atari Bit Byter User Club
+49 02366-39623 (same for fax)
KE-Soft
+49 06181 87539, fax: +49 06181 83436
o United Kingdom:
Micro Discount
+44 021 353 5730, +44 021 352 1669
o or directly from Branch Always Software: (USA)
14150 N.E. 20th Street, Ste 302, Belleuve, WA 98007.
1-206-369-5513, fax 1-206-885-5893
e-mail: BraSoft@aol.com
+ Rainbow can be downloaded via FTP from:
o [not done]

+ The following programs are availabel at the
"archive.umich.edu" FTP site:
o SIO2PC: atari/8bit/sio2pc/*.* (all files are
SIO2PC/utility files)
o Mule: atari/8bit/Diskutils/mule.com (Atari), mule.exe
(IBM), mule.txt
o Util: atari/8bit/Utilities/myutil.zip (IBM)

-- The End --

AGAIN, PLEASE CHECK OUT THESE OTHER FILES:

+ ATARI 8-BIT FAQ
+ PC XFORMER DOCUMENTS
+ MYDOS DOCUMENTS
+ SIO2PC DOCUMENTS

THANX!

Contacts:

+ I (Bill Kendrick) can be contacted at:

o kendrick@zippy.sonoma.edu,
o or on the "comp.sys.atari.8bit" and
"comp.emulators.misc" newsgroups,
o or New Breed Software, 59 Palm Lane, Novato, CA
94945-2574 USA.

+ Darek Mihocka, the author of the PC Xformer can be contacted
at:

o BraSoft@aol.com,
o or on the "comp.sys.atari.8bit" and
"comp,emulators.misc" and other newsgroups,
o or Branch Always Software, 14150 N.E. 20th Street, Ste
302, Belleuve, WA 98007 USA.

+ Micheal Current, keeper of the Atari 8-bit FAQ files can be
contacted at:

o mcurrent@carleton.edu,
o or on the "comp.sys.atari.8bit" newsgroup.

PLEASE add questions and report any mistakes or bugs to me as
soon as possible! Thank you!!!

3067. Re: BASIC tokenizing/detokenizing

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-01 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <44n50o$f4h@charm.magnus.acs.ohio-state.edu>
Source record: 88239

In article <44jm8g$bvo_001@brat.interlog.com>,
Bernie Rataj <brat@interlog.com> wrote:
>Of course, you'll have to implement a CIO for the target machine as
>well...

Yep, I thought of that.

D1:,D: -> current directory of system
P: -> system printer (i.e. lp or lpr program in Unix, PRN device
in DOS)
R: -> system modem

E: -> user terminal

K: -> cbreak mode of terminal (use curses?)
S: -> use curses?

Others would respond as if the device is not connected, although it
might be nice to be able to specify directories to use for other disk
drives. Maybe allow using ATR/XFD disk images, but that's getting
into emulator territory.

I'd start with E:, and do the rest after that version worked fine.

But all this is far in the future; right now I'm just trying to get my
lister working. (Right now it works fine until it gets to a number,
variable, or quoted string. Which means it lists a program of REMs
just fine. :-)
Which reminds me: Can somebody briefly describe the 6-byte floating
point format? None of my references describe it.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

3068. Trouble with Portal to umich

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-01 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <146239@cup.portal.com>
Source record: 88240

Just a word of warning; tried getting a good copy of my IBM<=>stock 1050
program to umich w/o success. Transferred it twice & made sure the
binary mode was set <at least for my 2nd try>. I immediately downloaded
both files & while they both ahd the same length, they were corrupt.
So, the one there in Diskutils has the MS DOS .EXE busted, the .C
source code in ATASCII with the line length truncated to 80 columns &
in the New area there are two files, MSMULE.ARC & IBMMULE.ARC, that
are broke. There's a good copy of the file on Portal in the 8bit
sig, but for some reason I can't get it to forward properly. I *NEVER*
have these problems with oak.oakland.edu so I'll make a effort to see
if they'll let me upload it there.
Rick

3069. sources

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-01 00:00:00 UTC
From: odaman@rocky.unoke.pfu.fujitsu.co.jp
Message-ID: <9510020425.AA03081@rocky.unoke.pfu.fujitsu.co.jp>
Source record: 88241

Hi, atarians.

I'm now using 130xe and sio2pc, and I learned some 6502 code on it.
And, I have some questions.

1. I want to use graphics on it, please let me know.

2. When I make some graphics craractor, what should I use? On the
other hand, should I use some gfx editor or other tools?

I think ONE simple assembler source solves "1." probrem. Can
someone send me a source which do ONE charactor moving in a screen?
And if it uses display list, I think it's more cool.

Can someone help me?

WARRING: I can't read c.s.a.8 so well(I'm reading news via E-mail,
and it's slow), so please send me E-MAIL *too*.

--
Tetsuo Oda (OdaMan the ATARI 8bit LOVER) |||
PFU Software Laboratory Limited, Japan ||| /| ~T~ /| |~> |
odaman@pfu.fujitsu.co.jp _/ | _ /~| | /~| | \ | 130XE
KHB07735@niftyserve.or.jp with SIO2PC, 1050DiskDrive and 850 interface

3070. SWAP MEET AUCTION!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-02 00:00:00 UTC
From: jrm8248@u.cc.utah.edu
Message-ID: <44ncu0$642@news.cc.utah.edu>
Source record: 88242

Welcome to the SWAP MEET AUCTION!!!

HERE IS THE ORDER:

ATARI 2600
ATARI 5200
ATARI 7800
ATARI 400/800
ATARI MISCELLANEOUS
COLECOVISION
COLECO ADAM
COMMODORE 64
FAIRCHILD
INTELLIVISION
ODYSSEY2
RADIO SHACK TRS-80
TEXAS INSTRUMENTS 99/4A
MISCELLANEOUS

This Auction will end at Midnight Mountain Time on
SUNDAY, OCTOBER 15, 1995 unless bidding is
still strong.

The Rules follow this auction.

Please send all bids to jrm8248@u.cc.utah.edu

Happy Bidding!!

Atari 2600-LOOSE GAMES, COLORED LABEL NO PICTURE

-Adventure: cx-2613

-Basketball: cx-2624

-Bowling

-Brain Games

-Championship Soccer: cx-2616

-Circus Atari: cx-2630

-Dodge Em

-Flag Capture

-Football: Atari

-Home Run

-Indy 500

-Maze Craze

-Miniature Golf

-Night Driver

-Outlaw

-Skydiver

-Slot Machine

-Slot Racers

-Space Invaders: cx-2632

-Street Racer

-Video Checkers

-Video Chess

-Video Olympics: cx-2621

Atari 2600-LOOSE GAMES, DIFFERENT LABEL NO PICTURE

-Star Ship: 1977

Atari 2600-LOOSE GAMES, COLORED LABEL W/ PICTURE

-Casino

-Circus Atari

-Demons To Diamonds

-Donkey Kong Jr.

-Football

-Human Cannonball

-Indy 500

-Missle Command

-Othello

-Pac-Man

-Space War

-Star Raiders

-Super Breakout

-Superman

-Video Pinball

-Warlords

-Yars Revenge

Atari 2600-LOOSE GAMES, SILVER LABEL W/ PICTURE

-Battlezone

-Centipede

-Dig Dug

-E.T

-Jungle Hunt

-Ms. Pac Man

-Phoenix

-Pole Position

-Realsports Football

-Vanguard

Atari 2600-LOOSE GAMES, ACTIVISION

-Chopper Command

-Freeway

-Grand Prix

-Ice Hockey

-Kaboom

-Laser Blast

-Pitfall

-Robot Tank

-River Raid

-Sea Quest

-Skiing

-Starmaster

-Stampede

-Tennis

Atari 2600-LOOSE GAMES, CBS

-Gorf

Atari 2600-LOOSE GAMES, COLECO

-Donkey Kong

-Mousetrap

Atari 2600-LOOSE GAMES, IMAGIC

-Atlantis

-Cosmic Ark

-Demon Attack

-Fire Fighter

-Star Voyager

Atari 2600-LOOSE GAMES, M NETWORK

-Astroblast

-Football

-Frogs N Flies

-Lock N Chase

-Space Attack

Atari 2600-LOOSE GAMES, PARKER BROTHERS

-Frogger

-Q*Bert

-Reactor

-Star Wars: The Empire Strikes Back

Atari 2600-LOOSE GAMES, SEARS TELEGAMES

-Breakaway IV

-Missle Command

-Space Combat

-Space Invaders

-Target Fun

ATARI 5200-LOOSE GAMES

-Centipede

-Defender

-Dig Dug

-Football

-Kangaroo

-Missle Command

-Pac Man, w/ overlay

-Pole Position

-Real Sports Baseball

-Space Invaders

-Star Raiders

-Super Breakout

-Vanguard

ATARI 5200-BOXED GAMES W/ DIRECTIONS
*all boxes have minor wear.

-Qix

ATARI 7800-LOOSE GAMES

-Galaga

-Karateka

-Mario Brothers

-Pole Position II

ATARI 400/800-LOOSE GAMES

-Atari Logo: RX8032

-Atariwriter Word Processor: RX8036

-Basic Computing Language: CXL4002

-Centipede

-Flight Simulator: for Atari XE

-Fraction Fever

-Frogger

-Galaxian

-Joust

-Jungle Hunt

-Math Mileage

-Moon Patrol

-Pac Man

-Pole Position

-Qix

-Space Invaders

-Star Raiders: CXL4011

ATARI-MISCELLANEOUS
*all are in near mint condition

-ATARI FORCE Comic Book #3 $2.00 min

-ATARI Video Game Catalog $2.00 min

-INTELLIVISION Video Game Catalog: 1981 $2.00 min

-INTELLIVISION Video Game Catalog: 1982 $2.00 min

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COLECOVISION-LOOSE GAMES
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-Carnival

-Cosmic Avenger

-Donkey Kong

-Donkey Kong Junior

-Ladybug

-Mr. Do

-Pepper II

-Q*Bert

-Venture

-------------------------------------------------
COMMODORE 64-Loose Cartridges
-------------------------------------------------

-Hes Mon 64

-Kindercomp

-Moon Patrol

-Star Ranger

-Visible Solar System

-----------------------------------------------------
FAIRCHILD VIDEOCART- LOOSE GAMES
-----------------------------------------------

-#3: Video Blackjack

-------------------------------------------
INTELLIVISION-LOOSE GAMES
-------------------------------------------

-Advanced Dungeons &Dragons

-Advanced Dungeons & Dragons: Treasure of Tarmin

-Baseball

-Bomb Squad

-Burger Time

-Donkey Kong: Coleco

-Frog Bog
```

-Frogger: Parker Brothers

-Lock N Chase

-Major League Baseball

-Masters of the Universe

-Microsurgeon: Imagic

-Mission X

-NFL Football

-Night Stalker

-Poker

-Q*Bert: Parker Brothers

-Skiing

-Space Armada

-Space Spartans

-Triple Action

-TRON Deadly Discs

-TRON Maze-A-Tron

INTELLIVISION-Box+Directions
-Most boxes have some wear.

-Donkey Kong

-Lock N Chase: w/overlay, no docs

-Sea Battle

-Space Battle: w/ overlay

-Star Strike: w/ overlays

-TRON Maze-A-Tron: no docs, w/ overlay

ODYSSEY2- LOOSE GAMES

-Alien Invaders-Plus

-Alpine Skiing

-Baseball

-Blockout/Breakdown

-Bowling/Basketball

-Computer Golf

-Football

-Freedom Fighters

-Invaders From Hyperspace

-Ive Got Your Number

-KC Munchkin

-Monkey Shines

-Out of This World/Helicopter Rescue

-Pick Axe Pete

-Pocket Billiards

-PT Barnums Acrobats

-Showdown In 2100 AD

-Speedway/Spinout/Cryptologic

-Sub Chase/Armored Encounter

-Type & Tell

-UFO

-War Of Nerves

RADIO SHACK TRS-80

-Androne

-Canyon Climber

-Pinball

-Tetris

TEXAS INSTRUMENTS 99/4A-Loose Cartridges

-Adventure

-Alligator Mix

-Alpiner

-A-Maze-Ing

-Beginning Grammar

-Blackjack and Poker

-Blasto

-Car Wars

-Chisolm Trail

-Demolition Division

-Donkey Kong: Atari

-Dragon Mix

-Facemaker

-Hangman

-Jawbreaker II

-Home Financial Decisions

-Household Budget Management

-Meteor Multiplication

-Mini Memory

-Minus Mission

-Multiplication 1

-Munchman

-Number Magic

-Othello

-Parsec

-Personal Real Estate

-Personal Record keeping

-Reading On

-Reading Roundup

-Securities Analysis

-Tax/Investment Record Keeping

-TI Extended Basic

-TI Invaders

-Touch Typing Tutor

-Tunnels Of Doom

-Video Chess

-Video Games 1

-Yathzee

MISCELLANEOUS
*some systems say no cables but if you bid I will look for them,
but I will not guarantee that I find them. Shipping will vary
depending on the system.

-Atari Keyboard Controller $3.00 min

-Atari 2600 Paddle Controllers $3.00 min

-Atari 5200 RF Converter $5.00 min

-Atari 7800 Joystick $3.00 min

-Coleco Head to Head Baseball handheld game $5.00 min

-Coleco Head to Head Football handheld game $5.00 min

-Colecovision Roller Controller $5.00 min

-Entex Galaxian 2 handheld game $5.00 min

-Ms. Pac-Man Board Game: missing a few pellets $5.00 min

-Pac-Man Board Game: complete $5.00 min

-Spectravideo Joystick w/ pistol grip and autofire $3.00 min

-Suncom Tac-2 Joystick $3.00 min

-Texas Instruments Joysticks $3.00 min

-Texas Instruments Speech Synthesizer $8.00 min

-TurboGrafx 16 Multicontroller adapter $5.00 min

-Wico Command Control Joystick $3.00 min

TRADES:

I am looking for R/ER/UR carts and a few UUs for
the Atari 2600 and Colecovision only!

HERE ARE THE RULES:

1. This auction will end on Sunday, October 14, 1995
at Midnight Mountain Time unless there is still heavy bidding.

2. Current high bids will be posted every other day on this
newsgroup and bidders will most likely be notified when
they are outbid for an item.

3. High bidders will be posted by their email name unless
otherwise specified.

4. When sending a bid, your subject should be SWAPMEET BID .

5. Minimum bids will be $1 and bidding increments will
be $.50 unless otherwise posted all in US Dollars.

6. If two people bid identical bids, then the person
responding first will get credit for the bid.

7. Shipping will be $2.50 for the first cartridge + $.50
for each additional cartridge. Shipping and handling
for systems will range between $8.00 and $15.00 depending
on weight. Larger systems may be more. All cartridges
and systems will be shipped through the US Postal
System anywhere in the Continental US. Other areas
will need to make special arrangements for shipping.

8. Following the auction, each bidder will be contacted
individually for payment and shipping. Money Orders
(sorry no personal checks) are the preferred form of
payment, but cash is always accepted. Payment
MUST be received within 7 days.

9. The will be no guarantee, no warranty and no refunds
on anything purchased from this auction. Most of the
cartridges have been tested and do work the same goes
for many of the systems. However, cartridges for systems
which I do not own cannot be tested and neither can
systems which have no cables.

10. FINALLY, IF YOU ARE THE HIGH BIDDER YOU MUST
PAY FOR YOUR ITEMS, OTHERWISE YOUR POSTMASTER
WILL BE INFORMED AND YOU WILL BE BARRED FROM
FUTURE AUCTIONS!!!

11. I reserve the right to refuse bids.

12. I reserve the right to alter the rules or the auction itself.

Your participation in this auction signifies your consent
to follow these rules as stated.

Send all bids to: jrm8248@u.cc.utah.edu

3071. What should I download?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-02 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <44ngc0$bdj@bug.rahul.net>
Source record: 88243

So many files, so little time! I've seen the index of stuff which
can be found at UMich and its mirrors. The problem is that I have *no
clue* where to begin. What is the really good stuff there? Does
anyone have recommendations?

I'm an avid gamer of most types, primarily action/arcade and
fantasy/RPG stuff. I also looked at some productivity tools, general
system utilities and languages/development tools.

So what say all ye?

--
ziggy29@rahul.net is Tim Irvin--husband, system administrator, grad student,
softball maniac. My web page has been updated (9/11/95) and can be found at
http://www.rahul.net/ziggy29.
**We're #1! Prime Time--1995 LERA Softball Champions--39 / 22-17 / .616

3072. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-02 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/faq_812638244@rtfm.mit.edu>
Source record: 88244
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List

Revised 28-Aug-95

Additions/suggestions/comments/corrections are needed! Please send to:

URL:mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

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when given.

The Atari 8-Bit Computers Frequently Asked Questions List was created to
provide answers to many commonly asked questions found in the Internet's
comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group. It is in
a constant state of development, and comes with no guarantees. If you
see any problems, I need to hear from you!

--- Where to get the latest copy of the 8-bit Atari FAQ List ---

The home of many FTP archive sites, automatically updated monthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq

The World Wide Web hypertext version, automatically generated monthly:
URL:http://www.smartpages.com/faqs/atari-8-bit/faq/faq.html
URL:http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html

WWW "flat hypertext" versions, automatically generated monthly:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
URL:http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.faq.html

Usenet newsgroups where this FAQ list is automatically posted monthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also get the latest version by e-mail.
URL:mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/faq
```

quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

---

Subject: 0.1) Table of contents

0.1) Table of contents

Introduction
1.1) What is an Atari 8-bit computer?

Usenet
2.1) What is comp.sys.atari.8bit?
2.2) What is comp.sys.atari.announce?
2.3) What is comp.sys.atari.advocacy?
2.4) What is comp.sys.atari.programmer?
2.5) What is comp.emulators.misc?
2.6) What is comp.emulators.announce?

E-Mail
3.1) What is the Info-Atari8 Digest?
3.2) What is INFO-A8?
3.3) How can I access the Merit/UMich Archive by e-mail?
3.4) How can I retrieve files from FTP sites by e-mail?
3.5) How can I post to Usenet newsgroups by e-mail?
3.6) How can I access the World Wide Web by e-mail?

FTP
4.1) How can I access the Merit/UMich Archive by FTP?
4.2) What is the Boston Archive?
4.3) What is the PVV Archive?
4.4) What is the ClarkNet Archive?
4.5) What is the Gatekeeper's Archive?
4.6) What is the Closer To Home Archive?

Telnet
5.1) What is the Cleveland Free-Net Atari SIG?
5.2) What is the Youngstown Free-Net Atari SIG?
5.3) What is the National Capital Free-Net Atari SIG?
5.4) What is the Closer To Home BBS?
5.5) How can I access the World Wide Web by Telnet?

Gopher
6.1) How can I retrieve files from the Merit/UMich Archive through Gopher?

World Wide Web
7.1) What WWW pages support the 8-bit Atari?

Prospero
7.8) How can I access the Merit/UMich Archive by AFS?

IRC
7.9) What IRC channels discuss the 8-bit Atari?

Online Magazines
8.1) What is the CAIN Newsletter?

File Formats
9.1) What's this UUEncoding stuff (.uu, .uue files) all about?
9.2) What is an .arc file?
9.3) Okay, how about a .dcm file?
9.4) What is an .xmo file?

Emulation
10.1) What 8-bit Atari emulators exist for other computing platforms?

File Transfer Solutions
11.1) What are the best terminal emulators available?
11.2) Can I read/write 8-bit Atari disks on an IBM-PC?
11.3) Can I read/write MS-DOS disks on an 8-bit Atari?
11.4) How do I transfer files using a null modem cable?

Storage Media
12.1) What 5.25" floppy disk drives are available?
12.2) How can I use 3.5" floppy disks with my 8-bit Atari?
12.3) What do I need to connect a hard drive to my 8-bit Atari?
12.4) How can I use an IBM-PC as a storage device for my Atari?

General Interest
13.1) What's the best DOS for the Atari?
13.2) What hardware has Atari created in the 8-bit computer line?
13.3) What are the power-supply requirements for my Atari components?
13.4) What are the pinouts for the...?
13.5) What BBS software can be used on the Atari?
13.6) What version of Atari BASIC do I have?
13.7) What are the Standards for Used 8-Bit Stuff?

Other Documents of Interest
14.1) What vendors, developers, or publishers support the 8-bit Atari?
14.2) Where is my nearest 8-bit Atari BBS?
14.3) Where is my nearest 8-bit Atari user group?
14.4) How do I use my new or emulated Atari?
14.5) What prominent Atarians are reachable by e-mail?

Subject: 1.1) What is an Atari 8-bit computer?

In order of their release, the Atari 8-bit computers include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System. The 400/800 models were first shown publicly in November 1978 and first sold in 1979. The final machine, the XE Game System, was released in 1987. Atari Corp. officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

The following text was written by Chris Crawford and appears in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. It has been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM, ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

GTIA is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

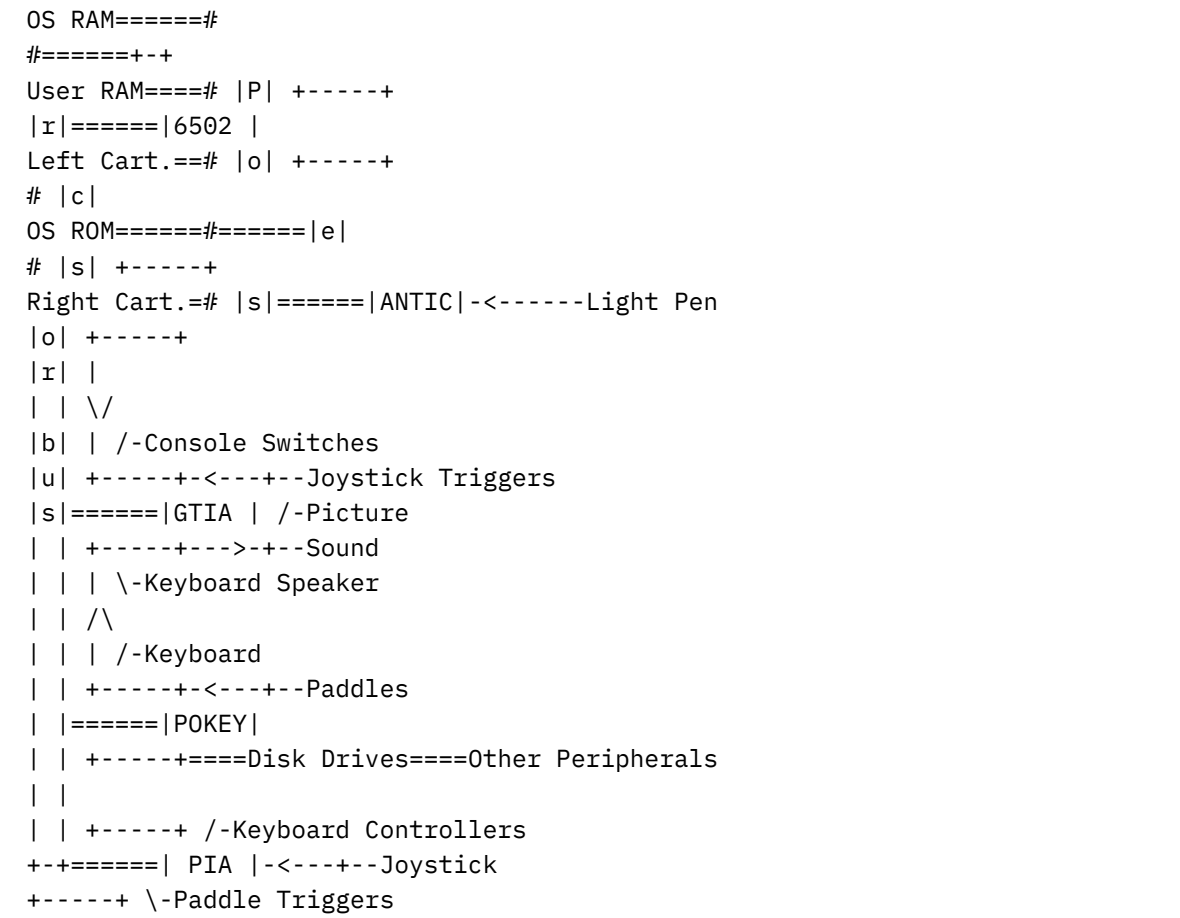
POKEY is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The 130XE and XEGS contain a small additional LSI called FREDDIE, a RAM address multiplexor. According to URL:mailto:masstorage@closer2.brisnet.org.au (Masstorage), "Freddy is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. Freddy also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a freddy but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from freddy, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank

of 8 chips RAS goes to. A14 and A15 then go to freddy for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say freddy does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO freddy) and an extra 8 RAM chips."

Hardware Arrangement



Beginners at using the 8-bit Atari platform may wish to contact Bill Kendrick, URL:mailto:kendrick@sonoma.edu , for his Newbie/Emulator FAQ.

The following is taken from Bill's Newbie/Emulator FAQ.
Graphics:
The Atari has maximum resolution of 320 x 192 (standard, non-overscanned screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4, 160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are also supported. 40 x 24 x 256-character (128 normal, 128 inverse, character set indirection available) text mode is standard (2 colors).
40 x 24 x 128-multi-colored-character (4 colors per character allowed, the other 128 characters have 4th changed into a color 5) and
40 x 12 x 128-multi-colored-character screen modes are available.
GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-only,

and 80 x 192 x 9 color screen modes.
Graphics Modes Summarized:
Mode Horiz.xVert.xColors text/graphics
0 40 x 24 x 2 text
1 20 x 24 x 5 text
2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 2 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Normal (bordered), narrow (underscanned), and wide (overscanned) screen modes are available.
Screen modes can be mixed (by lines) down the screen using the Display List (a program which is executed by the ANTIC graphics chip every screen refresh (60 times per second on real NTSC Ataris).
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.
All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

Sound:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.

[I'd like more system spec's here.]

Subject: 2.1) What is comp.sys.atari.8bit?

If you have Usenet newsgroup access you can access this discussion group through URL:news:comp.sys.atari.8bit . This is an unmoderated newsgroup for discussion about the 8-bit Atari 400/800/XL/XE computing platform. All postings to comp.sys.atari.8bit automatically appear in the Info-Atari8 Digest and in INFO-A8.

comp.sys.atari was split into comp.sys.atari.8bit and comp.sys.atari.st in approximately 1986. To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

comp.sys.atari.8bit is archived by the INFO-A8 list server.

Subject: 2.2) What is comp.sys.atari.announce?

URL:news:comp.sys.atari.announce is the moderated Usenet newsgroup for news items and announcements related to all Atari computing platforms. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari announcements. Moderated by Yat Siu from URL:mailto:lexicor@world.std.com .

Subject: 2.3) What is comp.sys.atari.advocacy?

URL:news:comp.sys.atari.advocacy is the unmoderated Usenet newsgroup for advocating for or against the various Atari computing platforms. If you enjoy making comparisons between Atari 8-bit and other computing platforms, this is the place to do it.

Subject: 2.4) What is comp.sys.atari.programmer?

URL:news:comp.sys.atari.programmer is the unmoderated Usenet newsgroup for topics in programming on the various Atari computing platforms, including the Atari 8-bit.

Subject: 2.5) What is comp.emulators.misc?

URL:news:comp.emulators.misc is the unmoderated Usenet newsgroup for the discussion of emulating computing platforms on other computing platforms. All emulator discussion that does not involve the Apple][, the Commodore 64, or the WINE MS-Windows emulator (which each have their own emulator groups) may be found on comp.emulators.misc.

Subject: 2.6) What is comp.emulators.announce?

URL:news:comp.emulators.announce is the moderated Usenet newsgroup for news items about emulating one computing platform on another. This is a low-volume, high-signal newsgroup, useful for reaching the widest

possible audience when making 8-bit Atari emulator announcements.
The moderator may be contacted at URL:mailto:emulators-request@qualcomm.com .

Subject: 3.1) What is the Info-Atari8 Digest?

If you have Internet e-mail access you can access this discussion group through the Info-Atari8 Digest.

The Info-Atari8 Digest originates from

URL:mailto:atari8@netcom.com

Subscription requests should be sent to the above address with the subject:

SUBSCRIBE | UNSUBSCRIBE (that is, one or the other)

The first line of the body of the letter should be the person's full name followed by his/her mailing address. For example:

Mike Todd snyder10@convex1.tcs.tulane.edu

To contribute to discussion threads in the Info-Atari8 Digest, or to start a new thread, send your posting either to URL:mailto:comp-sys-atari-8bit@cs.utexas.edu or to one of the other mail-to-news gateways mentioned elsewhere in this FAQ list. Postings sent in this way automatically appear on comp.sys.atari.8bit and in INFO-A8.

Note that any posting sent to atari8@netcom.com will NOT be cross-posted to comp.sys.atari.8bit, so don't send your posting there. The Moderator hopes to correct this in the future.

The Info-Atari8 Digest is archived by the INFO-A8 listserver.

Recent copies are also kept at URL:ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason Duerstock.

The Info-Atari8 Digest Moderator is Mike Todd, URL:mailto:snyder10@convex1.TCS.Tulane.EDU .

Subject: 3.2) What is INFO-A8?

If you have BITNET or Internet e-mail access you can access this discussion group through INFO-A8.

The BITNET subscription commands are:
tell listserv at marist register <your real full name>
tell listserv at marist subscribe info-a8

The Internet subscription command is:
URL:mailto:listerv@vm.marist.edu where the message says
subscribe info-a8 <your real full name>

To contribute to discussion threads in INFO-A8, send your posting to URL:mailto:comp-sys-atari-8bit@cs.utexas.edu or to one of the other mail-to-news gateways mentioned in this FAQ list. Postings sent in this way automatically appear on comp.sys.atari.8bit and in the Info-Atari8 Digest.

Any postings sent to info-a8@vm.marist.edu or to INFO-A8@MARIST will not reach comp.sys.atari.8bit, so don't send your postings there.

You may leave the list at any time by sending a "SIGNOFF INFO-A8" command to LISTSERV@MARIST, or by sending a message to URL:mailto:listserv@vm.marist.edu that says "unsubscribe info-a8". Please note that this command must NOT be sent to INFO-A8@MARIST or to info-a8@vm.marist.edu.

---The archive of comp.sys.atari.8bit, the Info-Atari8 Digest, and INFO-A8---

You can obtain a list of the available archive files by sending an "INDEX INFO-A8" command to LISTSERV@MARIST or by sending a message to <URL:mailto:listserv@vm.marist.edu that says "index info-a8". These files can then be retrieved by means of a "GET INFO-A8 filetype" command, or by using the database search facilities of LISTSERV. Send an "INFO DATABASE" command for more information on the latter.

Recent copies are also kept at URL:ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason Duerstock.

The INFO-A8 Moderators are:
HARRY@MARIST (A Harry Williams)
URL:mailto:ravi@mcnc.org (Ravi Subrahmanyan)
URL:mailto:billw@score.stanford.edu (Bill Westfield)

INFO-A8 was created on December 9, 1986.

Subject: 3.3) How can I access the Merit/UMich Archive by e-mail?

For more information on the Merit/UMich archive, see the section of this FAQ list on accessing this archive by FTP.

Downloading - BART

Brode's Archive Retrieval Thang - the Merit/UMich Archive e-mail file server

To learn about using BART to access the Merit/UMich Archive, send e-mail to: mailto:atari@atari.archive.umich.edu . The subject of the message doesn't matter, but let the body of your message be:

help
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes), try including a line of this form:

path [your e-mail address]

BART automatically uuencodes binary files (so they may be mailed over the Internet) and splits up large files into parts of about 30K or less.

Uploading

Simply uuencode the file, (please split it into parts of 60 K or less) and mail the result to mailto:lenn@atari.archive.umich.edu (Jody Lenn). Please name the parts in the subject line. This is really helpful as the parts usually don't arrive in the proper sequence. Also, please include a message labeled "file transmission," containing a short description of the file, etc. Shar files are also acceptable, but uuencoded is preferred.

Subject: 3.4) How can I retrieve files from FTP sites by e-mail?

There are several general-purpose FTP mail-servers. These may be used to retrieve any files available from anonymous FTP sites on the Internet.

1) mailto:ftpmail@decwrl.dec.com with no subject line, and two-line body with line 1 help and line 2 quit

2) mailto:ftpmail@grasp.insa-lyon.fr (body: help) Please, European users only.

3) mailto:bitftp@pucc.princeton.edu (body: help or ftplist for a list of anonymous ftp sites)

Of the mail-servers listed here, I recommend this "BITFTP" server. To help you get started using it, try this example of retrieving files from the Merit/Umich Software Archives (through the barnone.citi.umich.edu mirror site). Send a message to bitftp@pucc.princeton.edu that says exactly:

```
ftp barnone.citi.umich.edu
user anonymous
cd /afs/umich.edu/group/itd/archive/atari/8bit
dir
cd Telecomm
dir
get ft80v037.txt
get icet.txt
binary
get ft80v037.arc
get icet.arc
quit
```

4) mail BITFTP@DEARN or to mailto:BITFTP@vm.gmd.de (body: help or ftplist for a list of anonymous ftp sites) (Europe only)

Subject: 3.5) How can I post to Usenet newsgroups by e-mail?

There are a several 'public' mail/News gateways. Each one has their own ways for addressing syntax. The three most common ones are:

Site: cs.utexas.edu
Syntax: newsgroup-name@cs.utexas.edu
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp-sys-atari-8bit@cs.utexas.edu

Site: newbase.cs.yale.edu
Syntax: newsgroup.name-news@newsbase.cs.yale.edu
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Site: decwrl.dec.com
Syntax: newsgroup.name@decwrl.dec.com
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp.sys.atari.8bit@decwrl.dec.com

Mail-to-news gateways of this sort tend to be overloaded.
Therefore, please do not use these gateways or any other similar
gateways if you can post to Usenet directly.

Subject: 3.6) How can I access the World Wide Web by e-mail?

Swiped from the WWW FAQ, which is maintained by mailto:boutell@netcom.com
(Thomas Boutell), here is how to access a web page by email:

mailto:server@mail.w3.org (preferred) or to
mailto:listserv@info.cern.ch (older address) containing
the following single line. (What you put on the subject line doesn't
matter; blank is OK. This line should go in the text of the message.)
You will receive as a reply a simple page intended to help you learn
more about the Web.

send http://www.earn.net/gnrt/www.html

Subject: 4.1) How can I access the Merit/UMich Archive by FTP?

The Merit/University of Michigan Software Archives hold a huge number
of files for many computing platforms, including the Atari 8-bit
computers. Our 8-bit Atari Archivist is Jody Lenn,
mailto:lenn@atari.archive.umich.edu ; the Atari Archive as a whole is
maintained by mailto:boydm@atari.archive.umich.edu (Mickey Boyd).

The convention for Anonymous FTP sites is to accept "anonymous" as your
username, and your e-mail address as your password. All of the
FTP sites mentioned in the FAQ list follow this convention.

Downloading (Try the site nearest you first)
----
a) ftp://atari.archive.umich.edu/atari/8bit (141.211.120.11, United States)

b) ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit
(128.252.135.4, United States)

c) ftp://src.doc.ic.ac.uk/computing/systems/atari/umich/8bit
(146.169.2.10, United Kingdom)
d)
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit
(129.69.8.13, Germany)

e) ftp://ftp.orst.edu/pub/mirrors/archive.umich.edu/atari/8bit
(128.193.4.2, United States)

f) ftp://barnone.citi.umich.edu/afs/umich.edu/group/itd/archive/atari/8bit
(141.211.128.22, United States)

g) ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
(147.70.146.36, United States)

Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

Uploading

Place uploads in ftp://atari.archive.umich.edu/atari/8bit/New

No uploads may be made to the Archive's mirror sites.

Remember to set file type to BINARY when uploading non-text files
(.arc, .com, .dcm, etc.) by FTP. Also, please upload a short .text file
describing what your upload is, so our 8-Bit Archivist will be sure to place
it in an appropriate permanent directory.

Note that the 8bit/New directory is "write-only."

Newly uploaded items may be found in the 8bit/Newitems subdirectory.

Subject: 4.2) What is the Boston Archive?

Here's an 8-bit Atari FTP site located at Boston University. It is
maintained by Adam Bryant, mailto:adb@albert.bu.edu . This site seems to
have seen no uploads for years, but there are some files here that aren't
on any of the other sites.

ftp://cs-ftp.bu.edu/PC/ATARI (128.197.13.20)

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by Eyvind Bernhardsen,
mailto:eyvind@lise.unit.no . PVV stands for ProgramVareVerstedet, or The
Software Workshop, a student society at the University of Trondheim, Norway.

ftp://nova.pvv.unit.no/pub/Atari/8bit (129.241.36.207)

Uploads go to ftp://nova.pvv.unit.no/incoming/atari/8bit; Eyvind moves
them to the appropriate directory. Please include a .readme file with
each upload, so people know what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

This smallish 8-bit Atari FTP site is maintained by Kevin Atkinson,
mailto:kevina@clark.net .

ftp://ftp.clark.net/pub/atari (168.143.0.2)

Write to Kevin for uploading instructions.

A mirror of the ClarkNet Archive, kept by Jason Duerstock:
ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari
8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The
Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the Closer To Home Archive?

Here is a fairly large FTP site in Australia kept by
mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears).

ftp://closer.brisnet.org.au/pub/archive1/8_bit (203.4.149.97)

Support site for James Bradford's Super 8-bit Products including SuperDos,
SuperRam, Super800<->XL and much more.

Uploads go in ftp://closer.brisnet.org.au/pub/incoming

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

The Cleveland Free-Net is the hub system of the NPTN, the National
Public Telecomputing Network. It can be accessed by any of the following:
telnet://freenet-in-a.cwru.edu, telnet://freenet-in-b.cwru.edu, or
telnet://freenet-in-c.cwru.edu (129.22.8.32 or 129.22.8.51).
Type "go atari" to reach the Atari SIG.

Those who add their names to the Atari SIG user directories are
automatically members of the official Atari user group C.A.I.N. - Central
Atari Information Network.

The Cleveland Free-Net Atari SIG publishes the CAIN Newsletter, maintains
the CAIN Home Page on the WWW, and keeps the "Who's Who in the Atari

Community E-Mail Directory" listing. Send correspondence and press
releases to mailto:xx004@cleveland.freenet.edu .

Subject: 5.2) What is the Youngstown Free-Net Atari SIG?

Youngstown Free-Net (Youngstown, Ohio USA)
telnet://visitor@yfn.ysu.edu (192.55.234.27)

Type "go atari" to reach the Atari SIG. Write to
mailto:xx140@yfn.ysu.edu for more information.

Subject: 5.3) What is the National Capital Free-Net Atari SIG?

National Capital Free-Net (Ottawa, Canada)
telnet://guest@freenet.carleton.ca (134.117.1.25)

Type "go atari" to reach the Atari SIG. Write to Christopher Browne at
mailto:aa454@Freenet.carleton.ca for more info.

Subject: 5.4) What is the Closer To Home BBS?

Kept by mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears), this is a
BBS in Australia which supports the 8-bit Atari.

telnet://guest@closer.brisnet.org.au (203.4.149.97)

Subject: 5.5) How can I access the World Wide Web by Telnet?

This section swiped from the WWW FAQ, which is kept by
mailto:boutell@netcom.com (Thomas Boutell).

An up-to-date list of these is available on the Web as
http://info.cern.ch/hypertext/WWW/FAQ/Bootstrap.html and should be
regarded as an authoritative list.

telnet://telnet.w3.org
A telnettable browser provided by the W3 coalition.

telnet://www@www.cc.ukans.edu
Offers Lynx, a full screen browser which requires a vt100
terminal. Log in as www. Does not allow users to "go" to
arbitrary URLs, so GET YOUR OWN COPY of Lynx and install it on
your system if your administrator has not done so already. The
best plain-text browser, so move mountains if necessary to get
your own copy of Lynx!

telnet://www@www.njit.edu
(or telnet 128.235.163.2) Log in as www. A full-screen browser

in New Jersey Institute of Technology. USA.

telnet://www@www.huji.ac.il
A dual-language Hebrew/English database, with links to the rest
of the world. The line mode browser, plus extra features. Log
in as www. Hebrew University of Jerusalem, Israel.

telnet://sun.uakom.cs
Slovakia. Has a slow link, only use from nearby.

telnet://www@info.funet.fi
(or telnet 128.214.6.102). Log in as www. Offers several
browsers, including Lynx (goto option is disabled there also).

telnet://www@fserv.kfki.hu
Hungary. Has slow link, use from nearby. Login is as www.

Subject: 6.1) How can I retrieve files from the Merit/UMich Archive through
Gopher?

The Merit/UMich Archive has a native Gopher server. Gopher to

gopher://gopher.archive.umich.edu

and choose Merit Software Archives, or Gopher directly to

gopher://gopher.archive.umich.edu:7055/11/atari/8bit

to connect directly to the Merit/UMich Archive's 8-bit Atari directory. I
personally recommend this method for downloading from the Merit/UMich
Archive.

There are also several mirror archive sites with Gopher servers:

gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit

gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit

gopher://gaia.ucs.orst.edu:70/11/g-i-s/computer/zftparea/mirrors/archive.umich.
edu/atari/8bit

Subject: 7.1) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

8-bit Vendor/Developer home pages are listed in the Vendor/Developer list, not
here.

Atari 8-Bit Computers FAQ and Vendor/Developer Lists
Michael Current, mailto:mcurrent@carleton.edu
http://www.smartpages.com/bngfaqs/comp/sys/atari/8bit/top.html

Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/index.html

Atari 8-Bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~un55/8bit.html

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://www.uci.agh.edu.pl/student/airgrp/tatar/public_html/Atari/hp.html

Central Atari Information Network
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

CompuCat WWW
Neal Kinney, mailto:nkinney@netcom.com
ftp://ftp.netcom.com/pub/nk/nkinney/html/compucat.html

Classic Computer and Video Game Systems
http://www.gate.net/~cmwagner/atari8.html

The Merit/UMich Software Archives
http://www.umich.edu/~archive/atari/8bit/

Atari XL/XE
ACF, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

Atari Boise User Group
ABUG, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus
mailto:rwarenz@freenet.columbus.oh.us
gopher://gopher.freenet.columbus.oh.us/11/specialinterestgroups/Atari%20Computer%20Enthusi
asts%20of%20Columbus

Subject: 7.8) How can I access the Merit/UMich Archive by AFS?

If your local system supports AFS, this method of accessing the Merit/UMich
Archive is a breeze.

Downloading

Just copy files from file:///afs/umich.edu/group/itd/archive/atari/8bit/

Uploading

Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

Subject: 7.9) What IRC channels discuss the 8-bit Atari?

#Atari8 - Just for 8-bit Atari users!

#classic - Classic Games and Systems Collectors.

Subject: 8.1) What is the CAIN Newsletter?

The Central Atari Information Network Newsletter is the monthly online
magazine of the Cleveland Free-Net Atari SIG. The editor is Mark
Leair of the Atari SIG. 8-bit computers support is provided by Michael
Current and Craig Lisowski. For information, write to the Atari SIG at
mailto:xx004@cleveland.freenet.edu .

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
Merit/UMich: Archivers/uudecode.bas, Archivers/uudecode.doc
Boston: comm/uudecode.lst, comm/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
Merit/UMich: Archivers/yau.arc
Boston: comm/yau.uue, comm/yaue.uue, comm/yau.doc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
Merit/UMich: Utilities/uue.arc

Dumas UU-coder by John Dunning - should work w/BART-style split files.
Merit/UMich: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
Merit/UMich: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc

Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc
Boston: {comm,util}/superarc.uue, {comm,util}/superarc.doc

Subject: 9.3) Okay, how about a .dcm file?

A .dcm file is a format unique to the 8-bit Atari which is used to convert entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff.
Merit/UMich: Archivers/dskcom32.arc or Archivers/diskcomm.arc (same thing!)
Boston: {util,comm}/diskcomm.uue

Subject: 9.4) What is an .xmo file?

.xmo stands for XMODEM. The idea was that the file was not plain text, but was a binary file. As a binary file, it had to be downloaded using a file transfer protocol such as XMODEM. The use of ".xmo" as a filename extender was popular once, but has been discouraged for years.

Subject: 10.1) What 8-bit Atari emulators exist for other computing platforms?

These are the three emulators that are usable.

1) ST Xformer 3.0, from Branch Always (see companion Vendor/Developer List for complete contact info). A freeware 8-bit Atari emulator for the Atari ST.
Net location?

2) PC Xformer 3.2, from Branch Always (see companion Vendor/Developer List for complete contact info). The 8-bit Atari emulator for DOS/Windows/OS/2. Versions 2.0 and 2.5 are freeware; 3.0 was the first commercial version; 3.2 is the latest commercial version; 4.0 is scheduled to be released in October '95.

The following further info on PC Xformer provided by Bill Kendrick, mailto:kendrick@sonoma.edu . Contact him for his Newbie/Emulator FAQ.

2.0 emulates an Atari 800. It requires about 300K of free memory, 320x200x256 (MCGA/VGA/SVGA) graphics, and a 286 CPU. It does not support ROM files, disk image swapping within the program, player/missile graphics collision detection, sound, PC joystick support, modem/printer support, but is free.

2.5 is the replacement for 2.0. It emulates either an Atari 800 or an Atari 800XL. It requires about the same as 2.0. It does support ROM files and the PC speaker is used to emulate the old Atari 400/800 internal speaker clicks. It is also free.

3.0 is the first commercial release. It emulates an Atari 800,
800XL, or 130XE (128K RAM; I heard it was to do 320K but I think
that was reduced). It requires a 386 and 512K of memory. It
supports Sound Blaster, player/missile graphics collision detection,
modem/printer and PC joystick support. It
comes with a disk with the software, an ammendum to the printed
documents, and a bunch of Atari 8-bit software (example programs:
demos/games, and a few useful utilities). It supports disk swapping
through a (currently) simple menu.

All versions support .XFD (Xformer disk) format disk images, and
all versions of PC Xformer support SIO2PC disk images (.ATR's).

PC Xformer 3.0 comes with a 36-page printed manual and reference.
It includes appendicies explaining graphics, sounds, colors, BASIC,
subdirectory paths (for MSDOS which in turn explains SpartaDOS/MyDOS),
a quick keyboard reference, ATASCII characters (all 128 drawn out),
the Atari editor, error codes, file IO (commands, devices, XIO calls)
as well as giving breif information on how to contact other Atari
users, common file extenders, and it includes a LARGE glossary
explaining Atari BASIC / TurboBASIC XL commands, Atari computer
terms, and general computer terms.

Merit/UMich: Xf2/xf2.zip, Xf2/xf25.zip

Of importance to PC Xformer users is:
DcmToDsk, freeware by Jason Duerstock. It converts most .DCM files into
SIO2PC .ATR's for use with SIO2PC and PC Xformer.
Merit/UMich: Sio2pc/dcm2dsk2.zip

3) Rainbow, by Chris Liam, for the Apple Macintosh
URL:mailto:lamcw@aston.ac.uk
URL:http://www.aston.ac.uk/~lamcw/emulators.html

Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

BobTerm 1.22, shareware by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; excellent for BBSing
Merit/UMich: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)

File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
Merit/UMich: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Combination VT100, XMODEM, Kermit; buggy at file Xfers
Merit/UMich: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Excellent at VT100 on the XEP80; 1200bps top speed
Merit/UMich: Telecomm/vt850b1.arc

FlickerTerm 80 0.37, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus
Merit/UMich: Telecomm/ft80v037.arc

Ice-T 2.0 XE (requires 128K) or 1.1 by IceSoft (Itay Chamiel)
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: XMODEM download
Autodial: Yes (2.0 XE) or No (1.1)
Backscroll buffer: Yes--8 screens (2.0 XE) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.0 XE) or No (1.1)
Summary: Excellent for high-speed VT100 emulation
Beta-test versions of both available from mailto:bruck@brachot.jct.ac.il

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Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
Merit/UMich: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
Merit/UMich: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
Merit/UMich: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett and Mark Vallevand - The latest version!
Merit/UMich: Diskutils/myutil.zip
PVV: utilities/disk/myutil.zip

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (280-some rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
Merit/UMich: Xf2/anad207.zip, Xf2/anadisk.txt
Deana by Nate Monson - converts AnaDisk dump files from Atari format
Merit/UMich: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:preston.f.crow@dartmouth.edu ,
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
Merit/UMich: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 12.4), can be
used to read/write to a hard drive connected to an MS-DOS system. This
can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the
companion vendor/developer list) allow the Atari XF551 disk drive to read
720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software
Services (see the companion vendor/developer list), allows both low
density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe
Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard
floppy drives to be used on the Atari. A utility is included to
read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on
each computer. The RS 232 ports need to be connected
together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be
connected. Just cross the transmit and receive lines
and join the grounds together. (Transmit is pin #2,
receive is pin #3 and ground is pin #7 on the 25-pin
port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

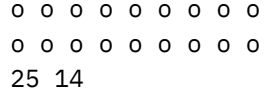
A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need a Multi I/O or Black Box, which use the PBI (parallel bus), then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C port.



(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed
but also pins 4 and 5 as well as 6 and 8. Or better
yet, make a true 25 wire, straight through cable and use
a commercial null modem. A commercial null modem is
just a small device with the correct lines already
crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:Masstorage@closer.brisnet.org.au (James Bradford)
mailto:conradus@plearn.edu.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> Happy 1050
SS SD/ED/DD Warp speed US Doubler/19.2 and 52k. track
buffering

==> Super Archiver 1050
SS SD/ED/DD Ultra Speed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) unknown DOS restrictions

==> Supermax 1050
SS SD/ED/DD 19.2k and 52k (ultra speed)
by Super products. Compatiable with superdos and US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

==> CSS XF551
SS/DS SD/ED/DD US Doubler compatible. Updates drive to work
better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

==> Percom AT88-Sy[PD]
where: y=1 -> a single-drive unit
y=2 -> a dual-drive unit
PD -> equipped with a built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOSXL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- Ultra Speed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- Ultra Speed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2001
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2002
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only

thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: My-DOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatibel with the SDX)
- Ultra Speed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades
- Floppy Board

==> Atari XF521
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

Corvus ? 10 megabytes Fast but still relatively
slow I/O, kludge through
joystick ports for 800.
Rare
Supra/K-P N/A various Some limitations on drive
type and size and total
number of drives in sys.
FTe Multi I/O various 256 byter per sector
restriction. 256K and
1 meg ramdisk models.
Printer and modem, modem
will handle 19.2K bps
CSS Black Box various Will handle all SCSI drives.
Allows 9 drive access for
MYDOS. Currently the only
modem interface with CTS/RTS
hardware flow control. 19.2K
ready.
SWP ATR-8000 unknown limits Rare daughterboard for hard
drives. I/O is probably
fairly slow on this baby and
there may be DOS restrictions.

==> IDE/AT-BUS hard disk (still under construction)

Subject: 12.4) How can I use an IBM-PC as a storage device for my Atari?

Original by Dave Paterson, mailto:d.paterson2@genie.geis.com

SIO2PC is a cable and software combination that lets you use your PC as up to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to 16 megs. SIO2PC also lets you redirect the printer output to your PC printer or to a file on the PC. High speed drives are emulated (a la US Doubler).

All these functions are transparent at the Atari end; you never notice the difference between SIO2PC and regular drives, except that the SIO2PC drives are faster than any others (except Ramdisks and PBI interface drives).

SIO2PC 3.19i is shareware by Nick Kennedy.
Merit/UMich: Sio2pc/sio319i.exe

Of importance to SIO2PC users is:
DcmToDsk, freeware by Jason Duerstock. It converts most .DCM files into

SIO2PC .ATR's for use with SIO2PC and PC Xformer.
Merit/UMich: Sio2pc/dcm2dsk2.zip

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/ developer list); MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
Merit/UMich: Os/dos25.arc (DOS 2.5)
Merit/UMich: Fte/fte32g.arc (SpartaDOS 3.2)
Merit/UMich: Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Personal Computer (1979) 8-16K, membrane keyboard, 400/800 OS
800 Personal Computer (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16-64K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
800XE Home Computer (1987?)~same as 130XE but 64K. Mostly eastern Europe.
65XE Personal Computer (1985) same as 800XL minus PBI
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
XE Game System (1987) same as 65XE plus Missle Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 Printer -40 col.
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I
835 Direct Connect Modem -300 baud, with Telelink II
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige & black metal versions

1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col. letter quality =Mann-Tally Riteman LQ
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, with XE Term
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1200 1200XL internally, many slight cosmetic differences
800XLF 800XL incorporating a FREDDY chip (as in the XE's)
1250XLD Earlier concept of the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL Earlier concept of the 1450XLD
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1090 XL Expansion System-for PBI, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XTM201 -non-impact printer
XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari components?

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have. I'm also not sure how much of this section is valid outside North America. If it's not valid where you are, I need to hear from you!

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)

9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030

9 V AC ???? VA (??? A) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO

9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027

24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
600XL,800XL,65XE,130XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
600XL,800XL,65XE,130XE,XE Games System
5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE

6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P"

9 V DC 500 mA (4.5 W) Atari#CO16353 adapter:
XEP80,SX212,2600
9 V DC 500 mA (4.5 W) Atari#CA014034 adapter:
XEP80,SX212,2600

9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,1 Meg FTe MIO,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297 adapter:
1400XL,1450XLD

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12;FTe P:R: Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance (not on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5

27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

--850 R1-4 pinouts from: mailto:generic@rahul.net (Chris Rosenthal)
R1: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +

9. Receive Data - (20 mA)

--850 P: pinout from: Jim Evans, mailto:donor@max.u.washington.edu
P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9
1. Data Strob
2. D0
3. D1
4. D2
5. D3
6. D4
7. D5
8. D6
9.
10. Data pins pull up +5V
11. Ground
12. Fault
13. Busy
14. -
15. D7

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section by mailto:winston@merk.com (Winston Smith)

Here is the run down of ATARI 6502 8-BIT BBSes that I am aware of:

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were added the name was extended to FoReM 26M. Then, When OSS released BASIC XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported features such as intra-line editors. Unfortunately, the coding of the ABBCS was really poor. You could practically blow on your keyboard and crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston, Massachusetts, USA, area. I'm not sure whether his BBS for the Atari 8-bit has been placed into the public domain or not. This BBS was the first to support a RAMdisk, which Paul Swanson called a "V:" device for "virtual disk". This BBS was written in Atari BASIC and required a joystick hardware "dongle" device. This was notable as being one of the first Atari 8-BIT BBSes that could actually go for a week without having to be rebooted. Pointers to the message base were kept in an Atari "very long string" (for which Atari BASIC is famous). The BBS would only have problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of the commercial BASIC XE cartridge to run. This BBS program was very popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It expects to be running under a SpartaDOS environment. This was a problem until very recently, when the disk-based version of SpartaDOS was re-released as shareware. This BBS program uses a "modem clock string" rather than an R-Time 8 cartridge in order to retrieve the current time. It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE cartridge in order to run. It is in the public domain and can import and export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only, control ATASCII graphics are reserved for message data-structure bytes). FOREM-XE BBS is still currently in use as we speak, and may be reached via the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS, which is the Keith Ledbetter companion project of the EXPRESS!-TERM terminal program of days gone by. I am not familiar with this program. I think that it is written in Action! and only supports XMODEM Checksum transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and comes with a "dial out" screen so that the Sysop can use the BBS as a terminal program to call and fetch files without having to bring the BBS down and reload a terminal program. OASIS supports "Door programs" which it refers to as "OASIS PAL modules". This OASIS demo module comes with an excellent message system. The OASIS file system is one of the most complicated that I have ever seen. It consists of "file libraries" with suites of "file types". There is quite a bit of overhead involved in performing a download (which may be a good thing, as it discourages file hogs). There is a commercial version of OASIS called "OASIS IV" that performs networking. There was an OASIS network between Boston, Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank Walters wrote it.

OASIS IV, CARINA, and BBS-EXPRESS-PROFESSIONAL! are all commercial programs. I haven't heard anything about OASIS IV and CARINA for a while, but PRO!-BBS is still a viable commercial enterprise last that I had heard.

Subject: 13.6) What version of Atari BASIC do I have?

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Subject: 13.7) What are the Standards for Used 8-Bit Stuff?

Developed by mailto:b.poehland@genie.geis.com (Ben Poehland)

When selling used 8-bit Atari equipment in the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group, please consider describing the condition of the materials you are selling using these standards. This will go a long way toward preventing potentially highly-contentious misunderstandings. Usage is voluntary, but recommended.

LN (Like New)-- Item is pristine, unused, w/all manuals & original packaging materials.
EC (Excellent Condition)-- Item is little used, good working order, physically clean, may have a very few minor cosmetic blemishes, w/original manuals.
GC (Good Condition)-- Item is in good working order but slightly soiled, contains worn parts or minor scratches/dings that betray heavy service or old age, w/original manual or copied manuals.
FC (Fair Condition)-- Item in working order but missing manuals/accessories;

heavily worn/soiled or cosmetically damaged.
BC (Basket Case)-- Item does not work, is damaged/butchered, missing manuals & accessories etc., but contains salvageable parts.

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." The latest version may be obtained in the following locations, among many others:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers
mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/vendev
quit

You can also ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: 14.2) Where is my nearest 8-bit Atari BBS?

Rick Detlefsen is presently compiling a new comprehensive Atari computers bulletin board systems list. Contact him by any of the following for more information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: ATARI BBS LIST
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.3) Where is my nearest 8-bit Atari user group?

Rick Detlefsen is presently compiling a new comprehensive Atari computers user groups list. Contact him by any of the following for more information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: USER GROUP SURVEY
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.4) How do I use my new or emulated Atari?

"The Unofficial Atari 8bit New User, Emulator Help FAQ" is maintained by mailto:kendrick@sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators for PC's and Mac's.

Subject: 14.5) What prominent Atarians are reachable by e-mail?

The "Who's Who in the Atari Community E-Mail Directory" listing includes people involved in all of the Atari computing and gaming platforms. This file is maintained by Len Stys, SIG Manager of the Cleveland Free-Net Atari SIG. Write to mailto:xx004@cleveland.freenet.edu (Atari SIG).

End of atari-8-bit/faq

3073. Re: Got my rainbow disk, it's up and runni

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-02 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DFtIq2.u8@aston.ac.uk>
Source record: 88245

```
;speaking of Rainbow, I can't get the damn thing to run. I was wondering
;if someone could tell me what I am doing wrong. I've got the os in the
;rainbow folder as per the instr. Each time I try to run rainbow 680x0
;I get an "out of mem." error. I'm trying to run it on a 68030 centris
;with system 7 and 8 megs memory. Thanks in advance.

I responded to this problem in an earlier post. On some machines, the
allocation of more than 4 sound channels is a no-no, hence the
error. The solution... I'm not sure since I've only seen it fail
on one machine.

If you do see this bug please email me with details i.e. your machine,
system version, extensions etc.

Regards,

Chris Lam.
```

3074. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-02 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510105ac95c01fad26@[137.22.11.119]>
Source record: 88246

Joe writes:

> Only two of us? Really? That's too bad. :(

Alright, I'll chime in. The only computers in my apartment are Atari 8-bits.

That makes at least three of us. :)

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

3075. Re: Autoduel for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-02 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510103ac95ba7257e5@[137.22.11.119]>
Source record: 88247

>Does anyone have Autoduel? Does it work on an 800 or does it
>require an 800xl? My buddy has the original box & disks and it
>says something about being special new xl disks...

I don't have it, but I believe Autoduel requires a 64K XL/XE, i.e., it
wouldn't work on an 800.

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

3076. Re: BASIC tokenizing/detokenizing

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-02 00:00:00 UTC
From: nathanc@cerc.wvu.edu
Message-ID: <DFtvt2.Ero@cerc.wvu.edu>
Source record: 88248

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
[...]
: The most basic is this: I'd like to be able to get a listing of a
: .BAS file without BASIC -- or even without the Atari.
: (I'd also like to do the same with MAC/65 eventually.)

Has already been done. It's in an issue of Analog. I'll have to dig it
out and find it for you.

: ------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
: "A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
: One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
: -- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

A Centofanti

3077. For sale or trade -- CSS MUX, 256k MIO, MFM hard drives, Adaptec controllers, etc..

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-02 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <44pfub$b1c@news.xmission.com>
Source record: 88249

I have the following hardware for sale or trade:

(1) CSS Multiplexor w/3 slave carts, 60foot of ribbon cable, roms, manuals, software, etc..

- The MUX allows you to share peripheral devices (hard disk(s), printers, floppy drives, etc..) using a master (file server) computer and up to 8 slave (workstation) computers. Works on 65xe, 800xl, 130xe and XEGS

(2) 256k MIO w/printer, modem and 50pin SCSI cable(s)

- The MIO allows you to run virtually ANY MFM, RLL or SCSI (old style) hard drive, use a 19.2k+ modem and control your printer(s) via a print buffer - which can also be used as a 256k virtual ramdisk

(3) Ton of 20-40meg MFM hard drives (mainly 20meggers)

(4) 4 x Adaptec 4000a MFM to SCSI controller cards.

- These cards are required to use any MFM drive on your MIO

(5) 540 and 1.2GIG IDE (Western Digital) hard drives

3078. Re: Berserk and Satan's Hollow?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-02 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <44ots3$llf@stratus.skypoint.net>
Source record: 88250

Tim Irvin (ziggy29@rahul.net) wrote:
: Scott Butler (sydtech@skypoint.com) wrote:

: [re: Berzerk]

: Berzerk for the 8-bit has voice? I never had an 8-bit game which used voice
: until I picked up 221-B Baker Street a few months ago...

You bet! "Chicken! Fight like a robot!" (among others). Of course, all
the action on the screen freezes while the voice plays, but what the
hell - the 2600 version doesn't talk! :)

Scott

3079. Daniel Miller!

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-02 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <44pigt$c2p@news.xmission.com>
Source record: 88251

Daniel Miller:

Please contact me via email. I cant seem to reach you anymore.

You're requested converted files are starting to find a home in
ftp.xmission.com /pub/users/j/jeking/8bit/daneil/

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3080. Re: ATARI SC-1224 MONITOR

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-02 00:00:00 UTC
From: thombone@ix.netcom.com
Message-ID: <44o72c$ng@ixnews2.ix.netcom.com>
Source record: 88252

In <8B2047F.1523000618.uuout@ptonline.com> thomas.knox@ptonline.com
(THOMAS KNOX) writes:
>
>ATARI SC-1224 MONITOR $130
>
>If interested send your mailing address and payment to:
>
>THOMAS KNOX
>2590 ALMAND RD
>CONYERS, GA 30207
>
>(price includes shipping)
>
>** Please note that I would like to 'take bids', but it is my personal
>experience that email bids are 99% bogus bids. ***

It's not that so much as that we're bidding on something we've never
SEEN, described by someone we do not KNOW... I'll bet...

--
..Thom Bone
SLOT ROCKET (formerly: "Butt Trumpet")

"We care even less."

-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.6.2

mQCNAy/L08kAAAEEALDLWDjeSoEI/e+H2QLWqVISoOt1CVGBvIDcodp/AEEmWs0S
3v9+wJNwOTty0ZiqI8KoQyEEAhfm3jRYfD4nLR8tNxyrxKsWzBUtbCV4r/MMmSGS
UuKSs0FK0u3uJXfKgwfqmy6EYSKHTB0Hl6dZM5+B4+xAF1tbt3UyHVKBcEP9AAUR
tBZ0aG9tYm9uZUBpeC5uZXRjb20uY29t
=Y043
-----END PGP PUBLIC KEY BLOCK-----

"Great spirits have always encountered violent opposition from
mediocre minds."
- Albert Einstein

3081. Re: Queensland Atari Enthusiasts User Group - WWW site

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-02 00:00:00 UTC
From: James Bradford <sup8pdct@closer.brisnet.org.au>
Message-ID: <44od0p$srk@bne2.design.net.au>
Source record: 88253

the ph number is 6174976593. Just type bbs at the login prompt.
add your international dialing codes....

3082. Atari printer and other junk 4 sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-02 00:00:00 UTC
From: Chiquita <rjh72740@Bayou.UH.EDU>
Message-ID: <Pine.OSF.3.91.951002172902.30821G-100000@Bayou.UH.EDU>
Source record: 88254

```
Computer accessories for sale

---------------------------------
Mouse pad (new in pkg-space motif..$5
Suncom adjustable monitor stand....$5
Tractor feed rolodex cards.........$5
(2 1/2 in by 4 in-box of 1000
missing about 15-20)

Non-Commodore stuff:
ADAM SmartBasic Programming Guide..$4
ADAM SmartBasic Cassette...........$3
ADAM SmartFiler Cassette...........$3
ADAM SmartCalc Cassette............$3
ADAM SmartWriter instruction book..$2
ADAM's Companion Book..............$4

AppleII/IBM/Tandy1000 Easy Learning
Learn To Add (in box, no docs)....$4

Atari 1027 Letter Qual Printer....$10
(in box)

You pay postage/insurance. Postal MO
or Cashiers check please. US only.

reply by email ONLY to susie.martin@BAYOU.CLD9.com
```

3083. 8bit hardware/software

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-03 00:00:00 UTC
From: stomp@megaweb.com
Message-ID: <44qeds$jaf@news-e1a.megaweb.com>
Source record: 88106

Further information on

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD 20814
Voice: (301) 656-7983 or (301) 656-8620
Email: elclinic@aol.com

We have a selection of new & used software and used hardware
for sale. Hardware becoming more difficult to find but we are
always searching.
Also, repair all 8-bit computers and peripherals.

Inquiries may be directed to elclinic@aol.com.

3084. Re: SDX 4.22

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-03 00:00:00 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <RRDAHwN.ftooned@delphi.com>
Source record: 88107

James King <jeking@xmission.xmission.com> writes:

>Got my SDX 4.22 today from Mike @ FTE, but it didnt work. Has anybody
>else gotten theres?

Hi Jim,

I guess a few ROMS that were improperly programmed slipped
out the door. Been outta town for the last 5 weeks, otherwise I would
have caught this message a little sooner. A replacement is in the mail.
Sorry about the delay. Let me know how SDX 4.22 works with your MUX.

. Mike

3085. Re: 1.44, XF551 - Possible?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-03 00:00:00 UTC
From: l37531@alfa.ist.utl.pt
Message-ID: <44rd6u$sdt@ci.ist.utl.pt>
Source record: 88108

Glenn Saunders (krishna@primenet.com) wrote:

: The most pressing problem regarding drives with larger byte per sector
: sizes are CD-ROMs.

er... CD-ROMS use 2048 bytes per sector only.
What they have is 4 bytes to address the sector number :)

3086. Defragmentation software for SpartaDOS format (was: IDE Drive)

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-03 00:00:00 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199510031528.KAA03242@mail.cs.utexas.edu>
Source record: 88109

>C >BTW: is there a program, which can defragmentate Sparta-disks?

A>FRAG by Tom Hunt shows you how fragmented you Sparta disk is. Don't really
B>know if he has a deFRAGger (I think he does, but I wouldn't trust my memory
C>) I'm not that interested in Sparta. Maybe somebody could check out the
D>Closer To Home BBS Tom Hunt runs.

I looked the Closer To Home BBS directories searching the FRAG, but found
nothing. Where I can find this program and defragger mentioned above, if it
exists?

KMK
conradus@plearn.edu.pl

3087. re: IDE Drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-03 00:00:00 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199510031539.KAA03897@mail.cs.utexas.edu>
Source record: 88110

A>C >I has just written a routine to handle the IDE drive. First version of it
B>C >used only half a sector. The disk speed was 25 KB per second in reading
C>C >and about 13 KB per second in writing.

>Wouldn't you gain lots of speed, if this stuff is done by hardware outside
>the computer. This hardware could be as fast as your money will allow.

Perhaps, but I cannot build anything - I am programmer only. My friend has
built the interface and I have written some software for it, as speedy as
I can (36K reading, 7k writing actually).

My friend said, that the speed can be improved by building the DMA-circuit
for the disk. Each clock-cycle could store a byte in memory then, so
the speed could reach up to 1770 kilobytes per second (channel rate, of
course). But there must be a DOS, which can manage files on a 512-bpsector
disk, because hardware-emulated 256-bpsect. disk would make the interface
too complicated.

KMK
conradus@plearn.edu.pl

3088. Re: Help

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-03 00:00:00 UTC
From: winston@merk.com
Message-ID: <DFv3oJ.3I9@merk.com>
Source record: 88111

On Wednesday, September 20, 1995 at 21:23:11 -0400 (EDT)
mgba@ona.fi.umag.cl (Cuenta Temporal por un Mes) wrote:

CM> Please...
CM> Tell me how can I pass from a diskette to a tape, programs from
CM> [an] atari 130XE?

There are two programs, part of a set of BASIC programs that allowed
you to do things like perform a HEX dump of memory (I remember this because
I used the program to look at the ATARI character table in ROM), which do
this type of transcription. One is called, "TAPE2DISK". The other is
called "DISK2TAPE". These programs shuttle disk sectors back and forth.
(I can't remember if they also correctly handle the tape header for you, or
if you manually have to add the binary tape leader yourself.) If you just
wish to move programs back and forth, you can copy directly to the "C:"
cassette device. The cassette is a serial device just like the printer. No
name is given, e.g. "COPY D1:FILE.BAS C:" ("COPY D1:FILE.BAS,C:" ?)
Use MyDOS for this copying, if possible. MyDOS handles the "C:" device
expertly. I was amazed that I could freely use the "C:" device anywhere in
a DOS command. If you don't have MyDOS, you can LOAD a BASIC program from
disk into RAM and then SAVE it to cassette, e.g. "SAVE C:".

CM> How can I make a menu in a diskette of ATARI [programs]?
CM> Thank You

You need a "boot loader" menu that handles binary files. There was an
excellent one from BEWESOFT (I think ?) that can handle up to a thousand
entries, scrolls the directory up and down, and loads files in the blink of
an eye! It just came out, reaching the United States some time in 1993, I
think. It is a really professional piece of software coding, really very
slick. It is the best "menu loader" type program that I have used aside
from DOS, itself ! I wish that I could remember the name of it. I think
that it was at UMICH in the same software directory that had the "DIR-T"
(or was it "DIRT") extended SPARTA-DOS directory program (the program that
shows the "archive" bits in the SPARTA diskmap...). You then copy the boot
loader onto a blank disk and rename the file "AUTORUN.SYS". Good Luck!

3089. Re: 6502 language

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-03 00:00:00 UTC
From: winston@merk.com
Message-ID: <DFv5F0.47A@merk.com>
Source record: 88112

On Thursday, September 28, 1995 at 19:29:16 GMT (1:29pm EDT ?),
Herman <eddy2878@rad.net.id> wrote:

H> I want to ask you something about an eprom. I have a PCB, something
H> like a poker game, that uses a 6502 processor, and there are many
H> eproms. I think they are programmed with 6502 assembler language,
H> and after they compiled it, they write it into the eproms.
H> Do you know how we can convert back the compiled program from eprom
H> into the source program of 6502 assembler language. By the way, I
H> have tried to read it from the eprom writer, but I can't modify it,
H> because it was in the machine's language. Do you know with what
H> software or what machines we can convert it or uncompile that
H> program ?...

You can't "uncompile" back into a high level language. About the best
that you can do is "disassemble" the machine language back into assembly
language (assuming that the E-Prom code is native 6502 code). Any "sector
editor" program should come with a "disassembly" option. Output from a
disassembler is a "best guess". You still have to know the details of the
machine's internal hardware so that you can start and stop the disassembly
at many points. The disassembler can not tell the difference between data
segments and program segments. For example, if you start disassembling the
ATARI's character shape table, the disassembler attempts to interpret the
data shapes as if they were an assembly language program and gets all
confused. Without detailed knowledge of the hardware layout of the machine
that the program runs on, you could have problems interpreting the machine
code. If all that you are interested in is the decision making "artificial
intelligence" of the "game decision tree" and how to write your own poker
playing games, may I suggest any book written by David Levy, author of the
chess playing program "SARGON". He wrote many articles in the magazine
"CREATIVE COMPUTING" on how to program "games that think".

3090. Re: [--- YMODEM ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-03 00:00:00 UTC
From: winston@merk.com
Message-ID: <DFv6Mp.4s8@merk.com>
Source record: 88113

On Friday, September 29, 1995 at 21:58:02 +0100 (3:58pm EDT ?),
mathniss@link.xs4all.nl (Mathy Van Nisselroy) wrote:

MN> Somehow I get the impression that you are sending Ctrl-M, Ctrl-J
MN> at the end of each line.

There is a problem with YMODEM batch. I am told that it is because
BOBTERM is using an XMODEM padding style and that it --SHOULD-- be called
"XMODEM 1K BATCH"

MN> PS. Don't Unix's use inverse lowercase C's to end a line???
MN> * PabQwk 2.0 *

No. I believe that UNIX uses LINEFEED as a record terminator, in the
exact same manner that the Commodore AMIGA does. The inverse lowercase 'c'
is the record line terminator that is used in a QWK-MAIL data packet.
(NOTE: See the documentation of the ATARI TurboBASIC program QWK-Silver.)
An IBM QWK-MAIL offline mailer would convert a Ctrl-M, Ctrl-J pair into an
inverse, lowercase 'c', which I --THINK-- is an IBM cent sign graphic ? A
Unix QWK-MAIL offline mailer such as U-QWK, SOUP, or YARN, would convert
LINEFEED into an inverse lowercase 'c'. PABQWK, of course, would convert
an inverse <ESCAPE> into an inverse lowercase 'c'.

(NOTE: Just for fun once, I went into TEXTPRO and created 128 byte
records that conformed to the QWK header standard. I then converted every
end-of-line into an inverse 'c' and attempted to upload it. After ARC-ing,
the message data packet was accepted, no problem!)

3091. Re: long text files

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-03 00:00:00 UTC
From: wcm1@cornell.edu
Message-ID: <wcm1-0310951436390001@128.84.239.138>
Source record: 88114

In article <44hmn0$84u@link.xs4all.nl>, mathniss@link.xs4all.nl (Mathy Van Nisselroy) wrote:

> 7 >From: The Kid <76371.40@CompuServe.COM>rve.com!news
> 7 >Subject: long text files
> 7 >Date: 16 Sep 1995 18:12:25 GMT
>
> 7 >How do i print long text files with atariwriter+ ????
> 7 >I have d/l a few faq files and I cant get them to print..
> 7 >I keep getting an error message.
> 7 >string too long??????
> 7 >
> 7 >can anyone help
> 7 >
> 7 > --Kid
>
> Just copy then to disk (from DOS).
>
> Use the copy command just like you would when copiing a file to another disk,
> but use P: as the destination.
>
> CU Mathy Van Nisselroy mathniss@link.xs4all.nl
>
> Hi there, ...another meathod which has worked well for me from inside Atariwriter is to concatenate using the "control V" code in formating. Break your long file into peices no longer than about 1.5K (~80 disk sectors) with sequential filespecs such as "longfile.001, longfile.002" etc. make a load file called, say "longfile.txt" and then concatenate "longfile.001" to it, "longfile.002" to "longfile.001." etc.. This is laborious, but it works. 73's Bill.
> ---
> * PabQwk 2.0 *
>

3092. Re: New ftp sight. QACE pt2

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-03 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <44t1kb$6a3@crl5.crl.com>
Source record: 88115

James Bradford (sup8pdct@closer.brisnet.org.au) wrote:
: try ftp://203.4.149.98/8_bit

Doesn't work.
Connection refused by host.

John
jvogel@crl.com

3093. "Now defunct videogames manufacturer"

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-03 00:00:00 UTC
From: gholder@emory.edu
Message-ID: <44vf0d$1f4@moe.cc.emory.edu>
Source record: 88116
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

Anybody else see the current issue of Newsweek (Oct. 9), p. 67, 3rd column, 2nd paragraph? It's an article on a guy (Bob Stein), who runs Voyager Co. (a CD-ROM multimedia producer). In summarizing his history it says, "Stein worked briefly at Atari, the now defunct videogame manufacturer." Sounds like Atari marketing is working just as well as it always has, eh?

Gary Holder

3094. Re: [--- BOBTERM and MyDO

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-03 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DFw42s.qA@iglou.com>
Source record: 88117

In article <44hmkq$82p@link.xs4all.nl>,
Mathy Van Nisselroy <mathniss@link.xs4all.nl> wrote:
>
>PS don't Unix's use inverse lowercase C's to end a line???
>
Unix normally ends each line with ^J.

--
"Goodness me, could this be industrial disease?" Dire Straits

3095. Re: SpartaDOS X Start Address

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-03 00:00:00 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199510031557.KAA05455@mail.cs.utexas.edu>
Source record: 88118

> In programming Critters, I've gotten more and more tired of
>switching to Atari DOS in order to save the CRITTERS.OBJ file with a
>start address as CRITTERS.COM. Isn't there any way to do this from
>SDX?

No. The only (simple) way I know, goes as following:

1) run the Turbo BASIC (XL or not)
2) type in the following program:

```
10 OPEN #%1,9,%0,"D:CRITTERS.OBJ"
20 PUT #%1,$E0,$02,$E1,$02,$ll,$hh
30 CLOSE
```

Where $ll is low, and $hh is high byte of your start address. If your program starts from, for example, $2695, line 20 should be:

```
20 PUT #%1,$E0,$02,$E1,$02,$95,$26
```

3) run it.

Another good idea is to write an utility to link programs with their start addresses.

KMK
conradus@plearn.edu.pl

3096. Re: Timer as Memory refresh unit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-03 00:00:00 UTC
From: jack@threeindians.com
Message-ID: <DFur55.Eu2@mv.mv.com>
Source record: 88255

hsj@mbksun1 (Hermann Samso Jahrbeck) wrote:

> Does anyone know of a computer where the timer is used
> as the Memory refresh unit? I need this information
> to pass an exam, please e-mail it to me, too!

> Thanks,
> Hermann

>--
>+---+
>| The SpaceWalker . * _@ . .| "This is a test
>|Walkin' thru Cyberspace..... . o . </_ o * | to provoque an
>|..aahhh! at home at last!!! . ~\/\ ' o| emotional
>|->ukra@rzstud1.rz.uni-karlsruhe.de . / . * | response..."
>+-----------------------------------`----------+

On the PC, a fixed clock frequency is passed into the timer chip that does
a frequency divide and then passes that signal on to one of the DMA
channels that performs refresh.

Do you suppose this is what you needed?

--
First they came for the hackers.
But I never did anything illegal with my computer,
so I didn't speak up.
Then they came for the pornographers.
But I thought there was too much smut on the Internet anyway,
so I didn't speak up.
Then they came for the anonymous remailers.
But a lot of nasty stuff gets sent from anon.penet.fi,
so I didn't speak up.
Then they came for the encryption users.
But I could never figure out how to work PGP anyway,
so I didn't speak up.
Then they came for me.
And by that time there was no one left to speak up.

-Author unknown

/---\
(Jack Follansbee - programmer of virtually everything!)
\---/

3097. Long text files

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-04 00:00:00 UTC
From: LV LEW <102442.3301@CompuServe.COM>
Message-ID: <44snge$3es$1@mhade.production.compuserve.com>
Source record: 88119

Someone recently posted about having problems with long text files and the
Atari Writer WP program. It they will contact me I will send them a short
Atari Basic program that will chop that long text file into manageable size
sections that can then loaded and edited by the AW program.
If interested, Email to: 102442.3301@compuserve.com

3098. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-04 00:00:00 UTC
From: kdegroff@rainbow.rmii.com
Message-ID: <44splk$68e@natasha.rmii.com>
Source record: 88120

Michael Current (mcurrent@carleton.edu) wrote:
: Joe writes:

: > Only two of us? Really? That's too bad. :(

: Alright, I'll chime in. The only computers in my apartment are Atari 8-bits.

: That makes at least three of us. :)

I shouldn't admit this but there may be four of us.

--- Kent

3099. Re: SpartaDOS X Start Address

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <44sn8p$lt6@nic-nac.CSU.net>
Source record: 88121

```
In article <199510031557.KAA05455@mail.cs.utexas.edu>,
KMK <CONRADUS@PLEARN.EDU.PL> wrote:
>
>10 OPEN #%1,9,%0,"D:CRITTERS.OBJ"
>20 PUT #%1,$E0,$02,$E1,$02,$ll,$hh
>30 CLOSE
>

Whoa - please explain this syntax. I didn't know TBXL could do that! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
```

3100. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-04 00:00:00 UTC
From: Jeff Potter <potter>
Message-ID: <44v0si$pqc@theopolis.orl.mmc.com>
Source record: 88122

Joe Walsh <ransom22@delphi.com> wrote:
>Mathy Van Nisselroy <mathniss@link.xs4all.nl> writes:
>
>>Welcome in the Classic Atari only world. (Including myself, this world now
>>consists of TWO people AFAIK.)
>
> Only two of us? Really? That's too bad. :(

Heck, all I've ever owned is classic Ataris. I don't count two non-working PC hulks in the garage I hope to sell off or scavenge for DRAMs. So I do all my word processing, spreadsheet analysis, and programming on an old 800XL.

--
Jeff Potter
...potter@escmail.orl.mmc.com
...74030.2020@compuserve.com
...JDPOTTER@genie.geis.com

3101. re: SpartaDOS X Start Address

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-04 00:00:00 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199510041353.IAA28798@mail.cs.utexas.edu>
Source record: 88123

```
>>10 OPEN #%1,9,%0,"D:CRITTERS.OBJ"
>>20 PUT #%1,$E0,$02,$E1,$02,$95,$26
>>30 CLOSE

>Whoa - please explain this syntax. I didn't know TBXL could do that! :)
>-bill!

Here you are :)

1) integer numbers from -3 to 3 have been defined by F.Ostrowski as
constants: -%3, -%2, -%1, %0, %1, %2, %3 (why seven numbers only? very
strange I think). They take only 1 byte each, instead of 6 bytes.
So if you write PRINT FRE(0), you will see 34021, but PRINT FRE(%0)
will display 34027 (TB XL 1.5)

2) GET/PUT commands can have multiple arguments (but I don't know, how much;
probably not more, than 256): GET #%1,A,B,C will get three bytes from
stream #1, PUT #%1,A,B,C will send three bytes to stream #1 and so on.

3) CLOSE (without arguments) closes all streams (except #0)

B. :)
KMK
```

3102. Re: New ftp sight. QACE pt2

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-04 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <44utab$kah@blackice.winternet.com>
Source record: 88124

```
> jvogel@crl.com (John M. Vogel) writes:
> James Bradford (sup8pdct@closer.brisnet.org.au) wrote:
> : try ftp://203.4.149.98/8_bit
>
> Doesn't work.
> Connection refused by host.
>
>
>>>>
That just means that the site is too busy,
try again later.
Rich Mier
```

3103. Re: Parallax scrolling

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-04 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <44tkmh$obq@susscsc1.rdg.ac.uk>
Source record: 88125

>>The problem is that you need a DLI between them so that HSCROL can
>>be set to the appropriate value. The reason this is a problem is
>>that, as all good scrolling programmers know, you need LMS
>>instructions on each scrolling line which forbids the use of a
>>DLI.

In article 145906@cup.portal.com, jharris@cup.portal.com (John D Harris) writes:
>What do you mean here? I use DLIs on LMS lines all the time.

I was under the impression that a display list instruction an LMS bit set
makes ANTIC ignore the DLI bit. I'll have to check my Hardware Manual.
I'll get back to you on this.

>I also second the suggestion made by someone else to use redefined
>characters as well. You could create some fairly simple objects like
>rocks or tree trunks and shift them through the playfield characters
>at a rate faster than the playfield is scrolling.

I mentioned in an earlier post that I was still unsure whether
this would be faster than hardware scrolling. I want 8 scrolling
ANTIC mode 4 lines with data that doesn't appear repetetive (i.e.
it will repeat, but only after a while). I won't be mixing in
any other backgrounds into this as PMs will be the basis of action
across the scrolling zones. Hardware scrolling will require some VBI
and DLI manipulation while the "character scrolling" will
require something like 46x8x8 bytes to be manipulated (in my situation).
I'm unconvinced it will be to my advantage in what I want to create.

- Jg

3104. Final Legacy

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-04 00:00:00 UTC
From: tbauer@saul2.u.washington.edu
Message-ID: <44v5tr$gg0@nntp5.u.washington.edu>
Source record: 88126

Hi,

I was wondering what the Atari cartridge game Final Legacy was about
and whether it was any good. I am thinking of purchasing one from
a friend.

Thanks,

Tom

--
tbauer@u.washington.edu

3105. Re: SDX 4.22

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-04 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <44v3ld$f7c@news.xmission.com>
Source record: 88127

F Tooned (ftooned@delphi.com) wrote:
:
: I guess a few ROMS that were improperly programmed slipped
: out the door. Been outta town for the last 5 weeks, otherwise I would
: have caught this message a little sooner. A replacement is in the mail.
: Sorry about the delay. Let me know how SDX 4.22 works with your MUX.

Great.. Glad to see you're still alive <grin> Looking forward to SDX
4.22 and Mars 8! <grin>

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3106. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-04 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hhKgPcT.ransom22@delphi.com>
Source record: 88128

Jeff Potter <potter> writes:

>Heck, all I've ever owned is classic Ataris. I don't count two non-working
>PC hulks in the garage I hope to sell off or scavenge for DRAMs. So I do
>all my word processing, spreadsheet analysis, and programming on an old
>800XL.

So, you're the elitest of the elite. :P I was contaminated first
with an Apple //c then a MS-DOS machine, between owning Atari8 computers. :(
Owning them /did/ do one good thing for me, though: it made me absolutely
certain that all I need is an Atari8, curing me of any techno-lust for
other machines and all the "keep up with the latest stuff" ideals the
press and the industry try to foist off on us.
Okay, we're at five Atari8-only folks now. Who'll be next to
admit it? :)

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3107. DCM2ATR 1.4 is available

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-04 00:00:00 UTC
From: cmwagner@gate.net
Message-ID: <44tf2f$1pd4@news.gate.net>
Source record: 88129

DCM2ATR is now available via ftp from
ftp://ftp.gate.net/pub/users/cmwagner/msdos/atari/dcmatr14.zip for DOS users or
ftp://ftp.gate.net/pub/users/cmwagner/msdos/atari/dcmatr14.tar.gz for UNIX users.

A important bug was fixed that is likely causing corrupted images, it is important that you grab this and update your version. The bug will not damage your disk, or the original files, but it will create worthless disk images, and I hate to think that someone is out there getting pissed off because none of these archives work.

So please grab the latest version, I am not sure if this has been an inherent bug in the program and has just been discovered or if it was created with 1.3, but this is the first I have heard of it, and thanks to Mike White (lovegrov@student.umass.edu) it was fixed, and he also provided the new routine to fix the problem, which I have no idea why I didn't approach it the way he did. That is one of the reasons I like to make source code available to the public, they can see things that I may not.

Grab the latest version, 1.4, and Mike has also said that he will be providing an Macintosh version, so if your interested in a Macintosh version then follow-up to this thread and he will probably get involved. His version is based on 1.3 with his bug fix so it is essentially version 1.4 but is a Mac version, I am going to provide the program also at the same ftp site, probably as:

ftp://ftp.gate.net/pub/users/cmwagner/msdos/atari/dcmatr13.sit.hqx for Macintosh users. Please get ahold of it and you may send me reports of bugs, and I will probably forward them to him, if they relate to the Macintosh, but with version 1.5, hopefully, I will have a version that will compile under Macintosh based on code written by Mike, but this bug was so important that I could wait to incorporate it and join the two as version 1.4.

(that archive may not be available, for Mac, right away, so if you can't find it, check back in a day or so, I will probably have it on after an hour or so of the time stamp on this message)

3108. Critters Update (10/4/95)

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-04 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hBLAPoR.ransom22@delphi.com>
Source record: 88130

Howdy,

I just performed a new "first" for me in ASM: I got a Player onto
the screen! I know, big deal, right? But, although I have done it many
times before in BASIC, doing it in ASM feels good. Every time I do one
of these "firsts for ASM," I feel really good. Accomplishing new things
is great. :)

Tomorrow, if I have the time, I plan on getting it to move around
in response to the joystick. From there, I will set up the routines to
allow the user to: place wall sections, pick up and drop critters and
plants, place new critters and plants, and destroy an any object (be it
a wall, a critter, or a plant). This will make the program far more
interactive, and will also allow the user to set up many situations to
explore with A-Life.

Once I have all that done, I'll uuencode it and put it here for
those who are interested in exploring A-Life on an Atari8.

-Joe
--
----
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3109. Re: "Now defunct videogames manufacturer"

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-04 00:00:00 UTC
From: gholder@emory.edu
Message-ID: <452d15$h0h@moe.cc.emory.edu>
Source record: 88131
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

cudabert@aol.com (CudaBert) wrote:

>Concerning Atari's greatly exagerrated death as reported by Newsweek:
>Yeah, I'm really going to turn to Newsweek as a reliable source of
>information! Jeez, do these people ever leave their offices or what? If
>the news media is THAT out of touch, it scares the hell out of me that
>anybody takes them seriously.
>
>Does Newsweek have a Web page or an email address? I'd guess not after
>that little admission of ignorance! They probably still use rotary dial
>phones.
>
Believe it or don't...but Newsweek is bigtime into the Web and covering
the "Information Superhighway". They have a weekly page covering hot
topics and publish their reporters' email addresses as part of the byline on
many articles.
The weekly (hardcopy) page is "Cyberscope".
The magazine letters column email address is "letters@newsweek.com",
or "newi50a@prodigy.com".
Do a Yahoo on "newsweek" and you'll find the Webpage.

Gary Holder

3110. Re: SpartaDOS X Start Address

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-04 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <R7AB-EV.ransom22@delphi.com>
Source record: 88132

KMK <CONRADUS@PLEARN.EDU.PL> writes:

>No. The only (simple) way I know, goes as following:
>
>1) run the Turbo BASIC (XL or not)
>2) type in the following program:
>
>10 OPEN #%1,9,%0,"D:CRITTERS.OBJ"
>20 PUT #%1,$E0,$02,$E1,$02,$ll,$hh
>30 CLOSE

Hmmm. Thanks. Sadly, that still necessitates switching carts, from MAC/65
to BXE or some other program. Perhaps I'll write a program in assembler
to do the same thing, tho, then I can just go to the command-line and
run the program.
Thanks!

-Joe
--

---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3111. Re: "Now defunct videogames manufacturer"

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-05 00:00:00 UTC
From: jcompton@flood.xnet.com
Message-ID: <44vo5t$j54@flood.xnet.com>
Source record: 88133
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

Gary Holder (gholder@emory.edu) wrote:
: Anybody else see the current issue of Newsweek (Oct. 9), p. 67,
: 3rd column, 2nd paragraph? It's an article on a guy (Bob Stein), who
: runs Voyager Co. (a CD-ROM multimedia producer). In summarizing his
: history it says, "Stein worked briefly at Atari, the now defunct videogame
: manufacturer." Sounds like Atari marketing is working just as well as it
: always has, eh?

More like "it sounds like the general news media understands as much
about the computer industry as it always has."

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (708) 741-0689 FAX
I know what I like. And I like what I know.
It's getting better... Stepping one beyond your show.
AR on Aminet - docs/mags/ar???.lha AR Mailing list - Mail me
AR on WWW - http://www.omnipresence.com/Amiga/News/AR

3112. SAMS Schematics for the 8-bit 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-05 00:00:00 UTC
From: saw151@psu.edu
Message-ID: <saw151.1.3073469B@psu.edu>
Source record: 88134

Hi, I was curious if anyone out there had the Sams schmatics for the atari 800xl, I am working on a project to connect outside devices for the 8-bit to control. Any help is greatly appreciated :) If anyone knows of an indepth book that explains the interworkings of the Databus and Memory access, that would be very helpful too:) Thanks,

ps. This is for an independent study for college.

-scott

saw151@email.psu.edu
weiland@crayola.cse.psu.edu

3113. FS/T: Video game & classic computer systems and games

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-05 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <450937$723@ixnews6.ix.netcom.com>
Source record: 88135
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

If you are interested in buying/selling/trading video game and/or
cartridge based computer systems and games, you can either visit my WWW
site, or send e-mail for my current lists.

Over 45 different systems including: Classic, Older 8 & 16 bit,
Current 8 & 16 bit, and Next Generation video game systems and games.
Also classic cartridge based computer systems and games.

In addition to the FS/T lists, the WWW site contains my want lists,
system FAQ files, screen shots of games, video game related WWW links,
and game ratings/reviews.

Michael

--
Michael J. Novak Jr. !! BUYING/SELLING/TRADING: 3DO, Atari Lynx, Atari
Video Game Advantage !! Jaguar, NES, Nintendo Game Boy, Super Nintendo,
6861 Anthony Lane !! Sega Saturn, Sega Genesis, Sega CD, Sega 32X,
Parma Hts., OH 44130 !! Sega Game Gear, SMS, Sony Playstation, Turbo
(216) 843-8815 Voice !! Duo, Classic systems, and 8-bit computers!
!!!!!!!!!!!!!!!!!!!!!!! ** Over 2 years on the Internet! **
Now on the WWW at http://www.io.com/~vga2000/
For current list, or to be placed on my e-mail list, please leave E-Mail at:
VGA2000@ix.netcom.com OR VGA2000@io.com OR dw901@cleveland.freenet.edu

3114. Re: Parallax scrolling

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-05 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <450ga5$120@vishnu.jussieu.fr>
Source record: 88136

In article <450g60$120@vishnu.jussieu.fr>,
bleroy@ccr.jussieu.fr (Bertrand Le Roy) wrote:
>Anyway, there's another application for char scrolling. One has then to be
>very careful when designing the patterns, but the result can be really
>astounding. It has been done on some 16bit games: a parallax ground where
>each
>scanline scrolls at a different speed, giving the illusion that it's a real
>horizontal ground.
But it just happened to me that for this effect, DLIs are probably more
efficient?

+---+
Bertrand Le Roy	A Darwinian theory of Gravitation:
bleroy@ccr.jussieu.fr	In the beginning, mature apples fell
tel. 44.27.72.95	in all directions. But only the trees
fax. 44.27.72.87	whose apples fell down have survived.
+---+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+---+

3115. Re: Parallax scrolling

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-05 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <450850$fgq@susscsc1.rdg.ac.uk>
Source record: 88137

In article df6@vishnu.jussieu.fr, castafiore@rossignol.milano.fr (Tout le monde aime le boudin) writes:
>>>I also second the suggestion made by someone else to use redefined
>>>characters as well. You could create some fairly simple objects like
>>>rocks or tree trunks and shift them through the playfield characters
>>>at a rate faster than the playfield is scrolling.
>>and DLI manipulation while the "character scrolling" will
>>require something like 46x8x8 bytes to be manipulated (in my situation).
>>I'm unconvinced it will be to my advantage in what I want to create.
>Hi there! I'm the someone who suggested this. But what I had in mind wasn't
>exactly this.
>It is of course not very efficient to have a complete background scrolled by
>redefining chars.
>BUT. If your background is just a repetitive pattern, it gets very effective.

Yes, thanks, I did understand that it would be very efficient with a
repetetive pattern but my original intention was to get away from the
backgrounds which look repetetive. Repetetive backgrounds started to
get to me after a while and so I wanted to have a bit more variety
which means I cannot use the "character scroll" method.
But this discussion has raised many interesting points and I'm glad
there are a lot of experienced programmers still "out there" who can
respond to questions on topics like parallax scrolling. I'm not
going to be ignoring everything I've heard here, that's for sure.

Thanks, Jg.

3116. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-05 00:00:00 UTC
From: atari8@netcom.com
Message-ID: <atari8DFz9HM.lwr@netcom.com>
Source record: 88138

Jeff Potter (potter) wrote:
: >>Welcome in the Classic Atari only world. (Including myself, this world now
: >>consists of TWO people AFAIK.)
: > Only two of us? Really? That's too bad. :(

Oddly, though I do have several other systems, my office is run on these
little things...as I've said before, they worked then and for the job
required
they still work now.

So I guess that make about 4 of us... ; >

Mike
Atari8@netcom.com

3117. Re: "Now defunct videogames manufacturer"

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-05 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <146378@cup.portal.com>
Source record: 88139

I don't suppose anybody at Newsweak<sic> watches tv? Atari is still
advertizing on a regular basis.
I just heard the rumor, from probably the worlds most unreliable source,
that Atari has plans for a keyboard for the Jag. I was old, i.e. already
had kids & a job, when Pong came out. At this stage of my life I regard
myself as a true Atari fan in that I don't believe anything from the
rumor mill, only stuff I've seen with my own eyes, but I have to admit
I smiled broadly & immediately started thinking of trimming my budget
so I could have a couple of hundred bucks & be first in line. It
makes too much sense for Atari to actually do it. I mean there's
C compilers, assemblers, & other languages comming out the Kazoo
for the 68000, the built in ports could handle the equivalent of a
LAN for schools/teaching envirionments, ton of ram, great graphics,
a seperately programable DSP chip, *AND* a price <$150. I think we
are all but forgotten at Atari as a market segment. Given a choice
between a Jag with a keyboard & either a Pentium or Power PC based
Mac, I'd rather have the Jag.
Rick

3118. Atari 2600 rocks!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-05 00:00:00 UTC
From: m-caron@uiuc.edu
Message-ID: <m-caron-0510951249320001@isr-m28-29.urh.uiuc.edu>
Source record: 88140

the Atari 2600 is the coolest system for video games around to date...
it has it's own culture and it just plain rocks. if we should revert to
the old 8 bit games and the neat programming the world would be out of the
economical pit it is in and the sum total happines of all people on the
earth would increase 100-fold. why do you think that the 80's were so
care-free? we didn't have all the crazy problems that are here now!
Regan was in office, i bet he had a 2600!

join me in the PFFA! (people's front for Atari)

3119. Hi-res + P/M?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-05 00:00:00 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <451acq$1uv@erinews.ericsson.se>
Source record: 88141

One thing that I always wanted to do but never did was to create pictures with the hi-res mode (320*200, one colour) and coloured areas created with P/M-graphics.

I was planning on using a raster interrupt program, which for each screen line would read a list with info on x-position, width, colour, and pattern for each player.

I believe the best visual impression would be achieved with a white background and black foreground colour. The black colour would then be used to put hi-res outlining on arts coloured with the P/M-technique. Using only the four players 80 percent of a 320 pixel screen line could be coloured this way. Of course the colour use would be limited, but with the horizontal retrace interrupt changing the colour layout for each line, it should be possible to create some really amazing pictures.

A similar technique is used on other computers like the C64 and the Sinclair/Timex. Monochrome pixels (well, almost) and a map with background colour attributes (typically 40*25).

/Anders Skelander

3120. Vectrex joystick for trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-05 00:00:00 UTC
From: "Hugues.DeClerck" <hdclerck>
Message-ID: <DFzLBq.Dwo@uia.ua.ac.be>
Source record: 88142

I have an original Vectrex joystick that I would like to trade for
2 PAL Atari2600 carts(any title that I don't have).

hdclerck@uia.ua.ac.be

3121. Re: "Now defunct videogames manufacturer"

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-05 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <BjHj-Qr.ransom22@delphi.com>
Source record: 88143

Gary Holder <gholder@emory.edu> writes:

>Anybody else see the current issue of Newsweek (Oct. 9), p. 67,
>3rd column, 2nd paragraph? It's an article on a guy (Bob Stein), who
>runs Voyager Co. (a CD-ROM multimedia producer). In summarizing his
>history it says, "Stein worked briefly at Atari, the now defunct videogame
>manufacturer." Sounds like Atari marketing is working just as well as it
>always has, eh?

Heh. Geez, Newsweak and Time never cease to amaze me with the
depths of their ignorance. A trip to the local Wal-Mart gives more
information on which videogame manufacturers are around than Newsweak
knows.
Let's boycott 'em. :)

-Joe
--
_____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3122. MUX, MUX ROMs, DOSes other than SpartaDOS - any experienced users? :)

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-05 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199510052153.OAA14001@zippy.sonoma.edu>
Source record: 88144

(This is not only to c.s.a.8, but also to James himself)

Ok, James King is (you are) looking to get rid of his (your) MUX setup.
"Hey, perfect" I thought.

But - from the bit of mail I've gotten so far, I think he gathers that I'm
planning on using SpartaDOS and/or SpartaDOS-X with the setup.

Not true. At least, I hope.

Anyway - now, for the questions:

(1) Do you NEED the "MUX-OS-ROMs" to use MUX? (ie, if I were to use
MyDOS, would I still need them?)
(2) CAN you use MyDOS with MUX?! It would seem so! (Esp. it being a CSS
product ;))

Anyone have experience with MUX setups? For now, I'm planning on this:

SIO2PC serving files to the master (what requirements are there for a master,
btw?, just 64K?)
Slaves off the master, including (at least) one PAL-ANTIC-based XL, and
one Sweet-16-based XL

Will this work alright?

Thanx!!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

3123. Mac DCMTOATR for Rainbow

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-05 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DFyzBK.DFM@aston.ac.uk>
Source record: 88145

Hi all,

I've received a neat application called DCMTOATR which, as you
may guess, unpacks DCM files into ATR files on the spot.

It's for the Mac and you can find it at the usual web page:

http://www.aston.ac.uk/~lamcw/emulators.html

Regards,

Chris Lam.

3124. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-05 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <BtDBv+g.ransom22@delphi.com>
Source record: 88146

Atari8 <atari8@netcom.com> writes:

>Oddly, though I do have several other systems, my office is run on these
>little things...as I've said before, they worked then and for the job
>required
>they still work now.
>
>So I guess that make about 4 of us... ; >
>
>Mike

Mike,
Actually, that makes 6 now, counting each of the "mainly Atari8"
users as 1/2. :)

-Joe
--
_____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3125. Re: SAMS Schematics for the 8-bit 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-05 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <146379@cup.portal.com>
Source record: 88147

I think I have a spare copy of the schematics, Email me you address & I'll send it to you.
Just a BTW: The buss is not buffered or anything like you'd find on something like the IBM for instance. It's really only the internal buss signals brought out to the edge card connector. I've found there's plenty of horse power in there for adding chips without having to add any buffering so desinging for it is simple. There are two pages of memory that were neven officially commited to anything after the computers left the factory, $D6XX & $D7XX <read somewhere that $D7XX was reserved for in house testing???>. The convention, which you are perfectly entitled to ignore, is to just decode the upper 8 bits of the address lines & dedicate an entire page to whatever you hang on the buss, even if it's a single chip. This has a tendancy to get some people P.O.ed, but you'd catch flak no matter what you do so grin & bear it :-)
Rick

3126. Re: Parallax scrolling

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-05 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <146483@cup.portal.com>
Source record: 88148

>I was under the impression that a display list instruction an LMS bit set
>makes ANTIC ignore the DLI bit. I'll have to check my Hardware Manual.
>I'll get back to you on this.

This is not correct. DLI bits are never ignored. You will have two
cycles less time in the horz blank region due to the extra DMA fetch of
the LMS bytes, but that's it.

>>using redefined characters as well...
>
>I mentioned in an earlier post that I was still unsure whether
>this would be faster than hardware scrolling.

It _won't_ be faster than hardware scrolling, but that's not the point.
Hardware scrolling will move the entire line at the same rate, and that
greatly limits the effects you can do. Unless you need all of the CPU
time for something else, character methods will give you a lot more
flexibility, and they can be used in conjunction with the hardware
scrolling so that you don't have to shift every byte.

Bertrand's examples of seeing backgrounds scrolling at different speeds
though holes in the foreground are the kinds of effects that you can't
do with hardware scrolling alone. Same with the example I gave where
you might have a tree in the very near foreground that scrolls across
multiple layers. In this case, it would be neat to have the upper
branches of the tree in a "sky" layer that had no other detail. Thus,
you could use hardware scrolling to move it across. The trunk of the
tree might pass through several layers, and would need to be character
shifted at different rates, and then have the rest of the foreground
masked and ORAed in. Since the trunk is a simple and narrow structure,
there would not be a lot of overhead in doing something like this. The
'depth' gained in doing effects like these would be very much worth the
extra CPU time that character methods take -- unless you don't have the
extra time available.

John Harris - jharris@cup.portal.com

3127. Re: Parallax scrolling

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-05 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <450g60$120@vishnu.jussieu.fr>
Source record: 88149

>In article df6@vishnu.jussieu.fr, castafiore@rossignol.milano.fr (Tout le
monde aime le boudin) writes:
...
Well, sorry about the phony identity in my last message.
This is the correct one.
Anyway, there's another application for char scrolling. One has then to be
very careful when designing the patterns, but the result can be really
astounding. It has been done on some 16bit games: a parallax ground where each
scanline scrolls at a different speed, giving the illusion that it's a real
horizontal ground.

+---+
Bertrand Le Roy	A Darwinian theory of Gravitation:
bleroy@ccr.jussieu.fr	In the beginning, mature apples fell
tel. 44.27.72.95	in all directions. But only the trees
fax. 44.27.72.87	whose apples fell down have survived.
+---+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+---+

3128. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-05 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <BNLhXup.ransom22@delphi.com>
Source record: 88150

Rob Funk <rfunk@magnus.acs.ohio-state.edu> writes:

>I hope you have some good lawyers to defend against the charges the
>Atari8-only people are too immoral to participate in such a parade.

All too true. I can see Gates and Grove filing their suits even
as we speak. :)

>Can a guy with 2 XL's and a Linux machine march with you?

Hmm. So, you're bi-computational, eh? I guess it'd be all right
to allow your type in there. The bigger the showing the better, right? :)
Excerpt from our St. Patrick's Day speech: "We are your neighbors,
your programmers, your teachers, and your bag boys. We are everywhere.
Although we have been afraid to come out of the closet for fear of "bit-
bashing," we are now thrusting ourselves upon America's conciousness! It's
time for us to be treated as equals, with equal protection under the
law! We demand new software and hardware!"
:)

Hey, it could work . . .

-Joe
--
----
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3129. Re: SAMS Schematics for the 8-bit 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-05 00:00:00 UTC
From: Paul Castellani Jr <cfipaul@earthlink.net>
Message-ID: <45013a$hso@mars.earthlink.net>
Source record: 88151

Mapping the Atari is a great book which has all of the memory
addresses and their functions available to you. If you want it,
I can sell it to ya cheap.

3130. My BB

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-05 00:00:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet_3074a2e7_Per.Erik.Peterson@asb2.ct.se>
Source record: 88152

From: per-erik_peterson@asb2.ct.se

Hejsan All!

Is there anyone here who ever had some troubles whith your BB as I have.???
When I start up ex Flicker Term or Bobterm there come scrapsigns in a
mainstreem to the screen. I can type ex ATDTxxxxxxx and when I get conected to
an BBS evrything looks as it used to be. But when I get offhocked again the
scrapsigns come back (in a 300 baud looklike streem again).

This means that my BBS think that someone is calling and keep answering untill
I reset the board and go back to Sparta Dos again. The problem started after an
convent we had in the middle of June. Fredrik Lundholm have been here whith his
BB and modem to see if the problems stopped. Nooooo. I only get other problems
whith his modem and all BB act as I described som lines over this one.

I take the power from my PC. Can this be one reason wy the BB act as it do.??
I have also tested different XE machines but nothing seems to work.

Per-Erik_Peterson@asb2.ct.se

3131. Re: Parallax scrolling

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-06 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <452svq$a10@susscsc1.rdg.ac.uk>
Source record: 88056

In article 120@vishnu.jussieu.fr, bleroy@ccr.jussieu.fr (Bertrand Le Roy) writes:
>Anyway, there's another application for char scrolling. One has then to be
>very careful when designing the patterns, but the result can be really
>astounding. It has been done on some 16bit games: a parallax ground where each
>scanline scrolls at a different speed, giving the illusion that it's a real
>horizontal ground.

In article 120@vishnu.jussieu.fr, bleroy@ccr.jussieu.fr (Bertrand Le Roy) writes:
>But it just happened to me that for this effect, DLIs are probably more
>efficient?

That's a really nice idea; DLIs would make this easier but the only
problem I can see is if the fastest moving lines move more than 8
color clocks in relation to the slowest lines which means that you'd need
do the equivalent of shifting the LMS instruction to the next character in
the middle of the mode line - as I believe this is impossible then it
probably leaves us with character scrolling (or hardware bitmap scrolling)
if we want a big difference in line speeds.

- Jg

3132. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-06 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <452t3m$a10@susscsc1.rdg.ac.uk>
Source record: 88057

In article Iwr@netcom.com, atari8@netcom.com (Atari8) writes:
>Oddly, though I do have several other systems, my office is run on these
>little things...as I've said before, they worked then and for the job
>required
>they still work now.
>
>So I guess that make about 4 of us... ; >
>
>Mike
>Atari8@netcom.com
>

When this thread started I said that I only had an XE computer at home
so just to remind everybody that makes about 5...

(I also have an Atari 2600 and Sega Mega Drive/Genesis but they don't
count...)

- Jg

3133. Re: "Now defunct videogames manufacturer"

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-06 00:00:00 UTC
From: cudabert@aol.com
Message-ID: <453dso$g6d@newsbf02.news.aol.com>
Source record: 88058

In article <452d15$h0h@moe.cc.emory.edu>, gholder@emory.edu (Gary Holder) writes:

> Do a Yahoo on "newsweek" and you'll find the Webpage.
>
>

I DID a search through Yahoo, and the only thing it turned up was some kind of free press rag in India (Newsweekly)! Thanks for the info, however. You can rest assured they will be getting some email from me.

3134. Re: re: IDE Drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-06 00:00:00 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.264.000D264A@genesis.informatik.rwth-aachen.de>
Source record: 88059

In article <199510031539.KAA03897@mail.cs.utexas.edu> CONRADUS@PLEARN.EDU.PL (KMK) writes:

>Perhaps, but I cannot build anything - I am programmer only. My friend has
>built the interface and I have written some software for it, as speedy as
>I can (36K reading, 7k writing actually).

I know - it's hard to belive, but the speed of the transfer is depending in
the Harddisk very much.
I checked out an old WD 40meg and an a little bit newer Miniscribe 40meg.
The Minischribe gets something around 30k, the WD something around 21k !!!

Matt

3135. Screen Dump to Printer

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-06 00:00:00 UTC
From: kdegroff@rainbow.rmii.com
Message-ID: <4524p4$3am@natasha.rmii.com>
Source record: 88153

Anyone know of a good Epson compatible screen dump program which will work with Turbo Basic XL? Preferably one that is memory resident and can be accessed with a hotkey. Thanks in advance.

--- Kent

3136. Re: Atari 2600 rocks!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-06 00:00:00 UTC
From: "comp.sys.atari.8bit" <75271.122@CompuServe.COM>
Message-ID: <45285eals1@mhadg.production.compuserve.com>
Source record: 88154

Hi,

How do I sign up?

Keita
75271.122@compuserve.com

3137. Re: "Now defunct videogames manufacturer"

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-06 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DG1Kql.2CC@jackson.napervilleil.attgis.com>
Source record: 88155
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

#==========Gary Holder, 10/4/95==========
#
#cudabert@aol.com (CudaBert) wrote:
#
#>Concerning Atari's greatly exagerrated death as reported by Newsweek:
#>Yeah, I'm really going to turn to Newsweek as a reliable source of
#>information! Jeez, do these people ever leave their offices or what? If
#>the news media is THAT out of touch, it scares the hell out of me that
#>anybody takes them seriously.
#>
#>Does Newsweek have a Web page or an email address? I'd guess not after
#>that little admission of ignorance! They probably still use rotary dial
#>phones.
#>
#Believe it or don't...but Newsweek is bigtime into the Web and covering
#the "Information Superhighway". They have a weekly page covering hot
#topics and publish their reporters' email addresses as part of
#the byline on
#many articles.

Well, their web page isn't www.newsweek.com. I just tried that as the
most obvious. Guess I'll have to look at yahoo. I definitely want
to drop them a line.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM
"Patience is waiting without worrying"

3138. Re: 600xl memory expansion

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-07 00:00:00 UTC
From: James Bradford <sup8pdct@closer.brisnet.org.au>
Message-ID: <454hf9$4s5@bne2.design.net.au>
Source record: 88060

aj445@cleveland.Freenet.Edu (Bill Somrak) wrote:
>
>Hi,
>
>I've already upgraded my 600xl to 64k .. I was wondering if
>there are any other upgrades available to give me
>"more power" (grunting like Tim Allen).
>
>"Inquiring minds want to know"
>
>Bill

I can sell you a 256k upgrade. it requires the 64k ram chips in sockets and the mother board undamaged....

3139. FS: Atari software/cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-07 00:00:00 UTC
From: basil@rain.org
Message-ID: <basil.813051864@rain.org>
Source record: 88061
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other.software

I am posting this message for a friend who does not have Internet access.
If you send me e-mail, I will make sure he receives it. -- Basil
------------------------------cut here-------------------------------------
ATARI ST/8-BIT

ALL SOFTWARE PACKAGES ARE ORIGINALS WITH COMPLETE DOCS, DISKS, AND
BOXES, unless noted with a * which means there is no box. I will refund
your money on any disks or cartridges that do not work.

Best offer applies to all

Atari ST 3.5" software:
E-Z Track MIDI Sequencer (new, unopened).....$6
Personal Pascal *.....$4
ST Key *.....$4

Atari 8-bit 5.25" software:
Atariwriter (cartridge) (new, unopened).....$6
Atariwriter (cartridge) *.....$4
Atariwriter Plus (cartridge) *.....$4
Basic XL (cartridge) *.....$4
Pilot language (cartridge).....$4
Telelink (cartridge).....$4
Turtle Tracks.....$4

I only have an 8-bit Atari. I would also trade for various games, such as
Clowns & Balloons and Spelunker.

The above prices do not include shipping.

Except for trades, minimum purchase is $12 worth for Atari items. The
shipping cost depends on how many items you want, if they have boxes, and
how heavy they are. For items that can be sent with the standard 2 lb. US
mail book rate, shipping is $3. For everything else, I will weigh the
items and call UPS to get a shipping cost for you. I will only ship within
the continental UNITED STATES. No exceptions.

Very few prices are set in stone. The more you buy or the more you
have to trade, the more interested I will be in making the transaction
worthwhile for both of us.

Thank you,
Randall

If you have other computers, I have items for sale or trade for the
following (in order of most stuff to least stuff available):

o Commodore 64 software, hardware, magazines, and books
o IBM software
o Macintosh software (mostly old B&W games)
o TI-99/4A cartridges
o Amiga software and books
o Atari ST and 8-bit software

Check out these lists at my friend's URL -> http://www.rain.org/~basil
------------------------------cut here-------------------------------------
Please send any e-mail to basil@rain.org and include at the top of the
message or in the subject header: "Forward to Randall".
--
Basil
basil@rain.org -- http://www.rain.org/~basil
--

3140. WTB: 1050, *badly* :)

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-07 00:00:00 UTC
From: dfoster@eznet.net
Message-ID: <456g8t$471@shell1.eznet.net>
Source record: 88062

I have a friend who bought a 800XL in brand-new condition, but no 1050.
Anybody got a 1050 willing to part with? Friend is just coming back to
Atari after a decade and has fond memories of all the software/hardware,
and would like to get back on the 800XL. :)

Mail me, I'll immediately set up arrangements to buy.

-Dan
Internet: dfoster@eznet.net

3141. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-07 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <456h04$1qq@ns.mcs.kent.edu>
Source record: 88063

Joe Walsh (ransom22@delphi.com) wrote:
: J. F. Goodwin <smrgoodw@reading.ac.uk> writes:
: >When this thread started I said that I only had an XE computer at home
: >so just to remind everybody that makes about 5...
: Ah, I'd forgotten about that. Okay, so our official total is now
: 7, including 2 users at .5 each.

I usually hate these sort of "me too!" posts, but o'ell.
Me too! I only have an Atari 130XE.
I do however, have access to several IBM-RT pc's running AOS,
486DX/33's running off of Novel 3.12, 486DX4/100's running Linux, a
Sun 4/670 Sparc Server running SunOS 4.1.3, server HP 730's running HP-UX,
and soon enough a HP J200 {can't wait til it comes in}. Although, the
Atari 8bit ranks right up there with the HP's in amount of usage.

--Craig Lisowski <clisowsk@mcs.kent.edu> <aa853@cleveland.freenet.edu>
--
"We the willing, lead by the ungrateful, are doing the impossible with nothing.
We have done so much, with so little, for so long that we are now qualified to
do anything with nothing."

3142. Re: Hi-res + P/M?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-07 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <146518@cup.portal.com>
Source record: 88064

If I ever get a chance to complete GED, it will do this mode and more. The idea, is that it has a kernal capable of changing any nine hardware registers per line. Right now, it runs in 160x200, but an additional parameter set for setting the ANTIC mode could provide 320x200 support and GTIA. Since on-the-fly hardware changes are there, this would also enable the ability to mix 320, GTIA, and 160 modes on the same scanline.

John Harris - jharris@cup.portal.com

3143. WTB: LODE RUNNER FOR 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-07 00:00:00 UTC
From: bhaynor@aol.com
Message-ID: <4562o2$bg7@newsbf02.news.aol.com>
Source record: 88065

```
Please e-mail me your price if you have one for sale.
Thanks,
BHaynor@aol.com
```

3144. Re: MUX, MUX ROMs, DOSes other than SpartaDOS - any experienced users? :)

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-08 00:00:00 UTC
From: James Bradford <sup8pdct@closer.brisnet.org.au>
Message-ID: <4577ii$9r4@bne2.design.net.au>
Source record: 88066

```
>
>Anyway - now, for the questions:
>
> (1) Do you NEED the "MUX-OS-ROMs" to use MUX? (ie, if I were to use
> MyDOS, would I still need them?)
Yes. you need a mux rom in every slave unit. I have even gotten an 800 as a slave
unit.

> (2) CAN you use MyDOS with MUX?! It would seem so! (Esp. it being a CSS
> product ;) )
yes. sparta will work but it must be modifyed. x will not work unless someone can
burn a new rom or load in a different sio.sys.
>
>Anyone have experience with MUX setups? For now, I'm planning on this:
Played a bit with one before giveing it back. had a 800 and 800xl slaving from a
800xl
>
> SIO2PC serving files to the master (what requirements are there for a master,
> btw?, just 64K?)
The master only needs 64k (booting sparta) or 48k (booting mydos)
The slaves can boot any dos they like. you can set a drive for one slave to boot
from and and another drive for a second slave, etc
> Slaves off the master, including (at least) one PAL-ANTIC-based XL, and
> one Sweet-16-based XL
>
>Will this work alright?
carn't see why not.
>
>Thanx!!
```

3145. MUST SELL ATARI EQUIPMENT!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-08 00:00:00 UTC
From: STARFLEET SOFTWARE <103002.2442@CompuServe.COM>
Message-ID: <457b50qan1@mhafn.production.compuserve.com>
Source record: 88067

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV connector, original cost $599.00, Joysticks $19.95 each, asking $100.00 or best offer.

ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb (IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4 disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5 floppies, any IBM compatible printer, modem port for using any RS232C compatible external modem, includes Auto-Term Disk for Atari computers, CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS master Disk, CP/M Supplement Manual, modem cable, printer cable, original cost $695.00 for the ATR8000 Basic system, printer cable $39.95, Modem cable $39.95, asking $125.00.

Dual Floppy Disk Drives in case with power supply and cooling fan, connecting cable, for above ATR8000 or any IBM compatible computer. Case can hold 4 half height 5.25 floppies, original cost $895.00, Case alone is worth $89.95 at most supply companies, asking $85.00.

BOTH ATR8000 & Dual Floppies in case, $150.00.

ATR8000, as above, only with Co-Power 88 installed. I bought this from a guy for $375.00, does NOT have the Co-Power 88 Boot Disk, needs a copy. The guy who said he was going to send me a copy never did. Need to recover my loss on this unit.....$350.00

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers, manual, power supply, connecting cables, oil, original cost $399.95. Also have a non-working 1027, can be fixed at any Atari service center, both printers cost new $399.95 each, asking $100.00 for both of them.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very good condition, like new, supports single and dual density modes, includes manual, power supply, original cost $179.95, asking $75.00.

Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers. Upgrades and replaces the 6502C in the computer with the 16-bit 65C816 CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up programs as much as 350% faster. The 65C816 processes 4 instructions per clock cycle (Only the new P6, 80686 Intel chip does that, besides this), as compared to the 6502 which processes one instruction per clock cycle. Original cost $249.95. Includes T816 assembler $75.00, Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks, valued at $25.00 each. Asking $175.00 for the entire package.

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Send all inquiries/offers to: admiral@freebbs.com via Internet E-Mail.

Will consider trading for: trak AT-D4 Double Sided Disk Drive.
--
STARFLEET SOFTWARE Company
24 hour BBS (217) 423-7430

3146. Xformer version?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-08 00:00:00 UTC
From: eretic@tiac.net
Message-ID: <4580hu$1ru@sundog.tiac.net>
Source record: 88068

Could someone let me know what the latest version of PC Xformer is as of you reading this.

I have v 3.0a I have a feeling a newer, more capabable version, maybe with more bells and whistgle, a better way to change disc images, would be available (now that's a run on, eh?)

Also I thinkm my version os messed up, I can't change the disc images from the usual way, but everything else works.

Eric

3147. Re: Atari 2600 rockscleanclean!

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-08 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199510080523.WAA26591@zippy.sonoma.edu>
Source record: 88069

Message-Id: <199510080515.WAA26503@zippy.sonoma.edu>
Newsgroups: comp.sys.atari.8bit
References: <m-caron-0510951249320001@isr-m28-29.urh.uiuc.edu>
<45285eals1@mhadg.production.compuserve.com> <454fju$18ls@news.mindspring.com>
Organization: Sonoma State University, Rohnert Park, Ca.

In article <454fju$18ls@news.mindspring.com>,
Mobius <Mobius@mindspring.com> wrote:
>In article <45285eals1@mhadg.production.compuserve.com>,
comp.sys.atari.8bit <75271.122@CompuServe.COM> wrote:
>>Hi,

>>How do I sign up?

>You just did! Feel free to join in anytime. (There is no actual membership
>here, just people who enjoy Atari's). Our moderator is Bill Kendrick,
>extremely knowledgeable, although almost anyone here will jump in to help
>when you need it.

I am!? Uhhh... since when!?!? :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

3148. SYNCROMESH for Indus

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-08 00:00:00 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <DG52Mz.5xA@freenet.carleton.ca>
Source record: 88070

If finally found the utility put out by Indus that activates the high
speed option of their drive. I tried it but I have not seen any increase
in speed. This was tested by performing sector copies with and without
the Syncromesh utility being activated - also with different types of DOS.
Noteably, even using DOS XL didn't provide the speed increase that was
touted by Indus.

According to what by now would be classed as "legend", the initial code
for Syncromesh had "buggy" code, but was never rewritten.

Anyone else have experiences with this utility?

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

3149. 130XL +

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-08 00:00:00 UTC
From: jonvance@unix.asb.com
Message-ID: <DG55xv.A6s@news2.new-york.net>
Source record: 88071

ATARI 1040ST 2.5mb/ 16 bit computer built in MIDI,
Supra 30 mb HD,
SF 314 external drive,
mouse,
Hybrid Arts grey box,]
2400 baud Supra modem,
SC1224 color monitor and many extras (see below). . . . $ 525
ATARI 130XE 128K-8 BIT COMPUTER
Great starter computer....
Incl: Happy 1050 Disk Drive,
P:R Connection Interface,
1010 Data Drive,
1030 300 baud modem,
Koala Pad,
Cart Clone, plus many extras (see below)! . . . $ 150

Both ATARI systems include:
TONS of Software: GAMES, UTILITIES, WORD PROC., APPLICATIONS
progs,
DB, EDUCTIONAL AND CHILDREN PROGS.
also MUSIC /MIDI (ST only) software..
[Take both systems for $ 600]
Epson RX 80 9 pin printer .....$ 30

All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped
when
the check clears.

3150. Final Legacy

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-08 00:00:00 UTC
From: gbloose@glo.be
Message-ID: <199510082243.WAA11696@world.glo.be>
Source record: 88072

tbauer@saul2.u.washington.edu (Thomas Bauer) wrote:
> ... what the Atari cartridge game Final Legacy was about
> and whether it was any good....

It is a 3D shoot 'm up "save the world from a nuclear rocket attack"
It has 3 different gamefields and has very good graphics.
it was released by Atari in 1984.
It the price is right, I would buy it.

-Geert

Geert LOOSE - ATARI hacker since 1982
130XE 1040STF - mailto: gbloose@glo.be

3151. sources

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-08 00:00:00 UTC
From: gbloose@glo.be
Message-ID: <199510082251.WAA12167@world.glo.be>
Source record: 88073

A good book for coders is the BYTE Book:
"ASSEMBLY LANGUAGE PROGRAMMING FOR THE ATARI COMPUTERS" by Mark Chasin
published by MAC GRAW HILL ISBN 0-07-010679-7

It's full of very interesting examples on all kinds of moves of chars and
player-missiles etc.
Try to find it!!!

-Geert

Geert LOOSE - ATARI hacker since 1982
130XE 1040STF - mailto: gbloose@glo.be

3152. Parker Bros POPEYE

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-08 00:00:00 UTC
From: gbloose@glo.be
Message-ID: <199510082339.XAA22828@world.glo.be>
Source record: 88074

johny@central.susx.ac.uk (John Yeates wrote:

> if Popeye likes the XE's OS?

I tried POPEYE on a 130XE with and without a translator: NO problems at all!
Check your cartridge, clean the contacts, clean the XE-port.
As the cartridge contains ROM's, I don't believe they are faulty.
In most cases _contacts_ are a problem area!

-Geert

Geert LOOSE - ATARI hacker since 1982
130XE 1040STF - mailto: gbloose@glo.be

3153. Re: "Now defunct videogames manufacturer"

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-09 00:00:00 UTC
From: craig.s.thom@genie.com
Message-ID: <45a9er$d17@rock101.genie.net>
Source record: 88075
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

No, I was wrong, and I couldn't find it anywhere, either. Never mind.

craig.s.thom@genie.com writes:

>Kit Kimes <kimes@iwtqg.att.com> writes:

>>Well, their web page isn't www.newsweek.com. I just tried that as the
>>most obvious. Guess I'll have to look at yahoo. I definitely want
>>to drop them a line.

>Is Newsweek a Time-Warner publication? If so, you'll find them at
>www.pathfinder.com

>--
>Craig S. Thom - (craig.s.thom@genie.com)
>roadtrip@prairienet.org
--
Craig S. Thom - (craig.s.thom@genie.com)
roadtrip@prairienet.org

3154. Re: MUST SELL ATARI EQUIPMENT!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-09 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <45a3gm$p8i@news.xmission.com>
Source record: 88076

STARFLEET SOFTWARE <103002.2442@CompuServe.COM> wrote:

> ATARI Equipment, MUST SELL!!!
>
>ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
>connector, original cost $599.00, Joysticks $19.95 each, asking $100.00
>or best offer.
>
>ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb
>$39.95, Modem cable $39.95, asking $125.00.
>
>Dual Floppy Disk Drives in case with power supply and cooling fan,
>asking $85.00.
>
>BOTH ATR8000 & Dual Floppies in case, $150.00.
>

Unbelievable... What outrageous prices. I just _HAD_ to respond!

Sorry about the waste of bandwidth!

3155. AtariWriter Word Processor to IBM Conversion

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-09 00:00:00 UTC
From: rife@aarlo.moffitt.usf.edu
Message-ID: <45b791$7ll@mother.usf.edu>
Source record: 88077

My father would like to transfer his AtariWriter wordprocessor documents to an IBM based wordprocessor. I understand that he has the problem of physically transferring the file from one machine to the other. I will be sending him the Atari FAQ. Does anyone know of software which will handle the word processor file format conversion from AtariWriter to anyother wordprocessor that exists in the IBM environment? Any war stories about this task would be appreciated. Thanks.

3156. Really good news ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-09 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <5vWLcwjKzHB@peter.soemtron.sb.sub.de>
Source record: 88078

Howdy !

some new outthere for my XE ?

For examples games or beta tests ? Updates or so ...

-peter
-reply as PM!

3157. Professionally produced SIO2PC devices - Lets do it

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-09 00:00:00 UTC
From: classics@nacs.net
Message-ID: <45c2tn$7vt@tracy.nacs.net>
Source record: 88079

Hi everyone :)

Awhile back I posted a plan to have a number of professionally produced SIO2PC/APE devices made. Well, lots of stuff conspired against me, including a lack of time and a system crash in which I lost the e-mail addresses of everyone who pledged support.

Now that I have time for it, I would like to hear from everyone who would be willing to commit to purchasing one when production is done. I need at least 20 pledges to make a project a reality.

If someone can find the original article I posted (lost here) and repost it that would be great. I think the price I quoted was $30, I have the list of production costs here somewhere and will confirm this price later in this group or in e-mail to interested parties.

In short these will be professionally produced. Double sided PCB drilled and plated through, 2 chip MAX232 design, female DB25 connector for use on PC or MAC (w/ appropriate modem cables), case, etc.

As soon as I have the 20 units pledged, I will front all the money for the prototyping PCB run and parts. When the order for the large run of plated through PCBs and cases is ready, I will make a call for checks and the project will become reality.

I REALLY want this project to happen this time. I think everone having to build a device themselves, or having to pay $50+ for someone to spend hours hand building one when there is a obvious demand is a bit odd. Therefore I will offer a ** FREE ** registration of the APE package to each and every person who purchases one of these first 20 units. (sent at the time the units are shipped).

Please repost this message to any FIDO echos, or local Atari BBS's you have access to. To be placed on the pledge roster you need to contact me.

You can contact me by e-mail at 'classics@nacs.net' or 'dh395@cleveland.freenet.edu'. If you do not have access to internet e-mail please feel free to call me at 216-237-5308 to be placed on the list. (PLEASE leave a message, as I am rarely home anymore).

Thanks to everyone who e-mailed with pledges in the last attempt, I would e-mail you all personally but I lost the list of address :(

Thanks!

Steve

3158. Re: Busted 600XL?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-09 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Oct09.203840.5996@wariat.UUCP>
Source record: 88080

('Spock' wants info about fixing 600xl, sent e-mail.)
Spock, your address bounces. Shucks, and I sent you a good reply that
bounced.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

3159. Re: CRITTERS.COM

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-09 00:00:00 UTC
From: Marek Wojciechowski 19-93 Bp4 <mw@altis>
Message-ID: <Pine.SOL.3.91.951009142938.23528C-100000-100000-100000-100000-100000@altis>
Source record: 88081

On Thu, 28 Sep 1995, Joe Walsh wrote:

[.......]
> Haven't tried it elsewhere, but it
> should work in MyDOS etc. The screen
> table pointer is reset to the stadard
> set, and the colors are returned to
> standard system colors, along with
> returning to Gr. 0. (Press START to
> exit to DOS.)
[.......]

I haven't tried the program yet, but wouldn't it be more elegant instead of
resetting this parameters to the standard ones just set them to the values
they had at the moment when the program have been started ?

Just the question :)

Marek Wojciechowski

-- mw@altis.chem.pg.gda.pl ---

3160. Re: SpartaDOS X Start Address?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-09 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hJDBnVB.ransom22@delphi.com>
Source record: 88082

<craig.s.thom@genie.com> writes:

>Yes, I know this is a bit late.
>
>SpartaDOS 3.2d came with a utility called PUTRUN.COM (I believe that's the
>name) that added a run address to executables. This utility is probably
>part of the shareware release of SpartaDOS 3.2f.

Thanks.

I should have posted this before - Rick Cortese was kind enough to help me with this problem, and told me the standard way of putting the Start At and Init addresses into the object file from MAC/65.

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3161. HELP: MULE to ATR

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-09 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <45bu3p$rou@stratus.skypoint.net>
Source record: 88083

I'd like to get my MULE disk copied over to an ATR file for use with SIO2PC, but have had trouble pulling this off. Can anyone help me out with this?

Thanks!
Scott

3162. Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-09 00:00:00 UTC
From: "Marshall N. Kurfiss" <mkurfiss@Kodak.com>
Message-ID: <45bpbd$meb@dub-news-svc-1.compuserve.com>
Source record: 88084

```
Looking for new home for Atari and associated peripherals
Atari 800
Gemini Star Printer
Modem
Disk Drive
Manuals
Lots of software

If you will love this old stuff, it can be yours for $120 COD.
```

3163. FS/T: Atari 8-bit computer software and hardware

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-09 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <45b3bf$j39@ixnews6.ix.netcom.com>
Source record: 88085

updated 10/09/95

I have the following Atari 8-bit software and hardware for sale or
trade.

Everything is sold as is. Unless specified, all items have been
tested and are in perfect working order.

Buyer has ten (10) days to send payment, and pays all shipping
costs, which will be sent via U.S. Postal Service. The shipping
cost depends on both the weight of the package and the distance
that it is traveling. Buyer has the choice of either first class
or parcel post (which is slower, but cheaper).

Payment must be made in U.S. funds, by either check or money order,
drawn from a U.S. bank branch. Canadian buyers must send a Canadian
Postal Money Order, payable in U.S. funds. This is the only way I
have found to deal with my friends to the north (my bank is very
picky, but the U.S. Post Office will cash a Canadian Postal M.O.)

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 6.00 ATARIWRITER
$ 6.00 BASIC
$ 6.00 GALAXIAN
$ 7.50 LETTER-GO-ROUND (Sesame Street) [CBS Software]
$ 6.00 MISSILE COMMAND
$ 5.00 PAC-MAN
$ 5.00 STAR RAIDERS

****

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they

are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7, plus tax. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully.

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 600XL COMPUTER with original power supply, and RCA cable.

I will also throw in a second ATARI 600XL (haven't checked it out yet, so I don't know if it works or not), FREE.

This is a complete system, except for RF switchbox.

$25.00

*****

LOT #2

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply, and RCA cable.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox.

$45.00

*****

LOT #3

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 65XE COMPUTER with original power supply, and RCA cable

This is a complete system, except for RF switchbox.

$35.00

*****

LOT #4

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 130XE COMPUTER with original power supply, and RCA cable.

This is a complete system, except for RF switchbox.

$59.00

*****

LOT #5

ATARI 1050 (127K) DISK DRIVE, with original power supply, and
one (1) Molex connector cable.

$39.00

*****

LOT #6

ATARI 1050 (127K) DISK DRIVE, with one (1) Molex connector cable.

This disk drive doesn't include the power supply.

$34.00

*****

To reserve an item listed here, please contact me.

Michael J. Novak Jr.
VGA2000@ix.netcom.com
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. !! BUYING/SELLING/TRADING: 3DO, Atari Lynx, Atari
Video Game Advantage !! Jaguar, NES, Nintendo Game Boy, Super Nintendo,
6861 Anthony Lane !! Sega Saturn, Sega Genesis, Sega CD, Sega 32X,
Parma Hts., OH 44130 !! Sega Game Gear, SMS, Sony Playstation, Turbo
(216) 843-8815 Voice !! Duo, Classic systems, and 8-bit computers!
!!!!!!!!!!!!!!!!!!!!!!! ** Over 2 years on the Internet! **
Now on the WWW at http://www.io.com/~vga2000/
For current list, or to be placed on my e-mail list, please leave E-Mail at:
VGA2000@ix.netcom.com OR VGA2000@io.com OR dw901@cleveland.freenet.edu

3164. Re: SYNCROMESH for Indus

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-09 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DG678I.DMt@iglou.com>
Source record: 88086

I've never had an Indus drive, but did you try formatting a disk with
Sycncromesh?

--
"Goodness me, could this be industrial disease?" Dire Straits

3165. Re: CRITTERS.COM

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-09 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hLMCHDH.ransom22@delphi.com>
Source record: 88087

Marek Wojciechowski 19-93 Bp4 <mw@altis> writes:

>I haven't tried the program yet, but wouldn't it be more elegant instead of
>resetting this parameters to the standard ones just set them to the values
>they had at the moment when the program have been started ?

Yes. I might even do that someday. ;)

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3166. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-09 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <45bdhv$js3@news.umbc.edu>
Source record: 88088

Note my signature!

So count me in as one of the truly dedicated. I ROUTINELY use my Atari
8-bit for practically everything including surfing the net via dialup,
e-mail, word processing, games, etc., etc., etc.

Tom

-=-=-=

3167. Re: Iomega Zip FAQ 1.6 on WWW!

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-09 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <seimet.813229505@aix7.rhrk.uni-kl.de>
Source record: 88089
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.misc,comp.sys.mac.hardware.storage,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.hardware

steveg@cnct.com (Just Steve) writes:

>The Iomega Zip FAQ is now available on my very own home page. Sorry for
>the extreme delay, but my regular job has been knocking me silly for the
>past two months and I haven't had a lot of time to work on either the FAQ
>or the web page. Current version is 1.6, but a version 1.7 is due out Real
>Soon Now.

Isn't there sill any information about how to change the write protection
status of ZIP media?

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
****

3168. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-09 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hdGivtC.ransom22@delphi.com>
Source record: 88090

<craig.s.thom@genie.com> writes:

>I've got several computers, but I only have the 8 bit connected.

Why is that? Is the Atari your favorite, or is it space
considerations, or something else?
Just curious.

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3169. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-09 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hfOg-fP.ransom22@delphi.com>
Source record: 88091

drake thomas (phd posi) <tdrake1@umbc.edu> writes:

>Note my signature!
>
>So count me in as one of the truly dedicated. I ROUTINELY use my Atari
>8-bit for practically everything including surfing the net via dialup,
>e-mail, word processing, games, etc., etc., etc.

Of course! How could I forget one of the coolest taglines!

>-=-
>Thomas Drake | From an Atari 8-bit Home Computer...
>tdrake1@umbc.edu | Through the telephone, off of the server,
>Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

Right, you're definitely "one of us." :)
On the local BBS I call, my tagline is: "Brought to you by your
local Atari 8-bit user.:)" :)

-
-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3170. Re: Assembler or Machine Language (6502)

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-09 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <h9GDPZK.ransom22@delphi.com>
Source record: 88092

Jeffrey Wood <woodzy@delphi.com> writes:

>does anyone have any books or tutorials
>on programming the 6502 or the atari
>eight BITs in machine language or
>assembler?

Sure. But I assume you want some that are for sale, which mine
are definitely not. ;)

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3171. Re: "Now defunct videogames manufacturer"

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-09 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hfPgHVM.ransom22@delphi.com>
Source record: 88093

<Rick_Michael_Cortese@cup.portal.com> writes:

>makes too much sense for Atari to actually do it. I mean there's
>C compilers, assemblers, & other languages comming out the Kazoo
>for the 68000, the built in ports could handle the equivalent of a
>LAN for schools/teaching envirionments, ton of ram, great graphics,
>a seperately programable DSP chip, *AND* a price <$150. I think we
>are all but forgotten at Atari as a market segment. Given a choice
>between a Jag with a keyboard & either a Pentium or Power PC based
>Mac, I'd rather have the Jag.

When I got my Jag (and I was one of the loyalists/suckers(?) that
lined up first for that, during the test-marketing phase) I thought the
same thing. I read the releases about the neat chips in it, and thought
how wonderful it would be to program such a machine!
But, as you said, it makes waaaaay too much sense for Atari to
actually put out a keyboard for it. [sigh]

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3172. Re: Busted 600XL?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-09 00:00:00 UTC
From: buescher@hefe.inel.gov
Message-ID: <BUESCHER.95Oct9134548@hefe.inel.gov>
Source record: 88094

Sounds like a bad power supply.

Brent

3173. Re: Where I get 800XL Emulator for PC?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-09 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <146637@cup.portal.com>
Source record: 88095

Bill, don't know if you care since you can't run it<g>, but I finally
booted up XF25 & did some jerking around. Another while I was resting,
but I just renamed a OMNIMON ROM image I had on my clone to ATARIXL.ROM<?>
& booted the emulator & sure enough, fast floating point routines &
built in monitor all there. It sector editor evem seems to work from
the monitor, matter of fact, I couldn't find anything that didn't.
Speed increase with basic was only about 10% but it eliminated most
of my gripes about slow keyboard response. I can't seem to type faster
then the emulator anymore. This is on a 33 MHz 386 with 128k cache.
Speed trials for a simple basic loop took 66 tics vs 115 on a real
Atari. I also renamed my ASM/ED ROM to ATARIBAS.ROM, much more practical
for me since my burner is on my clone & it booted flawlessly.

3174. SIO2PC/APE

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-10 00:00:00 UTC
From: ron.eisner@channel1.com
Message-ID: <40.13513.1844@channel1.com>
Source record: 87906

Steve,

>> SIO2PC/APE

>> Now that I have time for it, I would like to hear from everyone w
willing to commit to purchasing one when production is done. I ne
20 pledges to make a project a reality.

>> I think the price I quoted was $30, I have the list of production
costs here somewhere and will confirm this price later in this
group or in e-mail to interested parties.

What is this? An Atari-to-Intel PC connector? I may be interested.

Thanks, Ron
* RM 1.3 00795 * RoboMail -- The ultimate QWK compatible message manager.

3175. Re: Xformer version?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-10 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <45eui6$ams@news1.halcyon.com>
Source record: 87907

In article <4580hu$1ru@sundog.tiac.net>, Eric Palm <eretic@tiac.net> wrote:
>Could someone let me know what the latest version of PC Xformer is as of
>you reading this.

Why don't you check the Branch Always Software web page? The latest
versions of both Gemulator and PC Xformer are always listed and registered
users of the current major version can download them for free. (Note:
you must have directly registered your product with Branch Always Software)

- Darek

--
==
Darek Mihocka, god of PC Xformer and Gemulator, email:brasoft@halcyon.com
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 WWW:http://www.halcyon.com/brasoft/

3176. Re: Atari 800 emulator in FTP again...

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-10 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <45eun0$amv@news1.halcyon.com>
Source record: 87908

In article <45d35d$172@news.isc.rit.edu>, <hcl5384@vaxf.isc.rit.edu> wrote:
>Where is Atari 800/XL emulator in FTP. I got a message, answer from someone.

You can download a free version of PC Xformer (2.52) from the home of
Atari emulators: the Branch Always Software web page at:

http://www.halcyon.com/brasoft/

- Darek

--
==========
Darek Mihocka, god of PC Xformer and Gemulator, email:brasoft@halcyon.com
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 WWW:http://www.halcyon.com/brasoft/

3177. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-10 00:00:00 UTC
From: craig.s.thom@genie.com
Message-ID: <45ch1v$pib@rock101.genie.net>
Source record: 88096

Joe Walsh <ransom22@delphi.com> writes:

><craig.s.thom@genie.com> writes:
>
>>I've got several computers, but I only have the 8 bit connected.
>
> Why is that? Is the Atari your favorite, or is it space
>considerations, or something else?
> Just curious.
>
>-Joe
>--

Space and lack of capacity are the reasons the amiga is not set up.
Lack of desire or operability are the reasons the Sinclair, TI, and
Apple // are not hooked up.

I'm considering setting up the Amiga, though, for a real 80 column screen.
FlickerTerm is ok, but not the clearest of displays.

--
Craig S. Thom - (craig.s.thom@genie.com)
roadtrip@prairienet.org

3178. FS: Classic 8 Bit Atari HardWare: Listed Catalog!

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-10 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <45dgfs$oes@kelly.teleport.com>
Source record: 88097
Cross-posted to: comp.sys.atari.8bit,pdx.forsale,or.forsale,pnw.forsale

```
ATARI 8-BIT HARDWARE FOR SALE:

PS=Power Supply.

NEC Color Monitor with Audio/Video/
In & Out RCA Jacks..........$75 U.S.

Comrex Composite Color Monitor w/
Audio/Video/In RCA Jacks....$60 U.S.

NEC Green Screen Monitor with Audio/
Video/In & Out RCA Jacks....$40 U.S.

N.A.P./Magnavox Amber Monitor with
Audio/Video/In RCA Jacks....$25 U.S.

USI MonoChrome/Amber Video Monitor,
Industrial Grade............$25 U.S.

Atari 130xe, 1mb upgrade done by FTE
with Manual & PS...........$250 U.S.

Atari 130xe, 320K w/ Special PS &
Manual.....................$100 U.S.

Atari 130xe, 128K
w/PS.......................$75 U.S.

Atari xe Game System, 64K
Has Detatchable KeyBoard, Built in
Basic & Missile Command and Missile
Command Docs. Manuals, Power Supply,
Audio/Video/RF RCA Jacks. Plus the
Atari XG-1 Light Gun, XEGS JoyStick
and Bonus Game..............$60 U.S.

Atari 800xl, 64K
w/ Special PS...............$75 U.S.

Atari 800xl, 64k
w/PS........................$50 U.S.

Atari 800xl, 64k
w/o PS......................$40 U.S.

Atari 800, 48K
w/o PS......................$25 U.S.
```

Atari 400, ??K
w/o PS, Good for Games......$10 U.S.

Atari xf551 Disk Drive, DS/DD 360K,
NEW w/Box, Manual, DOS, PS.$150 U.S.

Atari xf551 Disk Drive, DS/DD 360K,
NEW, Drive Only, w/o PS....$100 U.S.

Atari xf551 Disk Drive, DS/DD 360K,
Used, Drive w/PS, Manual for DOS and
xf551 plus DOS.............$75 U.S.

Indus GT Smart Disk Drive, this Drive
has a Z80 MicroProcessor. This Z80
Brain makes this Drive a Smart Drive.
This SS/DD Drive can slave other
Drives, even an XF551 Drive. The GT
is a 3x speed drive and comes with
DOS XL with GT SyncroMesh Plus All GT
SoftWare & Manuals Bundled with
Drive. Drive cleaned & Checked. Has
Sector counter which makes Drive good
for Hacking. Sector counter can help
you find Copy Protection on Disk.
.............................$80 U.S.

Trak SS/DD Heavy Duty Drive. w/PS, &
SIO Cable..................$100 U.S.

Atari 1050 Happy Drive, Excellent for
Copying Copy Protected SoftWare and
Very Fast. SS/DD, w/PS, SIO, DOS &
Happy SoftWare.............$125 U.S.

Atari 1050 Disk Drive, SS/DD with
U.S. Doubler Upgrade, DOS, Sector
Copier, SIO Cable & PS.......$75 U.S.

Atari 1050 Disk Drive, SS/ED, w/PS,
DOS, Manual & SIO Cable.....$60 U.S.

Atari 1050 Disk Drive, SS/ED, w/PS,
DOS, & SIO Cable............$50 U.S.

Atari 1050 Disk Drive, SS/ED
w/o PS.....................$40 U.S.

Atari 810 Happy Disk Drive, SS/SD
Excellent for Disk Copying. With/PS,
Manual & Happy SoftWare.....$50 U.S.

Atari 810 Disk Drive, SS/SD
w/PS.......................$30 U.S.

Animation Station, Suncom Design Pad
& Graphics & Text Processor SoftWare
(Design Lab), Never Opened..$35 U.S.

Koala Pad with Micro Illustrator
SoftWare on Disk.....$25 U.S.

Atari 1020 Plotter (Color Printer)
Direct Connect, w/o PS......$20 U.S.

Atari 1025 Dot Matrix 80 Column
Direct Connect Printer. Uses Type
Writer Ribbon. Built in PS..$30 U.S.

Atari 850 Interface
Lets your Atari use standard modems
and Printers, Bare 850......$25 U.S.
add Power Supply for.....$15 U.S.
add SIO Cable for.....$5 U.S.
add Printer or MoDeM cable..$10 Each
add Set of Manuals,.....$10 U.S.
Buy a complete 850 with all above,
Complete for.....$75 U.S.

Atari ATR8000. Comes with 2 Drives,
SoftWare, Manuals and a DT-80 80
Column Cartridge. Complete for $150.

ICD Direct Connect SIO to Printer
Interface, 10 foot Long Cable.
No PS Needed.....$30 U.S.

MPP Direct Connect SIO to Printer
Interface, No PS Needed.....$25 U.S.

MPP-1100 Printer InterFace
No PS Needed, Plugs into Joystick
Port, "as is" no Docs or driver disk
.....$10 U.S.

MPP-1150 Direct Connect SIO to
Printer Interface, No PS Needed.
With Pass through Port and Docs.
.....$40 U.S.

Star Micronics Direct Connect SIO to
Printer Interface, No PS Needed.
.....$25 U.S.

SX212 1200 Baud Atari MoDeM. RS232 &
SIO Port. Standard MoDeM Connects
Directly to Atari 8 Bit, ST or any
Computer that uses RS232 Port. Also
Directly Connects to Atari 8 Bit.
Needs no Interface. Uses SIO Port.

Manual & PS, plus ***INCLUDE FREE***
Term Program with Docs......$25 U.S.

Atari CX85 Numeric KeyPad
Plugs into Jostick Port......$8 U.S.

Atari 1010 Program Recorder
Cassette Storage, w/o PS.....$5 U.S.

Atari 410 Program Recorder
Uses standard cassette tapes
w/Built In PS.............$5 U.S.

JoySticks, makes/models
E-Mail or Call Voice for more info.
Starting at only .....$5 U.S.

All interested Parties Reply in E-Mail
to: bensmith@teleport.com or call
(503)256-9974 Anytime. Call for faster
service! Customer pays Shipping &
Handling. Feel Free to Copy this List!
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com

3179. Re: SYNCROMESH for Indus

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-10 00:00:00 UTC
From: James Bradford <sup8pdct@closer.brisnet.org.au>
Message-ID: <45dqhj$2f6@bne2.design.net.au>
Source record: 88098

ai542@FreeNet.Carleton.CA (Vince Grienti) wrote:
>
>If finally found the utility put out by Indus that activates the high
>speed option of their drive. I tried it but I have not seen any increase
>in speed. This was tested by performing sector copies with and without
>the Syncromesh utility being activated - also with different types of DOS.
>Noteably, even using DOS XL didn't provide the speed increase that was
>touted by Indus.
>
>According to what by now would be classed as "legend", the initial code
>for Syncromesh had "buggy" code, but was never rewritten.
>
>Anyone else have experiences with this utility?

Yep. i have it here (don't ask me to find it). It works great. True the rom code of syncromesh is buggy but indus got around that by downloading to the drive the code that would run syncromesh properly. The syncromesh utility disk boots dos then loades the drive with the required code. Then it works fine. Remember you must format a disk with syncromesh enabled to get the high speed.
SDX has the syncromesh code built in. The drive must be programmed every time it is turned on.

3180. Re: Iomega Zip FAQ 1.6 on WWW!

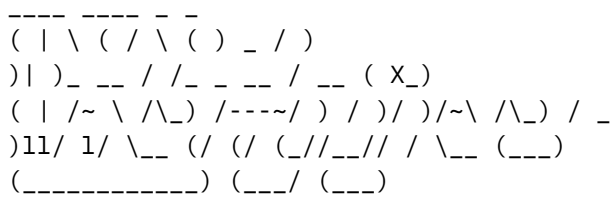
Newsgroup: comp.sys.atari.8bit
Date: 1995-10-10 00:00:00 UTC
From: jbk4@email.psu.edu
Message-ID: <45ehao$1el5@hearst.cac.psu.edu>
Source record: 88099
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.misc,comp.sys.mac.hardware.storage,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.hardware

In article <seimet.813229505@aix7.rhrk.uni-kl.de> seimet@rhrk.uni-kl.de (Uwe Seimet) writes:
> steveg@cnct.com (Just Steve) writes:
>
> >The Iomega Zip FAQ is now available on my very own home page. Sorry for
> >the extreme delay, but my regular job has been knocking me silly for the
> >past two months and I haven't had a lot of time to work on either the FAQ
> >or the web page. Current version is 1.6, but a version 1.7 is due out Real
> >Soon Now.

I missed the original post. Can you email me the site?

Thanx,

Jaeson K.
--



Jaeson Koszarsky Amiga 3000+
---------- ----------
cyberprophet@psu.edu 68040/30Mhz
jbk4@email.psu.edu 24Megs-1GIG
jason@chaos.ezgate.com OS3.1

3181. Atari 800 emulator in FTP again...

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-10 00:00:00 UTC
From: hcl5384@vaxf.isc.rit.edu
Message-ID: <45d35d$172@news.isc.rit.edu>
Source record: 88100

Hello again,

Where is Atari 800/XL emulator in FTP. I got a message, answer from someone.
BUT I deleted the message in the mail accidently. Dont mind do again?

Thanks
Hon Leung, hcl5384@alpha.isc.rit.edu

3182. Re: Where I get 800XL Emulator for PC?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-10 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <45euqt$an4@news1.halcyon.com>
Source record: 88101

In article <457v2m$56k@cnct.com>, Hon Leung <hcl5384@cnct.com> wrote:
>Where do I get 800XL emulator for PC? I can not find it? if you find it,

You can order it (PC Xformer 3.2) directly from major Atari dealers
including Toad Computers (1-800-448-TOAD). You can browse our web page
to find out more about it.

- Darek

--
==========
Darek Mihocka, god of PC Xformer and Gemulator, email:brasoft@halcyon.com
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 WWW:http://www.halcyon.com/brasoft/

3183. Re: SYNCROMESH for Indus

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-10 00:00:00 UTC
From: archone@aloha.com
Message-ID: <45dggk$4sp@news.aloha.com>
Source record: 88102

bmarcum@iglou2.iglou.com (Bill Marcum) wrote:

>I've never had an Indus drive, but did you try formatting a disk with
>Sycncromesh?

That's exactly right. You have to format the disk with the skewed
sector layout or you don't get any gains.

Overall, its probably better to use Sparta DOS X as the code is
compatible with both Indus drives and Sparta drives.

3184. Re: Berserk and Satan's Hollow?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-10 00:00:00 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <45dmge$t1j@erinews.ericsson.se>
Source record: 88103

ziggy29@rahul.net (Tim Irvin) writes:

>Scott Butler (sydtech@skypoint.com) wrote:

>[re: Berzerk]

>: This is a great port. Just like the arcade game. It even talks (although
>: the action on the screen stops during this).

>I have K-Razy Shootout; it seems like a virtual duplicate of
>Berzerk.

>Berzerk for the 8-bit has voice? I never had an 8-bit game which used voice
>until I picked up 221-B Baker Street a few months ago...

I know Berzerk has speech on the 8-bit Atari, but I have seen some
other 8-bit Atari games that have speech too:

Whomper Stomper (strange but neat game with a foot stomping ants, good speech)
Bio Defense (speech is not so clear)
Kennedy Approach (good speech)
Ghostbusters

Anders Skelander

3185. atari virtual disk editor for mac

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-10 00:00:00 UTC
From: ext287@neb.com
Message-ID: <ext287-1010951703040001@198.112.81.60>
Source record: 88104

There is a really cool freeware utility (well I like it anyway) to extract/add files to atari virtual disks (.atr) available at the Info-Mac archives.

Why is it cool? Because its for the Mac!

Try Info-Mac in disk sub-directory:

ftp://mirror.apple.com/mirrors/info-mac/disk/atari-virtual-disk-editor.hqx

3186. FS:Atari 400/800 carts

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-10 00:00:00 UTC
From: stever@on-ramp.ior.com
Message-ID: <stever.1060.00138407@on-ramp.ior.com>
Source record: 88105

FREE SHIPPING on ALL Cartridge orders OVER $30.00 - US and Canada ONLY
^^^^^^^^^ ^^ ^^^^^^
--All Prices are in US Funds. Cartridges and Prices Change WEEKLY-
--All Prices reflect a 5% DISCOUNT for CASH/Check/M.O.
--Visa/Mastercard Must add the 5% to Total
^^^^^^^^^^^^^^^
-*W A N T E D*- All Video game Magazine 1984 and before

HIGHLIGHTS: Aquarius Computer, Supercharger, FairChild Channel-F carts
^^^^^^^^^^ Coleco Driving Controller, Many Rare and E.R.s

Every cartridge below is a double from my personal collection.
I personally don't need more than ONE copy of each title, this is
why I started selling my extras on Internet since October 1994.
Am I a Dealer or a Collector selling extras, WHO CARES, You Decide,
I've got extra carts, and you need them, so E-Mail me.

This is NOT an Auction-all cartridge are sold for the price listed

ATARI 400/800 TESTED and Works

Assembler Editor $4.00
Basic Computer Language $7.00 with Box
Basic Computer Language $1.00 (6)
BasketBall $5.00
Centipede $4.00 (6)
Computer Chess $4.00
Defender $6.00 (2) ECELLENT conversion
Dig Dug $5.00 (2)
Frogger $8.00 Nice Label, Colorful graphics
Galaxian $5.00
Joust $5.00
Miner 2049er $5.00 Graphic Label
Miner 2049er $7.00 Silver TEXT Label
Missile Command $3.00 (2)
Missile Command $3.00 in Pole position case
Missile Command $3.00 in Bounty Bob case
Monkey Wrench II $6.00
Pac-Man $3.00 (5)
Star Raiders $5.00 (3)
Super BreakOut $3.00 (2)

All Carts are sold as Working conditions Only, If you have
a concern of the Labels Condition Please ask first.

Shipping and package ADD $1.50 for 1st Cart then .50c for
each after that. >MAX. of $3.00 Postage on Carts<
All Boxes/carts will be mailed immediately after money is recieved!
FAST turn around time on ALL orders.
After I tell you that I've got you down for any certain cart,
you will have 'SEVEN' days to have a check, money order or Cash
to me before the cart goes back on sale again.
If my cartridge count was wrong and I am OUT of the cartridge you
ordered, I will E-mail you to see if you want a REFUND or
a Second Choice-This RARELY happens.

E-mail: Stever@on-ramp.ior.com
http://www.ior.com/~stever (Classic Cart Web Page)
Call: Prowler's DOMAIN bbs 509-327-8922 6-lines 10.0+GIGS
Contact: Night Prowler

Stever@ior.com
Classic Cartrige Web Page - http://www.ior.com/~stever
Author of the PEKINGESE.FAQ e-mail for your copy
E-mail for Complete Price/Trade list of CLASSIC Videogames

3187. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-11 00:00:00 UTC
From: kdegroff@rainbow.rmii.com
Message-ID: <45fa3d$ck8@natasha.rmii.com>
Source record: 87909

craig.s.thom@genie.com wrote:

: I'm considering setting up the Amiga, though, for a real 80 column screen.
: FlickerTerm is ok, but not the clearest of displays.

If you want a clearer display, try Ice-T with a monochrome monitor or B&W TV. It is quite sharp and no flicker. You need XE banks though, as it uses more than 64 k. I have a small 12" monochrome monitor set up next to my color monitor with a switch to select one or the other.

--- Kent

3188. A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-11 00:00:00 UTC
From: gbloose@glo.be
Message-ID: <199510111110.KAA09877@world.glo.be>
Source record: 87910

Jeff Potter <potter> wrote:

>Heck, all I've ever owned is classic Ataris. [text deleted] So I do
>all my word processing, spreadsheet analysis, and programming on an old
>800XL.

REALLY????

I have Visicalc, Atariwriter+ and Synbase Plus which covers most of the
serious things you do at home. But on a 40 column screen and slow floppies
it's really a pain.
In Visicalc you could see at most 4 columns on your screen.
Word processing _needs_ 80 columns!
Once I entered a 500 record database in Synbase. The first 200 record went
well. but then, each time I enterd 10 records or so, I had to wait several
minutes before I could go on entering.
No, my 130XE is only for gaming. For the serious stuff I moved to an 1040STF
which I upgraded to 3 Meg and I added a removable Syquest 270 MB harddrive
(14 ms access time!)

But I _loved_ my first ATARI 400 and programming in assembler !!! Perhaps
that's why I never sold my stuff and kept everything.

-Geert

3189. mouse

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-11 00:00:00 UTC
From: darren@ozonline.com.au
Message-ID: <45g7o9$7gv@budapest.ozonline.com.au>
Source record: 87911

Does anyone have an Atari mouse 4 sale?
darren@ozonline.com.au

3190. Re: Professionally produced SIO2PC devices - Lets do it

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-11 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <146683@cup.portal.com>
Source record: 87912

Steve, I think he was refering to the 1 chip MAX232 version. I believe the DOCs for it are in the 3.17 version for sure.
BTW: I've only had one cable where somebody reported they thought it had failed. It happened to be a 4049 version & as soon as I hooked it up, it worked fine. There is just nothing in there to burn out with the componets that are in it without putting it together wrong. It's somewhat academic since I wouldn't advise anyone to make a 7400 (or 4049) version vs the 1489 version, but IMO: Problem is with the kit builders vs any design. Since software started sucking talent from soldering the ability level of kit builders has dropped. I would love to hear from anybody with a failed cable or kit & would fix it for them for postage *but* there will probably be a post in the sig from me on just what was wrong with the cable. I know you're thinking about doing a kit form. I was lurking during a conversion between two people in the industry & the more experienced one was saying stuff like, "Price your kits so high... Up front make the cost of a kit + repairs so high people will opt for the finished... you'll lose money if you price kits with normal markup because of returns.." It was really a frightening experience<g>!
Understand, I am behind your efforts for two reasons.
1) High quality SIO2PC cables for those who can't make them.
2) Offering kits! People learning how to solder can only help!
Once again, the TTL & CMOS versions of the cale only have 1 input from the IBM serial port. This is run through a resistor so the amount of current you could get through it is less then 1 mamp! This is not mear enough current to burn something out even in a dead short. The circuitry I put off the TTL logic is an approximation of what's on a 1489 if you have the data sheets.
Rick

3191. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-11 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510101aca1d79feaca@[137.22.11.55]>
Source record: 87913

[Kent recommends Ice-T]

A quick note on Itay Chamiel's shareware Ice-T: While version 2.0 requires more than 64K, version 1.1 works just fine in just 64K.

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

3192. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-11 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510102aca1d91c4457@[137.22.11.55]>
Source record: 87914

Geert writes:

>Word processing _needs_ 80 columns!

That's why I use AtariWriter 80. :)

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

3193. WTB: BobTerm on 5.25" Atari 1050 readable disk.

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-11 00:00:00 UTC
From: wcm1@cornell.edu
Message-ID: <wcm1-1110951307290001@128.84.239.138>
Source record: 87915

```
Hello there...can ANYONE supply an uncorrupt copy of BobTerm on 5.25"
Atari 1050 readable disk in a reasonable time at reasonable cost? If so,
reply to wcm1@cornell.edu. Tnx. Bill.
```

3194. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-11 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <45hgo9$q2v@charm.magnus.acs.ohio-state.edu>
Source record: 87916

In article <v01510102aca1d91c4457@[137.22.11.55]>,
Michael Current <mcurrent@carleton.edu> wrote:
>Geert writes:
>
>>Word processing _needs_ 80 columns!
>
>That's why I use AtariWriter 80. :)

Funny, that's the part of his post I disagreed with most!

Words don't need 80 columns unless you're simultaneously worrying
about the way things look on an 80-column screen. And unless you're
trying to use Turboword80 (what a horrible name for a slow program!),
word processors don't require much speed.
I used my 1200xl and Atariwriter(+) for all my word processing until
just a couple years ago.

I started moving away from doing serious work on the 8 bit about 3
years ago, when I needed to print graphs of my spreadsheet results.
Visicalc wouldn't do it, and I couldn't find anything that could give
the quality I wanted.
Then I needed 80 columns, not for word processing, but for modeming.
Ice-T and Flickerterm weren't around, and the other options either
wouldn't do vt100 (Bobterm w/XEP80) or couldn't keep up with my
2400bps modem (kermit and others). For a while I was bouncing between
BT and kermit depending on what I was doing.

After that the driving forces became disk size/speed and compatibility
with the rest of the world. As an engineering student, I finally
needed something more. I decided it would be better to pay the extra
money for both, rather than get a black box and just get one of those
attributes.

Now when I get time to do Atari work, it's usually to try to smooth
the compatibilty problems between Atari and the rest of the world.

(Now Unix is my first choice of systems, but the Atari sure isn't just
for games!)
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

3195. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-11 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <BrBhnlj.ransom22@delphi.com>
Source record: 87917

Globe Internetworking bvba <gbloose@glo.be> writes:

>Jeff Potter <potter> wrote:
>
>>Heck, all I've ever owned is classic Ataris. [text deleted] So I do
>>all my word processing, spreadsheet analysis, and programming on an old
>>800XL.
>
>REALLY????

Heh. Far be it from me to tell you what computer you need, but yes,
indeed, there are some of us who use /only/ the Classic Atari for our
home computing needs.

>I have Visicalc, Atariwriter+ and Synbase Plus which covers most of the
>serious things you do at home. But on a 40 column screen and slow floppies
>it's really a pain.

(Where Synbase Plus = SynFile+, I assume.)
Visicalc isn't exactly the latest spreadsheet program for the Atari,
though. Heck, I use SynCalc to do my home spreadsheets and have no problem
with it. That's probably because, 1) my home spreadsheets are rather
small - maybe 12 columns by 25 rows or so at most, and 2) I'm used to
scrolling around spreadsheets because at work, even with Windows' scaleable
fonts, I have to scroll around the HUGE sheets we have there (or put them
in tabs and flip back and forth, which is about the same) (one of our
spreadsheets is 32 MB).
For word processing, it really isn't necessary to see 80 columns
all at once. I just set up AtariWriter to allow for 80-column lines and
let it scroll as I type (ie, 40 columns visible at once, 80 columns total).
For database management, i use SynFile+. It works for my
databases of Traveller materials (an RPG with hundreds of supplements, books,
adventures, etc.), CD's, and Atari programs/hardware. Granted, I don't
do any single database as big as the 800 record one you spoke of, but
in my experience Synfile+ hasn't slowed down very much at all when entering
records.

>In Visicalc you could see at most 4 columns on your screen.

Depends on how big you make your columns, don't it? :)

>Word processing _needs_ 80 columns!

See above for the answer to this.

>Once I entered a 500 record database in Synbase. The first 200 record went
>well. but then, each time I enterd 10 records or so, I had to wait several

>minutes before I could go on entering.

Oop. i mis-remembered. only 500 records? Hmm. Well, even so,
my largest is only perhaps half that big.
But then, how many people need 500 record databases at home?

>No, my 130XE is only for gaming. For the serious stuff I moved to an 1040STF

Only for gaming, eh? Well, at least that's something.
It is possible, and even desireable (at least to some of us) to use
the Atari for such serious applications as word processing, database
management, spreadsheet analysis, graphics production, telecommunications,
programming, and music composition.
The Atari 8-bit line of computers, as always, is far more than
a games machine.

-Joe
--
_____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3196. Re: Iomega Zip FAQ 1.6 on WWW!

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-11 00:00:00 UTC
From: steveg@cnct.com
Message-ID: <steveg-1110952340270001@192.0.2.1>
Source record: 87918
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.misc,comp.sys.mac.hardware.storage,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.hardware

In article <seimet.813229505@aix7.rhrk.uni-kl.de>, seimet@rhrk.uni-kl.de
(Uwe Seimet) wrote:
> Isn't there sill any information about how to change the write protection
> status of ZIP media?

Yes. Use Zip Tools. This is rather clearly stated in the Zip documentation.

- -
steveg@cnct.com Keeper of the Iomega Zip FAQ
http://cnct.com/home/steveg http://cnct.com/home/steveg/zip.html
---

3197. FS: Classic 8 Bit Atari HardWare: Listed Catalog!

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-11 00:00:00 UTC
From: Terry.Streeter@flight.org
Message-ID: <446_9510120106@flight.org>
Source record: 87919

Hello;
would like to buy the indus GT.
I7ll give ya a call right away.
---------- -//- ----------
Internet: Terry.Streeter@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3198. Atari 8-bit CD

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-11 00:00:00 UTC
From: "Ernest.R.Schreurs" <ernest@pi.net>
Message-ID: <45hc0p$kff@neptunus.pi.net>
Source record: 87920

We have been working on creating a CD for the Atari 8-bit for about two years now. We plan on producing a very limited quantity by mid October. Does a CD for the 8-bit make sense? It sure does.
What we are doing is collecting all the public domain and shareware programs that we can put our hands on. Then, we use SIO2PC to create disk images of them. Thus, all disks are converted to the ATR file format used by SIO2PC. By now, we have some 1500 disk sides converted this way. Now all we have to do is put these on a CD, and guess what? If you have a CD-Rom player on your system you can choose from 1500 disk images to load into SIO2PC, APE, or better yet straight into the PC-Xformer or ST-Xformer. (In order to support the ST-Xformer, we will have to store all images in the XFD format too, but what the heck, lots of space on a CD).
We hope to have the umich archive converted into ATR files too before we start producing the CD's. Since the CD's will be produced on a CD-writer, quantity will be limited by time, it takes a couple of hours to burn one CD, and we have to burn each CD individually.
Anyway, now here is our question. We currently have no plans yet to sell these CD's anywhere but here locally, in the Netherlands, and Germany. We were wondering how many of you out there in Cyberspace would be interested in this CD? We think the CD would cost between US $30 and US $35, plus shipping. We are not yet taking orders, but if enough people respond, maybe we will be persuaded to work something out to make these CD's available to everyone. The major problem holding us back is the method of payment, since I believe in the U.S. it is illegal to send money in an envelope.
Post your reaction or send an E-mail to ernest@pi.net

3199. Re: "Now defunct videogames manufacturer"

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-11 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <BnHDvPr.ransom22@delphi.com>
Source record: 87921

John D Harris <jharris@cup.portal.com> writes:

>Very soon now, having a Jag will be a 'good thing'. I've seen many of the
>projects that are in development, and it looks like the Jag will be
>getting some very cool stuff. I hope most of it comes out before the end
>of the year, but I'm afraid that some of these titles will miss the
>window of opportunity. Anyway, be patient a little while longer, and you
>should have a happy Jag. It's taking a long time for people to learn how
>to program this machine, but it really is much different from the others.

I'm glad to hear it.
Although, BusinessWeek (a magazine I respect quite a bit more than
Newsweek) had an article this week about the latest gaming systems. They
not only gave some rudimentary stats (price, add-ons available, etc.), they
also played them and let some kids play them. They had lots of good stuff
to say about 3D0, Sega Saturn, and Sony Playstation. About Atari, it was
mostly negative. Among the negatives were the lack of cartridges, the
lack of a built-in CD player (although it was noted that a CD player is
available now), and Atari's "spotty marketing history," which was cited
as a reason for the dearth of carts.
On top of all that, the Jag CD unit that was sent to Businessweek
by Atari /did not work/! Sending faulty product to such a prominent,
respected business magazine is /not/ good.
Fortunately, few videogame players read this mag, so maybe
Atari can still get people on their bandwagon. But, the folks who run
the companies who make carts probably do read Business Week, and this
may give them pause...

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3200. Re: Autoduel for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-11 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <BvGAXnl.ransom22@delphi.com>
Source record: 87922

Michael Current <mcurrent@carleton.edu> writes:

>>Does anyone have Autoduel? Does it work on an 800 or does it
>>require an 800xl? My buddy has the original box & disks and it
>>says something about being special new xl disks...
>
>I don't have it, but I believe Autoduel requires a 64K XL/XE, i.e., it
>wouldn't work on an 800.

I didn't know Autoduel had come out for the Atari 8-bit! Hmmm...
I'll have to try to find that.
I wish Earth Orbit Stations (Electronic Arts), B.O.L.O., and
Sabotage (all Apple][games I enjoyed) had come out for the Atari8.

-Joe
--

Joseph E. Walsh | Atari 8-Bit Computer User and Programmer Since 1983.
Ransom22@Delphi.com | Classic Traveller Enthusiast Since 1984.
(Stuck in the 80's) | MicroSoft-Free And Loving It!

3201. FS/T: Atari 8-bit software and hardware

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-12 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <45iheq$5bk@ixnews2.ix.netcom.com>
Source record: 87923

updated 10/12/95

I have the following Atari 8-bit software and hardware for sale or
trade.

Everything is sold as is. Unless specified, all items have been
tested and are in perfect working order.

Buyer has ten (10) days to send payment, and pays all shipping
costs, which will be sent via U.S. Postal Service. The shipping
cost depends on both the weight of the package and the distance
that it is traveling. Buyer has the choice of either first class
or parcel post (which is slower, but cheaper).

Payment must be made in U.S. funds, by either check or money order,
drawn from a U.S. bank branch. Canadian buyers must send a Canadian
Postal Money Order, payable in U.S. funds. This is the only way I
have found to deal with my friends to the north (my bank is very
picky, but the U.S. Post Office will cash a Canadian Postal M.O.)

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 6.00 ATARIWRITER
$ 6.00 BASIC
$ 6.00 GALAXIAN
$ 7.50 LETTER-GO-ROUND (Sesame Street) [CBS Software]
$ 6.00 MISSILE COMMAND
$ 5.00 PAC-MAN
$ 5.00 STAR RAIDERS

****

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they

are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7, plus tax. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully.

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 600XL COMPUTER with original power supply, and RCA cable.

I will also throw in a second ATARI 600XL (haven't checked it out yet, so I don't know if it works or not), FREE.

This is a complete system, except for RF switchbox.

$25.00

*****

LOT #2

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply, and RCA cable.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox.

$45.00

*****

LOT #3

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 65XE COMPUTER with original power supply, and RCA cable

This is a complete system, except for RF switchbox.

$35.00

*****

LOT #4

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 130XE COMPUTER with original power supply, and RCA cable.

This is a complete system, except for RF switchbox.

$59.00

*****

LOT #5

ATARI 1050 (127K) DISK DRIVE, with original power supply, and
one (1) Molex connector cable.

$39.00

*****

LOT #6

ATARI 1050 (127K) DISK DRIVE, with one (1) Molex connector cable.

This disk drive doesn't include the power supply.

$34.00

*****

To reserve an item listed here, please contact me.

Michael J. Novak Jr.
VGA2000@ix.netcom.com
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. !! BUYING/SELLING/TRADING: 3DO, Atari Lynx, Atari
Video Game Advantage !! Jaguar, NES, Nintendo Game Boy, Super Nintendo,
6861 Anthony Lane !! Sega Saturn, Sega Genesis, Sega CD, Sega 32X,
Parma Hts., OH 44130 !! Sega Game Gear, SMS, Sony Playstation, Turbo
(216) 843-8815 Voice !! Duo, Classic systems, and 8-bit computers!
!!!!!!!!!!!!!!!!!!!!!!! ** Over 2 years on the Internet! **
Now on the WWW at http://www.io.com/~vga2000/
For current list, or to be placed on my e-mail list, please leave E-Mail at:
VGA2000@ix.netcom.com OR VGA2000@io.com OR dw901@cleveland.freenet.edu

3202. CX8139 disk for CX85 keypad

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-12 00:00:00 UTC
From: mpook@freenet.npiec.on.ca
Message-ID: <DGCBoC.Cu1.0.freenet@freenet.npiec.on.ca>
Source record: 87924

I was backing up some of my original disks the other day and
accidentally erased both the original and backup of this disk;

-----The Atari CX85
-----Numerical Keypad Handler
-----Master Program Diskette
-----CX8139 (c)1982 Atari, Inc.
-----All Rights Reserved.

I have an archive of the files on the disk, but unfortunately
I do NOT have an DISKCOM of the BOOT VERSION of the CX85 handler.

I would appreciate it if someone would make a DISKCOM of the CX85
disk and attach the file CX8139.DCM to an E-Mail message to me.

--
Michael Bernard Pook TEL 905-684-9563 FAX 905-988-1137
#22-68 Louth Street, St. Catharines, ON L2E 3X2 Canada
Post Office Box 2274, Niagara Falls, NY 14302-2274 USA
Internet Electronic Address: <mpook@freenet.npiec.on.ca>

3203. Re: 6502 wishful thinking

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-12 00:00:00 UTC
From: brat@interlog.com
Message-ID: <45jb1r$gjk_001@brat.interlog.com>
Source record: 87925

In article <mfe-1210950057590001@dialup-c7.cis.ufl.edu>,
mfe@cis.ufl.edu (Michael Ellis) wrote:
>Who decided to leave the PHX, PLX, PHY, and PLY out of the original
6502
>instruction set?

I seem to remember reading somewhere that the customized version of the
6502 used in the Commodore machines had these instructions.

Bernie

Bernie Rataj brat@interlog.com qth://toronto.on.ca
Member: Ontario DX Association

3204. 6502 wishful thinking

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-12 00:00:00 UTC
From: mfe@cis.ufl.edu
Message-ID: <mfe-1210950057590001@dialup-c7.cis.ufl.edu>
Source record: 87926

Here's my thought for the day:

Who decided to leave the PHX, PLX, PHY, and PLY out of the original 6502 instruction set?

These simple instructions really don't seem like too much to ask for.

Oh well...

-Michael Ellis

3205. Rails West

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-12 00:00:00 UTC
From: dglick@sedona.net
Message-ID: <dglick.2.307CAD3B@sedona.net>
Source record: 87927

Does anyone remember a game called Rails West for the Atari 800XL? It was about building railraods in the late 1800's and creating a financial empire. If you have, and you can, please point me in the right direction for similar software for the IBM (DOS or Windows).

Thank you!

Dave

##
** "In every silver lining there is a cloud." :) **
** **
** **
** **
** Mail: 140 South Main St. Cottonwood, Az. 86326 **
** E-Mail: DGlick@Sedona.Net **
##

3206. Re: Atari 8-bit CD

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-12 00:00:00 UTC
From: Christopher Brett Strong <strong@cadesm79.eng.utah.edu>
Message-ID: <Pine.SOL.3.91.951012094454.3342A-100000@cadesm79.eng.utah.edu>
Source record: 87928

> these CD's available to everyone. The major problem holding us back is
> the method of payment, since I believe in the U.S. it is illegal to send
> money in an envelope.

Hi there (again).

I think it would be a wonderful idea, plan on selling me one.

It is not illegal to send money in the US to the best of my knowledge
(although it may be, now days...they are passing a bunch of laws to
"prevent drug transactions", etc), but there is a fairly good chance of
getting it stolen, as many of our postal workers are on the low end of the
scale (they are murdering each other).

The more CD's available for the Atari, the better!

\ oo Christopher B. Strong InterNet STRONG@EE.UTAH.EDU
____|\mm
//_//\ _\ decRAD: CSTRONG CADE: STRONG@ENG
/K-9/ \/_/
/___/_____\

"If the mean don't get you, the variance will." -- James 1. Rieger

3207. Re: SYNCROMESH for Indus

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-12 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.951012084556.4240B-100000@moose.erie.net>
Source record: 87929

On 10 Oct 1995, James Bradford wrote:

> ai542@FreeNet.Carleton.CA (Vince Grienti) wrote:
> >
> >If finally found the utility put out by Indus that activates the high
> >speed option of their drive. I tried it but I have not seen any increase
> >in speed. This was tested by performing sector copies with and without
> >the Syncromesh utility being activated - also with different types of DOS.
> >Noteably, even using DOS XL didn't provide the speed increase that was
> >touted by Indus.
> >
> >According to what by now would be classed as "legend", the initial code
> >for Syncromesh had "buggy" code, but was never rewritten.
> >
> >Anyone else have experiences with this utility?
>
> Yep. i have it here (don't ask me to find it). It works great. True the rom code of
> syncromesh is buggy but indus got around that by downloading to the drive the code
> that would run syncromesh properly. The syncromesh utility disk boots dos then
> loades the drive with the required code. Then it works fine. Remember you must
> format a disk with syncromesh enabled to get the high speed.
> SDX has the syncromesh code built in. The drive must be programmed every time it is
> turned on.

Yes, I've been very happy with Synchromesh on my Indus also, but
the driver only works with DOS XL. I know SDX supports Synchromesh, but
I really wish there was a Synchromesh driver that worked with the disk
baased versions of SpartaDOS. I prefer SpartaDOS to DOS XL, but I hate
giving up the speed of Synchromesh!

3208. IBM Reads Atari disks!

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-12 00:00:00 UTC
From: tclark22@aol.com
Message-ID: <45j45f$27k@newsbf02.news.aol.com>
Source record: 87930

Is it true that you can read Atari files with an IBM disk drive?

3209. Re: "Now defunct videogames manufacturer"

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-12 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <h7GDPLu.ransom22@delphi.com>
Source record: 87931

<Rick_Michael_Cortese@cup.portal.com> writes:

>You know Joe, Atari did about the same thing with the ST when they sent it
>to BYTE to be reviewed by Jerry Pornelle. He still gave it a somewhat
>favorable review, but the tone of it was something like, "This feature
>would probably be nice if I could see it." Nice to know success hasn't
>changed them<g>.

Unbelievable!

>Just my opinion as a parent/uncle. There's an upper limit to what you'll
>pay for a xmas present. For something like a video game consol you usually
>justify it by saying, "It's for the family" that gets the amount of money
>you're willing to spend on a single item to $80 to $200 range. Women/wives
>also do *most* of the xmas shopping so it comes down to this: It doesn't
>matter if a consol has 1 gig of ram, CD ROM, 20 games bundled with it,
>SVGA graphics, ... for $201! It will be overpriced for a xmas/birthday

In my own experience as a gift giver and as a recipient of such
gifts when I was younger, what you say is true. In our family, we set
a limit of $50 per gift to all non-direct relatives (if that is the
proper term - ie, brothers, sisters, parents, children get more spent on them
than do cousins, in-laws, neices, nephews, etc.). This not only rules
out videogame consoles, it rules out most game carts these days!
And as you said, even in the case where "It's for the family," the
amount spent on a single present is rarely more than $200.
So, mebbe Jag has a chance.

>like Saturn & Playstation come out. I hope your subscription to Business
>Week doen't run out before the results of the xmas season are in <G>.

Nah. I have a two-years subscription. I love that magazine. :)

-Joe
--
Joseph E. Walsh | Atari 8-Bit Computer User and Programmer Since 1983.
Ransom22@Delphi.com | Classic Traveller Enthusiast Since 1984.
(Stuck in the 80's) | MicroSoft-Free And Loving It!

3210. Re: Iomega Zip FAQ 1.6 on WWW!

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-12 00:00:00 UTC
From: mlong@fmci.com
Message-ID: <mlong-1210952128370001@sl02-001.sunbelt.net>
Source record: 87932
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.misc,comp.sys.mac.hardware.storage,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.hardware

In article <seimet.813229505@aix7.rhrk.uni-kl.de>, seimet@rhrk.uni-kl.de
(Uwe Seimet) wrote:

> >The Iomega Zip FAQ is now available on my very own home page. Sorry for
> >the extreme delay, but my regular job has been knocking me silly for the
> >past two months and I haven't had a lot of time to work on either the FAQ
> >or the web page. Current version is 1.6, but a version 1.7 is due out Real
> >Soon Now.

Did I miss something? Like maybe the web address?

- -
Michael Long mlong@fmci.com Rock Hill, SC
- -
Fort Mill Communication, Inc. Sunbelt.Net Technical Support
- -
This message is written by Michael Long and has absolutely nothing to do with the opinions,
views, or official information of Paramount Parks and Paramount's Carowinds.
- -

3211. Re: 6502 wishful thinking

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-12 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hZFjPfr.ransom22@delphi.com>
Source record: 87933

Michael Ellis <mfe@cis.ufl.edu> writes:

>Here's my thought for the day:
>
>Who decided to leave the PHX, PLX, PHY, and PLY out of the original 6502
>instruction set?
>
>These simple instructions really don't seem like too much to ask for.
>
>Oh well...

I have pondered this, too, now that I am programming in assembler.
It seems a rather obvious thing to put in there. And it's such a bother
to move the value to the accumulator, /then/ put it on the stack.

-joe
--

Joseph E. Walsh | Atari 8-Bit Computer User and Programmer Since 1983.
Ransom22@Delphi.com | Classic Traveller Enthusiast Since 1984.
(Stuck in the 80's) | MicroSoft-Free And Loving It!

3212. Video switchbox

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-12 00:00:00 UTC
From: cmwagner@gate.net
Message-ID: <45jroa$1304@news.gate.net>
Source record: 87934

I am looking for some sort of video switchbox, with various inputs and one or two types of output, what the device does is takes the various inputs (stereo AV jacks, RF modulated composite, 75 ohm coax) and allows you to select which input you want to go on the output, which would be stereo AV jacks or 75 ohm coaxial. Has anyone heard or seen of such a device? If not, I need to find circuits that will convert the three various signals into a common signal, I need to know how to seperate all of the lines, demodulate, etc all of the signals into stereo AV jacks, specifically for coaxial and RF modulated composite signals. I have alot of various devices that I use on my TV set, several game systems, VCR, etc... and since my setup is so odd I cannot use my VCR and my Sony PlayStation at the same time (they are both fed in the stereo AV jacks), and the video quality is also degraded for every device I have connected via a serial coaxial line. So this is my best solution, and it is something that will work for me. Any help will be greatly appreciated, direct me to books, people, companies, anyone...

3213. Free Atari for postage

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-13 00:00:00 UTC
From: Wayne Champlin <champlin@groucho.bsn.usf.edu>
Message-ID: <45ke6o$eer@mother.usf.edu>
Source record: 87935

I have:
Atari 800
810 drive
410 tape
Gemini 10X printer
lots of disks
several tapes
a couple of cartriges (basic, bounty bob)
original VISICALC
Wico (2) joysticks
lots of copied documentation.
all boxed and ready to go - last person who wanted this failed to send me postage in advance (that's all I ask).

Free to anyone who will pay postage. It goes in the garbage (I am moving) if I don't hear from a serious person soon.

The estimated cost to Miami from Tampa was $18 UPS or Parcel Post $57 1st class. I have done all the leg work, I am not going to stiff someone. Anyone who wants to call and talk about it, (813)654-3599.

Wayne Champlin

3214. Antic Music Processor

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-13 00:00:00 UTC
From: lhaus@Mail.ff.cc.mn.us
Message-ID: <9509138136.AA813601629@Mail.ff.cc.mn.us>
Source record: 87936

Hi,
I was wondering if anyone has run the ANTIC MUSIC PROCESSOR on an
8-bit ATARI emulator.
Is the registered version required to achieve total success or will
the shareware version perform adquetly?

While I'm here, is there a easy to set up and run ATARI BBS program in
the public domain? My Hardware consists of a ATARI SX 1200 baud direct
connect modem, 1200 XL with 64 K and an 810 drive,
I have lots more hardware but I don't need an elaborate BBS.

Thanks.

3215. SIO2PC, SIOCOPY, and maybe one day SIO2MAC?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-13 00:00:00 UTC
From: ext287@neb.com
Message-ID: <ext287-1310951427080001@198.112.81.60>
Source record: 87937

The UMICH archives contain an intesting program known as SIOCOPY that has a simpler interface cable then SIO2PC, and supposedly transfers files off an 810 drive direct to PC via parallel interface.

First off has anyone built/tested the SIOCOPY program and cable? If so are the disk images created compatible with Xformer?

Secondly, since Rainbow has now appeared, is anyone willing to write an SIO2MAC script - so one could do all their file transfers purely on a Mac platform?

3216. sv-318 - spec.txt [1/1]

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-13 00:00:00 UTC
From: multiost@telepost.no
Message-ID: <45mggj$s3f@nms.telepost.no>
Source record: 87938

```
Wanted Wanted Wanted Wanted

To my SV 318 (Spectravideo)

SV-701 Modem Cartridge
SV-805 RS-232 Cart.
SV-806 80 Column cart.
SV-802 Centronic interface cart.
SV-803 16K Ram cart.
SV-807 64K Ram cart.
SV-801 Disk Drive cart.
SV-601 Mother Board Expander (7-slots)
SV-902 5 1/4 Floppy Disk Drive

I do pay cash
```

3217. One more chance. :)

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-13 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <45m8pl$ab@link.xs4all.nl>
Source record: 87939

```
k >From: kendrick@zippy.sonoma.edu (William Kendrick)
k >Subject: One more chance. :)
k >Date: 23 Sep 1995 20:20:51 GMT
k >
k >In case you ignored it last time, if you have Web access, PLEASE check out
k >my in-progress work on plans for an X-Window-like server setup for the Atari
k >8bit.
k >
k >URL: http://zippy.sonoma.edu/ kendrick/nbs/ados
k >
k >Thanx!! (plea plea plea)

Sorry Bill

A) don't have full internet access

B) do they have teletext in the USA (textpages they send along with the TV
signal)? Well, all of Europe has this. We had NBC Super Channel overhere
and they had a couple of teletext pages that told us how to get all kinds
of things via Email. Unfortunately the swap a new private Dutch TV station
in and NBC super Channel out. (not only do I have to miss these pages, but
I also have to miss REAL Personnal with Bob Berkovits (or whatever) and ever
lust-full looking Dr. Joyce Brothers. :-) )

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS and if I had access, I probably wouldn't understand a thing. I only
finished two programs in all the time I own my 130XE (since it became available
overhere)

---
* PabQwk 2.0 *
```

3218. ATARI software for sale?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-13 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <45m8pl$ad@link.xs4all.nl>
Source record: 87940

```
s >From: s001919x@ypserv.rz.fhtw-berlin.dein.de!fhtwbln!news
s >Subject: ATARI software for sale?
s >Date: 22 Sep 1995 19:41:25 GMT
s >
s >Hi folks!
s >
s >As a new member of the Internet community, I try to find a distribution site
s >old atari-8-bit games. Especially I'am searching for the whole "Alternate Rea
s >story for about 6 years without getting any clue, where to get ist.
s >Does anybody know a site where you can order old atari games and pay per visa
s >I would greatly appreciate any advice.
s >
s >Please mail to: s001919x@ypserv.rz.fhtw-berlin.de
s >
s >Regards, Rene

try American Technavision. They have both the dungeon and the city for $5 each

rmax99@ix.netcom.com

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3219. Re: IOMega Zip drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-13 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <45m912$ce@link.xs4all.nl>
Source record: 87941

s >From: steveg@cnct.com (Just Steve)
s >Subject: Re: IOMega Zip drive
s >Date: Fri, 22 Sep 1995 20:07:19 -0400
s >
s >> I think it said something like $200 for the external drive and $25 per cart
s >
s >It's more like $200 for the drive and $15-$20 per cart, depending on
s >quantity purchased (10+ carts at a time is $15 per cart).

How much do they each weigh? I've heard about prices like 500 guilders overhere (they will become available next week. If the sales dudes didn't lie to me a couple a weeks ago). Even if the exchange rate goes up to fl.1.75 per dollar, US$200 is still only 350 guilders. And the carts would cost 50 guilders.

s >> Can I use an internal???
s >
s >No internal Zip drives are being sold yet, and it's not advisable to
s >remove the Zip drive from the external case.

Atleast this means that I don't have to tell the bozo that their are other interfaced than those PC-busses.

s >I've gotten it to work under SpartaDOS with a borrowed Black Box.

Is it just like using a standard hard drive or did you have to do certain things to get the ZIP drive to work?

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS should I decide to order drive and carts in the USA, where can I get them via mail order? How do these things get their power?

---
* PabQwk 2.0 *

3220. MU-XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-13 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <45m912$cg@link.xs4all.nl>
Source record: 87942

k >From: kendrick@zippy.sonoma.edu (William Kendrick)
k >Subject: Re: Interesting Atari 8-bit Ideas
k >Date: 23 Sep 1995 20:02:02 GMT
k >
k >I take it NOBODY even CARES about this idea, as I've received absolutely
k >NO response to my post?
k >
k >I suppose if I would have claimed to be able to do this on a stock 64K
k >800XL... or if I said that I would be releasing it with pirated games
k >built in, then I would have receive many replies...
k >
k ><sigh>
k >
k >Anyway, forgetting the rest of you folks,
k >
k > (1) How much are MUX setups going for these days
k > (2) When is MIO2 gonna be out
k > or How much are the last BlackBox setups going for?

Howdy Bill

Their are two scenario's I could come up with that I'd like that use MUX's to
speak to each other:

A) 1 XE running BobTerm/Zmodem to get a QWK package.
(1 XE running UnARC to turn an QWK package into *.DAT files)
1 XE to run whatever software, since the two things above take much time
bore the hell out of me.
(1 XE to create the .NDX file PabQWK needs)

computers within brackets are optional. Coincidentaly I have 4 XE's, but
my second XEGS was DOA and still is. I guess the above wouldn't really
work because of too much disk access (maybe with a Hard Drive???) and
one looses the RS232 port of the BlackBox when MUXing.

B) Multi screen, multi computer game. You get "surround vision".

In the March/April 1995 issue of Atari Classics was a CSS ad. No BB's
mentioned. MUX (1 master/2 slaves (sounds kinky, doesn't it?)) sells for
US$ 149.95. Extra slaves are $49.95 each. Add shipping ($5 in the USA).

Don't know about MIO2's. Contact Bob Puff on those BB's

76702.1076@compuserve.com

If you do, please mention that we need MyDOS 4.60 and BobTerm XE....

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3221. One more chance. :)

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-13 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <45m912$ci@link.xs4all.nl>
Source record: 87943

```
k >From: kendrick@zippy.sonoma.edu (William Kendrick)
k >Subject: One more chance. :)
k >Date: 23 Sep 1995 20:20:51 GMT
k >
k >In case you ignored it last time, if you have Web access, PLEASE check out
k >my in-progress work on plans for an X-Window-like server setup for the Atari
k >8bit.
k >
k >URL: http://zippy.sonoma.edu/ kendrick/nbs/ados
k >
k >Thanx!! (plea plea plea)

Sorry Bill

A) don't have full internet access

B) do they have teletext in the USA (textpages they send along with the TV
signal)? Well, all of Europe has this. We had NBC Super Channel overhere
and they had a couple of teletext pages that told us how to get all kinds
of things via Email. Unfortunately the swap a new private Dutch TV station
in and NBC super Channel out. (not only do I have to miss these pages, but
I also have to miss REAL Personnal with Bob Berkovits (or whatever) and ever
lust-full looking Dr. Joyce Brothers. :-) )

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS and if I had access, I probably wouldn't understand a thing. I only
finished two programs in all the time I own my 130XE (since it became available
overhere)

---
* PabQwk 2.0 *
```

3222. ATARI software for sale?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-13 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <45m913$ck@link.xs4all.nl>
Source record: 87944

```
s >From: s001919x@ypserv.rz.fhtw-berlin.dein.de!fhtwbln!news
s >Subject: ATARI software for sale?
s >Date: 22 Sep 1995 19:41:25 GMT
s >
s >Hi folks!
s >
s >As a new member of the Internet community, I try to find a distribution site
s >old atari-8-bit games. Especially I'am searching for the whole "Alternate Rea
s >story for about 6 years without getting any clue, where to get ist.
s >Does anybody know a site where you can order old atari games and pay per visa
s >I would greatly appreciate any advice.
s >
s >Please mail to: s001919x@ypserv.rz.fhtw-berlin.de
s >
s >Regards, Rene

try American Technavision. They have both the dungeon and the city for $5 each

rmax99@ix.netcom.com

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3223. Re: ATARI equipment MUST

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-13 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <45m913$co@link.xs4all.nl>
Source record: 87945

n >Subject: Re: ATARI equipment MUST SELL!!
n >From: nltd@grove.iup.edu
n >Date: Mon, 25 Sep 1995 02:17:17 GMT
n >> ATARI Equipment, MUST SELL!!!
n >>
n >>ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
n >>connector, original cost $599.00, Joysticks $19.95 each, asking $100.00
n >>or best offer.
n >>
n >>ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb
n >>(IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4

etc., etc., etc.

n >>MUST SELL, will consider any reasonable offers on this equipment.
n >>
n >>Send orders to:
n >>
n >> STARFLEET SOFTWARE Company
n >> 1037 West Leafland Avenue
n >> Decatur, Illinois 62522-1537
n >>
n >
n >I don't mean to get you down, but you are charging way too much. most people
n >in this world don't want this stuff, that is why they sell it to us for such
n >good prices (or sometimes even give it to us.) I know you have invested a lo
n >of money for this stuff, we have too. If you want to get rid of it and make
n >a profit, sell it for less and at least make something. If not, then just
n >use the stuff and get the most out of it. I don't want you to get angry at
n >me, I just thought I would tell you my opinion.

He did the same thing on CSS-BBS (the Computer Software Services support BBS)
but since traffic is a weeee bit low there, Terry Ortmann is moving his
"business" here. Maybe he's related to Ben Smith...

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3224. For sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-13 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <45m913$cs@link.xs4all.nl>
Source record: 87946

t >From: tderrick@acpu.com (Tderrick)
t >Subject: For sale
t >Date: 25 Sep 1995 01:14:26 -0500
t >
t >Greetings, Atarians!

Howdy

t >I do not subscribe to this newsgroup. I am posting this for a

We all have our mistakes

t >
t >To the best of her knowledge, everything works. She and her husband
t >and kids have decided to make the Gatesmeister richer, and have no
t >further use for these. She would like to sell all in a package, but

"Gatesmeister" that's a new one to me. ROTFLMAO

t >any offers will be considered. We suggest $100 for all, but will
t >consider any offer.

Damn. Why don't you live in a country that uses PAL TV's, 230 Volts, 50 Hz.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3225. Re: Parallax scrolling

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-13 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <45m913$cu@link.xs4all.nl>
Source record: 87947

```
s >From: smrgoodw@reading.ac.uk (J. F. Goodwin)
s >Subject: Re: Parallax scrolling
s >Date: 25 Sep 1995 09:57:16 GMT
s >
s >I do consider Way Out to be a masterpiece, and Capture The Flag took it furth
s >If I remember I only ever got out of one maze ("Diamond" I think).

Do these game run on the classic Atari?
If yes, are they commercial? Where? How much?

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3226. Multi XE`s

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-13 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <45m914$d2@link.xs4all.nl>
Source record: 87948

k >From: kendrick@zippy.sonoma.edu (William Kendrick)
k >Subject: Re: Interesting Atari 8-bit Ideas
k >Date: 25 Sep 1995 14:29:27 GMT
k >
k >I'm honestly getting sick of the speed (rather, the lack thereof) of SIO2PC.
k >I REALLY want a hard drive.
k >
k >I guess what it is, is I see these multiple machines I've somehow gathered,
k >I see the cheap cost of IDE drives and the eventual release of MIO2 (hurry
k >Mike, hurry!), I see the already-existing (albeit not cheap) MUX local area
k >network hardware, and I see the wonders of X Window logic, and I say to
k >myself "THIS MUST BE DONE!"
k >
k >:)
k >
k >Of course, your ideas are intriguing.. but personally, I'd hate to see my
k >little 8086 IBM Peice of Cr** try to deal with MANY 8bits querying files!
k >YIKES!
k >
k >Damn.. gotta run..

Yeh!! Tell 'em Bill. I've got a 130XE, a 800XE and 2 XEGS machines (one is
in comma), maybe I'll buy a 65XE soon. (both the 800XE and the 65XE share
the "new design/64x4 RAM chip" 130XE motherboard, so with two extra chips
(256x4 preferred, but 64x4 would be OK for now) and a CO25953 Custom-PAL each
I'd have three 128k or more XE's.)

I'd rather spend a lot of money on some classic Atari hardware then let
something Intel into my room.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

```
//==\\ //==\\
// \\// \\
I II I
I II I You can come in sonny, but leave your
I II I
\\ //\\ // INTEL OUTSIDE
\\==// \\==//
```

(my Smith&Wesson don't like 'em)

---
* PabQwk 2.0 *

3227. How much memory does my 6

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-13 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <45m915$d4@link.xs4all.nl>
Source record: 87949

w >From: watkins@netaxs.com ()!news.pepboys.com!netaxs.com!watkins
w >Subject: How much memory does my 600xl have
w >Date: 26 Sep 1995 17:25:29 GMT
w >
w > I aquired a 600xl with no docs or anything. I know from reading
w >the FAQ that the memory size ranges from 16k - 64k is there are way of
w >checking the memory size without opening the computer? If turns out that
w >I do have to open it how to I know by looking inside?
w >
w > If it turns out that it is only 16k I would like to either get a
w >800xl or a memory module for the 600xl; have any for sale?

While in BASIC type BYE. You'll get into the selftest. Select and start the
memory test. I guess it shows 8 blocks for 16k and 48 blocks for 64k.
(if you enter the test with BASIC disabled (forgot how to. I guess booting
with OPTION presses and all drives switched OFF should work) you get 8 extra
blocks.

American TechnaVision has a 600XL to 64k memory upgrade.

Try: rmax99@ix.netcom.com

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3228. Floyy Board by CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-13 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <45m916$d8@link.xs4all.nl>
Source record: 87950

m >From: moellerw@hookup.net (William Moeller)
m >Subject: Floyy Board by CSS
m >Date: 27 Sep 1995 19:21:17 GMT

Howdy William

I too own both a BB and FB.
And I too had my share of problems, but most are not related to the FB.

- I let Bo Schreurs order me a BB. At the same time Bo ordered an FB for somebody else. I sometimes call CSS-BBS. Bob asked me if it would be mine. I said yes. Major communication error. Bob tide bth together. Bo called me. OK I'll take both.

- It came with a 110V/60Hz adaptor. Bob forgot to tell me, that he had switched the plug (and ofcourse the position of the wires) I cut off the plug, connected it to the switched PS I had bought especially for this purpose according to the numbers on the adaptor.

- switch 130XE on. Black Screen. Beep Beep. Whoops!

- Back to Bo. Called Bob. It's the OS EPROM. Got the burn file (??) form Bob via modem. Bo's brother picked up the BB/FB and before he arrived home (by train), I already send Bo the burn file.

- One of the pins of from the EPROM sat outside the socket, maybe this caused the beeping but I probably shorted the thing (see above)

- When it came back, it still wouldn't work on the 130XE. Tried it on the 800XE. Worked great.

- Went looking for replacement CPU. A fellow I know had a couple he had already tested. Replace the CPU. My 130XE works with the BB/FB

- Got a green screen latter. Toke me a YEAR to find out my Atari PS was dementing.

- O yeh. Had the switching PS looked over once. Voltage would drop to zero every once in a while (especially after I just booted up or in the first halve hour afterwards). It came back, but now everytime I put a floppy in the 1.44 meg drive (it sits in the minitower that came with the switched PS (it was cheaper to buy the minitower then to buy a separate switching PS)) or if I tapped the tower, dropped a floppy on it, it would just STOP. Asked a techno dude. "warm up the soldering iron and re-solder every connection" Haven't had a power failure since.

- A while ago the FB made both drive mechs attached to it spin at once. Why? I don't know. I seem to have shorted my computer somehow and ever since

that time my computer can lock up at the silliest (sp?) moments.
And it was when I still had the old brick power my 130XE (it not only dropped the power to 4.3x VDC, it also raised it to 6.xx and even 7.xx VDC.)

- I bought the BB printer spooler second hand but unused. I love it.
(ofcourse I reversed to wires, but that's where Atari Classics came in handy they ran a story on how to build your own BB printer spooler.)

- And a put a 2MHz 68B21 in, but I still have to see the advantages of that.

Bottom line: I never really had serious problems like you have. And I love the BB/FB It's a pitty these things only go up to 19k2 bps.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS Mike Hohman seems to be back in the land of the living. Try contacting him on the Sweet 16 case. But if your screen turns green and eventually you loose IO, I'd check the voltage I was getting. I too was suspicious but it WAS the reason. If I wouldn't have checked, my 130XE might have been history.

---
* PabQwk 2.0 *

3229. Re: BASIC tokenizing/deto

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-13 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <45m916$db@link.xs4all.nl>
Source record: 87951

```
r >From: rfunk@magnus.acs.ohio-state.edu (Rob Funk)!lerc.nasa.gov!magnus.acs.ohi
r >Subject: Re: BASIC tokenizing/detokenizing
r >Date: 28 Sep 1995 18:43:48 GMT
r >
r >I know I've seen articles on the subject, but now I can't remember
r >where.

Didn't ANALOG Computing run them?
I've seen them. As I recall in an American magazine. AC is too young.
I only have a few Atari Explorers (Tramiel version. :-(( ), and only a couple
of ANTIC's. I have all ANALOG Computing's from 45 to 76 and it would be just
the article it would run.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3230. 57K6 RS232 and big sector

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-13 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <45m91e$fq@link.xs4all.nl>
Source record: 87952

Howdy folks

I've found (OK Atreju told me) the address that controles the sector size.
Ofcourse it would be nice if MyDOS could also handle these sizes.

The addresses are: 725 and 726 ($2D5 and $2D6) DSCTLN

(page 208, Mapping the Atari...revised edition"

Atreju also told me that there is a way to get the 6551 (used in RS232's like
the BlackBox) to do 57k6...

Al we need is to get Bob Puff to reright the drivers in the BB ROM

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3231. Help mee!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-13 00:00:00 UTC
From: "Mariano Dominguez M." <mariano>
Message-ID: <45ml76$s6l@academ00.mty.itesm.mx>
Source record: 87953

Hello:
I have a 65 XE atari computer,a XMM 301 modem (300 baud), and a XF551 drive, I bought an account from DGSCA to connect my atari to inernet,configure it as the internet providers told me, but when I use the dialup service, the modem don't detect the carrier tune, and the READY lights very dim, The modem Works fine in Atari-atari connections, so I don't know what is wrong, the only comunications program I have is the XE term.

I could download atari programs in my PC, but the PC atari file transfer programs doesn't work, they only write 1 sector (i used Myutil, sparta read, anadisk, etc ..).

What can I do?, I love my 65XE and Hate see it doing nothing.

Ah, Greetings form Mexico to all atarians, and sorry for the poor english.
Mariano.

3232. Free Catalog - Software, Parts & Books

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-13 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <45l4ju$p16@ixnews6.ix.netcom.com>
Source record: 87954

American Techna-Vision has a huge stock of games, replacement parts and reference books for your Atari 8-bit computer at close-out prices. For your free copy of our latest listing, EMAIL me your name and street address or phone (510) 352-3787. Examples: Power Packs 800 / 1050 $4.00 ea. 13 pin serial I/O cables $1.50 ea or (10) for $10.00

--- Ralph

3233. Re: 6502 wishful thinking

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-13 00:00:00 UTC
From: mfe@cis.ufl.edu
Message-ID: <mfe-1310950035160001@dialup-c10.cis.ufl.edu>
Source record: 87955

In article <hZFjPfr.ransom22@delphi.com>, Joe Walsh <ransom22@delphi.com> wrote:

> I have pondered this, too, now that I am programming in assembler.
> It seems a rather obvious thing to put in there. And it's such a bother
> to move the value to the accumulator, /then/ put it on the stack.
>

It's even worse if you want to write reentrant code that PRESERVES the
contents of the Accumulator while still pushing the register. Consider
the reentrant PUSHX macro below:

```
STACK=$0100

PHA
PHA
TXA
TSX
STA STACK+2,X
TAX
PLA
```

This is a seven instruction sequence that accomplishes what could be done
in a single machine cycle. This gets even more complicated if you're writing
a PUSHY macro.

Ho hum.

-Michael Ellis

3234. Re: 6502 wishful thinking

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-13 00:00:00 UTC
From: Mario.Trams@Informatik.TU-Chemnitz.DE
Message-ID: <9510131139.AA00808@sunc7.informatik.tu-chemnitz.de>
Source record: 87956

Hi!

Michael Ellis wrote:

>Who decided to leave the PHX, PLX, PHY and PLY out of the original 6502
>instruction set?
> ....

Remember, the 65C816 and i think also the 65C02 contains these instructions
and much more.

Bye, Mario

Mario.Trams@informatik.tu-chemnitz.de

3235. Re: SIO2PC, SIOCOPY, and maybe one day SIO2MAC?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-13 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <146824@cup.portal.com>
Source record: 87957

I haven't tried the SIOCOPY program, but I do have an STXformer
cable & I'd bet they are equivalent. At least for the STXformer, I've
used it with at least two different programs, one of which just uses
the 1050 as a ST drive. It works fine in both cases, but it's a no
parts design that people charged $25 for at the time. You really
don't want to use a parallel printer port to simulate a serial
cable unless you are really desperate. I've done sillier stuff myself,
but it makes a lot more sense to use a serial port for serial communication.
Rick

3236. Re: 6502 wishful thinking

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-13 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <146727@cup.portal.com>
Source record: 87958

IMHO: The only time you need stuff like [PHX, PHY] is when you have interrupts occuring. It probably wasn't inportant for the small systems that were around at the time. Things changed with the 800 since you have interrupts occuring all over the place. For instance, let's say you just wanted to implement something like a Hayes compatible modem with a 6502 doing the 'Smart' part. You might only have one level of interrupt, when whatever serial chip you're using signals 'byte available'. You'd then be able to just do something simple like PHA, LDA SERDATREG, STA BUF, STA FLAG, PLA, RTI. May save the processor status also, never had a SBC like a Kim or Challenger or AIM to program on. Even on an Atari you only have to save the registers you use. For instance, in a DLI if you just use A,Y then they're the only ones you have to save. It's all a little academic now; if you really want these instructions you can just buy the 65816 board to upgrade.
Rick

3237. Re: 6502 wishful thinking

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-13 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <45lrel$889@no-names.nerdc.ufl.edu>
Source record: 87959

Mario.Trams@Informatik.TU-Chemnitz.DE (Mario Trams) wrote:

>Michael Ellis wrote:
>
>>Who decided to leave the PHX, PLX, PHY and PLY out of the original 6502
>>instruction set?
>> ....
>
>
>Remember, the 65C816 and i think also the 65C02 contains these instructions
>and much more.
>

Well, that's pretty much what I meant when I referred to the original 6502.
Unfortunately for us, Atari didn't put 65c02s in most (if any) of the 8-bits.

Wish they had.

-Michael Ellis

3238. Re: Free Atari for postage

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-13 00:00:00 UTC
From: Wayne Champlin <champlin@groucho.bsn.usf.edu>
Message-ID: <45lri1$r9f@mother.usf.edu>
Source record: 87960

Thanks to those who replied. I got a call from a person here in Tampa. He was first to call, so I have committed the stuff to him. The person who called from area code (602), you were only about 30 minutes behind him.

3239. Re: SIO2PC, SIOCOPY, and maybe one day SIO2MAC?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-13 00:00:00 UTC
From: <>
Message-ID: <eae_9510140901@panda.org>
Source record: 87961

From: Rick_Michael_Cortese@cup.portal.com
Subject: Re: SIO2PC, SIOCOPY, and maybe one day SIO2MAC?
Organization: The Portal System (TM)

I haven't tried the SIOCOPY program, but I do have an STXformer
cable & I'd bet they are equivalent. At least for the STXformer, I've
used it with at least two different programs, one of which just uses
the 1050 as a ST drive. It works fine in both cases, but it's a no
parts design that people charged $25 for at the time. You really
don't want to use a parallel printer port to simulate a serial
cable unless you are really desperate. I've done sillier stuff myself,
but it makes a lot more sense to use a serial port for serial communication.
Rick
--
|Fidonet: Rick_michael_cortese@cup. 1:330/204.1
|Internet: Rick_michael_cortese@cup.
|
| Standard disclaimer: The views of this user are strictly his own.

3240. Re: Professionally produced SIO2PC devices - Lets do it

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-13 00:00:00 UTC
From: classics@nacs.net
Message-ID: <45me9s$am5@tracy.nacs.net>
Source record: 87962

On 11 Oct 1995 09:00:04 -0700, Rick_Michael_Cortese@cup.portal.com wrote:

>Steve, I think he was refering to the 1 chip MAX232 version. I believe the
>DOCs for it are in the 3.17 version for sure.

I was not aware there was a 1 chip version with the MAX232, I will check
it out. No harm done since I havent even had the prototypes made
yet.

>BTW: I've only had one cable where somebody reported they thought it had
>failed. It happened to be a 4049 version & as soon as I hooked it up, it
>worked fine. There is just nothing in there to burn out with the componets
>that are in it without putting it together wrong. It's somewhat academic
>since I wouldn't advise anyone to make a 7400 (or 4049) version vs the
>1489 version, but IMO: Problem is with the kit builders vs any design.

As I said originally its difficult to tell, since I have far less experience
designing circuits than you, if the poor success rates Im hearing are
due to faulty construction or real faulures.

I was quite careful building my MAX232 cables, as the cost for the
MAX is quite high, but I cant say I was so careful with the 7400
version.

>Since software started sucking talent from soldering the ability level
>of kit builders has dropped. I would love to hear from anybody with a
>failed cable or kit & would fix it for them for postage *but* there
>will probably be a post in the sig from me on just what was wrong with the
>cable. I know you're thinking about doing a kit form. I was lurking
>during a conversion between two people in the industry & the more
>experienced one was saying stuff like, "Price your kits so high...
>Up front make the cost of a kit + repairs so high people will opt
>for the finished... you'll lose money if you price kits with normal
>markup because of returns.." It was really a frightening experience<g>!

Once the PCB's are drilled and plated, assembling the thing is really
a trivial experience. Just sockets, a rs232 connector and the atari
SIO cable.

>Understand, I am behind your efforts for two reasons.
>1) High quality SIO2PC cables for those who can't make them.
>2) Offering kits! People learning how to solder can only help!
>Once again, the TTL & CMOS versions of the cale only have 1 input
>from the IBM serial port. This is run through a resistor so the amount
>of current you could get through it is less then 1 mamp! This is not
>mear enough current to burn something out even in a dead short. The
>circuitry I put off the TTL logic is an approximation of what's

>on a 1489 if you have the data sheets.

Ill look over the 7400 cable I have to see exactly what the problem is, from the durability level you describe it must be a broken connection or some other physical thing.

Also, please send me a copy of your new design. Can these 1 chip versions actually handle 57.6k bps?

Thanks

Steve

3241. Re: SIO2PC, SIOCOPY, and maybe one day SIO2MAC?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-13 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.951013190147.6298A-100000@moose.erie.net>
Source record: 87963

On Fri, 13 Oct 1995, ext287 wrote:

>
> The UMICH archives contain an intesting program known as SIOCOPY that has
> a simpler interface cable then SIO2PC, and supposedly transfers files off
> an 810 drive direct to PC via parallel interface.
>
> First off has anyone built/tested the SIOCOPY program and cable? If so
> are the disk images created compatible with Xformer?
>
> Secondly, since Rainbow has now appeared, is anyone willing to write an
> SIO2MAC script - so one could do all their file transfers purely on a Mac
> platform?

Someone was on here a few weeks back who said they were writing
an SIO2MAC program. I hope he's still around!!!

3242. ATARI EQUIPMENT MUST SELL!! IT SAYS Make Offer, REASONABLE OFFERS ACCEPTED!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-14 00:00:00 UTC
From: STARFLEET SOFTWARE <103002.2442@CompuServe.COM>
Message-ID: <45njsm$6b6$1@mhafm.production.compuserve.com>
Source record: 87964

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV connector, original cost $599.00, Joysticks $19.95 each, asking $100.00 or best offer.

ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb (IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4 disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5 floppies, any IBM compatible printer, modem port for using any RS232C compatible external modem, includes Auto-Term Disk for Atari computers, CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS master Disk, CP/M Supplement Manual, modem cable, printer cable, original cost $695.00 for the ATR8000 Basic system, printer cable $39.95, Modem cable $39.95, asking $125.00.

Dual Floppy Disk Drives in case with power supply and cooling fan, connecting cable, for above ATR8000 or any IBM compatible computer. Case can hold 4 half height 5.25 floppies, original cost $895.00, Case alone is worth $89.95 at most supply companies, asking $85.00.

BOTH ATR8000 & Dual Floppies in case, $150.00.

ATR8000, as above, only with Co-Power 88 installed. I bought this from a guy for $375.00, does NOT have the Co-Power 88 Boot Disk, needs a copy. The guy who said he was going to send me a copy never did. Need to recover my loss on this unit.....$350.00

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers, manual, power supply, connecting cables, oil, original cost $399.95. Also have a non-working 1027, can be fixed at any Atari service center, both printers cost new $399.95 each, asking $100.00 for both of them.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very good condition, like new, supports single and dual density modes, includes manual, power supply, original cost $179.95, asking $75.00.

Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers. Upgrades and replaces the 6502C in the computer with the 16-bit 65C816 CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up programs as much as 350% faster. The 65C816 processes 4 instructions per clock cycle (Only the new P6, 80686 Intel chip does that, besides this), as compared to the 6502 which processes one instruction per clock cycle. Original cost $249.95. Includes T816 assembler $75.00, Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks,

valued at $25.00 each. Asking $175.00 for the entire package.

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Send all inquiries/offers to: admiral@freebbs.com via Internet E-Mail.

Will consider trading for: trak AT-D4 Double Sided Disk Drive.

DO NOT REPLY or Email if all you are going to do is make stupid comments...

If you do NOT LIKE the PRICE I POSTED, as it says: MAKE REASONABLE OFFER!!!!!

If yu 8-bit Atari users don't want this equipment fine, I'll just melt it all down..... I have to GET RID OF THIS STUFF!!!!!
--
STARFLEET SOFTWARE Company
24 hour BBS (217) 423-7430

3243. Re: Iomega Zip FAQ 1.6 on WWW!

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-14 00:00:00 UTC
From: steveg@cnct.com
Message-ID: <steveg-1410951756590001@192.0.2.1>
Source record: 87965
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.misc,comp.sys.mac.hardware.storage,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.hardware

In article <mlong-1210952128370001@sl02-001.sunbelt.net>, mlong@fmci.com
(Michael Long) wrote:
> In article <seimet.813229505@aix7.rhrk.uni-kl.de>, seimet@rhrk.uni-kl.de
> (Uwe Seimet) wrote:
> > >The Iomega Zip FAQ is now available on my very own home page. Sorry for
> > >the extreme delay, but my regular job has been knocking me silly for the
> > >past two months and I haven't had a lot of time to work on either the FAQ
> > >or the web page. Current version is 1.6, but a version 1.7 is due out Real
> > >Soon Now.
> Did I miss something? Like maybe the web address?

The web address was included in the original posting, as well as my SIG
that was attached to it. So yes, you did miss something.

- -
steveg@cnct.com Keeper of the Iomega Zip FAQ
http://cnct.com/home/steveg http://cnct.com/home/steveg/zip.html
---

3244. Re: Iomega Zip FAQ 1.6 on WWW!

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-14 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FJOFFIAIUP@cabal.shnet.org>
Source record: 87966
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.misc,comp.sys.mac.hardware.storage,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.hardware

In <steveg-111095234027000l@192.0.2.1> Just Steve wrote:
>In article <seimet.813229505@aix7.rhrk.uni-kl.de>, seimet@rhrk.uni-kl.de
>(Uwe Seimet) wrote:
>> Isn't there sill any information about how to change the write protection
>> status of ZIP media?
>
>Yes. Use Zip Tools. This is rather clearly stated in the Zip documentation.

How funny. Zip tools are only available for Mac and Windows, AFAIK, how
shall one use them sensibly under Linux, TOS, AmigaOS, etc.?

The question remains: what does a program have to send to the ZIP drive to
change the write protection of the media?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) -

- Es ist Ralph Babel ausdrï¿½cklich untersagt, -
- diesen Artikel zu archivieren. -

3245. Wanted to buy Enchanter Trilogy (3 games) in slip case plus Infocomic

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-14 00:00:00 UTC
From: keith@atlantis.actrix.gen.nz
Message-ID: <DGF70t.2xz@actrix.gen.nz>
Source record: 87967
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm

I realise its a long shot in this group :-) but I want to buy the above

MUST have ALL original packaging and be in good condition
Any computer format is acceptable

ALso looking for Infocomics
ZorkQuest II: The Crystal of Doom

Willing sellers please e-mail details for negotiation

Keith

3246. SWAP MEET AUCTION UPDATE #7

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-14 00:00:00 UTC
From: jrm8248@u.cc.utah.edu
Message-ID: <45nfpq$pgk@news.cc.utah.edu>
Source record: 87968

SWAP MEET AUCTION UPDATE #7

Welcome to the SWAP MEET AUCTION!!!

HERE IS THE ORDER:

ATARI 2600
ATARI 5200
ATARI 7800
ATARI 400/800
ATARI MISCELLANEOUS
COLECOVISION
COMMODORE 64
FAIRCHILD
INTELLIVISION
ODYSSEY2
RADIO SHACK TRS-80
TEXAS INSTRUMENTS 99/4A
MISCELLANEOUS

This Auction will end at Midnight Mountain Time on
SUNDAY, OCTOBER 15, 1995 unless bidding is
still strong.

The Rules follow this auction.

Please send all bids to jrm8248@u.cc.utah.edu

Happy Bidding!!

Atari 2600-LOOSE GAMES, COLORED LABEL NO PICTURE

-Adventure: cx-2613 $2.00 thx

-Basketball: cx-2624

-Bowling $1.00 morkjd

-Brain Games $1.00 dano

-Championship Soccer: cx-2616

-Circus Atari: cx-2630 $2.00 daneb

-Dodge Em $1.00 ahakari

-Flag Capture $1.50 dano

-Football: Atari

-Home Run $1.00 dano

-Indy 500

-Maze Craze $1.00 sambuchi

-Miniature Golf $3.50 dan

-Night Driver

-Outlaw

-Skydiver

-Slot Machine $3.00 sambuchi

-Slot Racers

-Space Invaders: cx-2632 $2.00 erict

-Street Racer

-Video Checkers $4.00 dan

-Video Chess $1.00 ltravis

-Video Olympics: cx-2621 $1.00 ahakari

Atari 2600-LOOSE GAMES, DIFFERENT LABEL NO PICTURE

-Star Ship: 1977 $3.00 dan

Atari 2600-LOOSE GAMES, COLORED LABEL W/ PICTURE

-Casino

-Demons To Diamonds $1.00 ahakari

-Donkey Kong Jr. $1.50 kevstaz

-Football

-Human Cannonball

-Indy 500

-Missle Command $1.00 daneb

-Othello

-Pac-Man

-Space War

-Star Raiders $1.00 ahakari

-Super Breakout

-Superman $1.50 kevstaz

-Video Pinball $1.00 thx

-Warlords $3.00 catrenho

-Yars Revenge $1.00 ahakari

Atari 2600-LOOSE GAMES, SILVER LABEL W/ PICTURE

-Battlezone $1.00 jschloss

-Centipede $1.00 jschloss

-Dig Dug $2.50 erict

-E.T $1.00 ahakari

-Jungle Hunt $1.00 jschloss

-Ms. Pac Man $2.00 erict

-Phoenix $1.00 jschloss

-Pole Position

-Realsports Football

-Vanguard $1.00 thx

Atari 2600-LOOSE GAMES, ACTIVISION

-Chopper Command

-Freeway $3.50 daneb

-Grand Prix

-Ice Hockey $1.00 woodcock

-Kaboom $1.00 daneb

-Laser Blast $1.00 daneb

-Pitfall $3.00 erict

-Robot Tank $1.00 jschloss

-River Raid

-Sea Quest $1.00 howie

-Skiing

-Starmaster

-Stampede $1.00 jschloss

-Tennis

Atari 2600-LOOSE GAMES, CBS

-Gorf $2.00 jschloss

Atari 2600-LOOSE GAMES, COLECO

-Donkey Kong

-Mousetrap $1.00 ahakari

Atari 2600-LOOSE GAMES, IMAGIC

-Atlantis

-Cosmic Ark

-Demon Attack

-Fire Fighter $1.00 jschloss

-Star Voyager

Atari 2600-LOOSE GAMES, M NETWORK

-Astroblast

-Football $1.00 dano

-Frogs N Flies $1.00 jschloss

-Lock N Chase $1.00 brhurst

-Space Attack

Atari 2600-LOOSE GAMES, PARKER BROTHERS

-Frogger

-Q*Bert $1.00 ahakari

-Reactor $1.00 jschloss

-Star Wars: The Empire Strikes Back $3.00 erict

Atari 2600-LOOSE GAMES, SEARS TELEGAMES

-Breakaway IV

-Missle Command

-Space Combat

-Space Invaders

-Target Fun

ATARI 5200-LOOSE GAMES

-Centipede $1.00 frankh

-Defender $1.00 frankh

-Dig Dug $1.00 frankh

-Football $1.00 frankh

-Kangaroo $1.00 frankh

-Missle Command $1.00 frankh

-Pac Man, w/ overlay $1.00 frankh

-Pole Position $1.00 frankh

-Real Sports Baseball $1.00 frankh

-Space Invaders $1.00 frankh

-Star Raiders $1.00 frankh

-Super Breakout $1.00 frankh

-Vanguard $1.00 frankh

ATARI 5200-BOXED GAMES W/ DIRECTIONS
*all boxes have minor wear.

-Qix $1.00 frankh

ATARI 7800-LOOSE GAMES

-Galaga $3.00 mushroom

-Karateka $2.00 pauldb

-Mario Brothers $4.00 mushroom

-Pole Position II

ATARI 400/800-LOOSE GAMES

-Atari Logo: RX8032 $1.00 daneb

-Atariwriter Word Processor: RX8036

-Basic Computing Language: CXL4002 $1.00 ahakari

-Centipede $1.00 ahakari

-Flight Simulator: for Atari XE

-Fraction Fever

-Frogger $1.00 bh

-Galaxian $1.00 bh

-Joust $2.00 jschloss

-Jungle Hunt $1.00 bh

-Math Mileage $3.00 marlin

-Moon Patrol $3.00 tomoug

-Pac Man $1.00 ahakari

-Pole Position $1.00 bh

-Qix $1.00 bh

-Space Invaders $1.00 bh

-Star Raiders: CXL4011

ATARI-MISCELLANEOUS
*all are in near mint condition

-ATARI FORCE Comic Book #3 $2.00 min

-ATARI Video Game Catalog $2.00 min

-INTELLIVISION Video Game Catalog: 1981 $2.00 min

-INTELLIVISION Video Game Catalog: 1982 $2.00 min

COLECOVISION-LOOSE GAMES

```
-----------------------------------------------

-Carnival $2.00 Frankh

-Cosmic Avenger

-Donkey Kong $1.00 frankh

-Donkey Kong Junior $2.00 frankh

-Ladybug $2.00 mushroom

-Mr. Do $4.50 lonadar

-Pepper II $1.00 bh

-Q*Bert $3.00 howie

-Venture $1.50 lonadar

------------------------------------------------
COMMODORE 64-Loose Cartridges
------------------------------------------------

-Hes Mon 64 $1.00 daneb

-Kindercomp

-Moon Patrol $1.00 ahakari

-Star Ranger $1.00 daneb

-Visible Solar System

-----------------------------------------------------
FAIRCHILD VIDEOCART- LOOSE GAMES
-----------------------------------------------------

-#3: Video Blackjack $1.00 dano

-----------------------------------------------
INTELLIVISION-LOOSE GAMES
-----------------------------------------------

-Advanced Dungeons &Dragons $1.00 jschloss

-Advanced Dungeons & Dragons: Treasure of Tarmin $1.00 jschloss

-Baseball

-Bomb Squad $1.00 jschloss

-Burger Time $1.00 jschloss

-Donkey Kong: Coleco

-Frog Bog
```

-Frogger: Parker Brothers $1.00 ltravis

-Lock N Chase

-Major League Baseball $1.00 jschloss

-Masters of the Universe $1.00 jschloss

-Microsurgeon: Imagic

-Mission X

-NFL Football

-Night Stalker

-Poker

-Q*Bert: Parker Brothers

-Skiing

-Space Armada

-Space Spartans

-Triple Action

-TRON Deadly Discs $1.00 jschloss

INTELLIVISION-Box+Directions
-Most boxes have some wear.

-Donkey Kong $1.00 woodcock

-Lock N Chase: w/overlay, no docs

-Sea Battle

-Space Battle: w/ overlay

-Star Strike: w/ overlays

-TRON Maze-A-Tron: no docs, w/ overlay $2.00 woodcock

ODYSSEY2- LOOSE GAMES

-Alien Invaders-Plus

-Alpine Skiing $3.00 matthew

-Baseball

-Blockout/Breakdown $3.00 matthew

-Bowling/Basketball

-Computer Golf $3.00 matthew

-Football

-Freedom Fighters $3.00 matthew

-Invaders From Hyperspace $3.00 matthew

-Ive Got Your Number $3.00 matthew

-KC Munchkin

-Monkey Shines $3.00 matthew

-Out of This World/Helicopter Rescue

-Pick Axe Pete $3.00 matthew

-Pocket Billiards $3.00 matthew

-PT Barnums Acrobats $4.00 woodcock

-Showdown In 2100 AD

-Speedway/Spinout/Cryptologic $1.00 daneb

-Sub Chase/Armored Encounter $3.00 matthew

-Type & Tell $3.00 matthew

-UFO $3.00 matthew

-War Of Nerves $3.00 matthew

RADIO SHACK TRS-80

-Androne $1.00 bh

-Canyon Climber $1.00 bh

-Pinball $1.00 sam

-Tetris $1.50 bh

TEXAS INSTRUMENTS 99/4A-Loose Cartridges

-Adventure

-Alligator Mix

-Alpiner $1.00 ahakari

-A-Maze-Ing

-Beginning Grammar

-Blackjack and Poker $1.00 gene

-Blasto

-Car Wars

-Chisolm Trail $1.00 ahakari

-Demolition Division $1.00 dlormand

-Donkey Kong: Atari $1.00 jan

-Dragon Mix

-Facemaker $1.00 gene

-Hangman

-Jawbreaker II $1.00 jan

-Home Financial Decisions

-Household Budget Management

-Meteor Multiplication $1.00 dlormand

-Mini Memory

-Minus Mission

-Multiplication 1

-Munchman $1.00 jan

-Number Magic

-Othello $1.00 gene

-Parsec $1.00 jan

-Personal Real Estate

-Personal Record keeping

-Reading On $1.00 dlormand

-Reading Roundup $1.00 dlormand

-Securities Analysis

-Tax/Investment Record Keeping

-TI Extended Basic $3.00 dlormand

-TI Invaders $1.00 dlormand

-Touch Typing Tutor

-Tunnels Of Doom $2.00 dlormand

-Video Chess $2.00 min

-Video Games 1 $1.00 gene

-Yathzee $1.00 gene

MISCELLANEOUS
*some systems say no cables but if you bid I will look for them,
but I will not guarantee that I find them. Shipping will vary
depending on the system.

-Atari Keyboard Controller $3.00 min

-Atari 2600 Paddle Controllers $3.00 min

-Atari 5200 RF Converter $5.00 min

-Atari 7800 Joystick $3.00 woodcock

-Coleco Head to Head Baseball handheld game $5.00 bman

-Coleco Head to Head Football handheld game $5.00 min

-Colecovision Roller Controller $10.00 bman

-Entex Galaxian 2 handheld game $12.00 rich

-Ms. Pac-Man Board Game: missing a few pellets $7.00 woodcock

-Pac-Man Board Game: complete $7.00 woodcock

-Spectravideo Joystick w/ pistol grip and autofire $3.00 woodcock

-Suncom Tac-2 Joystick $3.00 min

-Texas Instruments Joysticks $3.00 min

-Texas Instruments Speech Synthesizer $8.00 min

-Wico Command Control Joystick $3.00 jschloss

TRADES:

I am looking for R/ER/UR carts and a few U□s for
the Atari 2600 and Colecovision only!

HERE ARE THE RULES:

1. This auction will end on Sunday, October 14, 1995
at Midnight Mountain Time unless there is still heavy bidding.

2. Current high bids will be posted every other day on this
newsgroup and bidders will most likely be notified when
they are outbid for an item.

3. High bidders will be posted by their email name unless
otherwise specified.

4. When sending a bid, your subject should be SWAPMEET BID .

5. Minimum bids will be $1 and bidding increments will
be $.50 unless otherwise posted all in US Dollars.

6. If two people bid identical bids, then the person
responding first will get credit for the bid.

7. Shipping will be $2.50 for the first cartridge + $.50
for each additional cartridge. Shipping and handling
for systems will range between $8.00 and $15.00 depending
on weight. Larger systems may be more. All cartridges
and systems will be shipped through the US Postal
System anywhere in the Continental US. Other areas
will need to make special arrangements for shipping.

8. Following the auction, each bidder will be contacted
individually for payment and shipping. Money Orders
(sorry no personal checks) are the preferred form of
payment, but cash is always accepted. Payment
MUST be received within 7 days.

9. The will be no guarantee, no warranty and no refunds
on anything purchased from this auction. Most of the
cartridges have been tested and do work the same goes
for many of the systems. However, cartridges for systems
which I do not own cannot be tested and neither can
systems which have no cables.

10. FINALLY, IF YOU ARE THE HIGH BIDDER YOU MUST
PAY FOR YOUR ITEMS, OTHERWISE YOUR POSTMASTER
WILL BE INFORMED AND YOU WILL BE BARRED FROM
FUTURE AUCTIONS!!!

11. I reserve the right to refuse bids.

12. I reserve the right to alter the rules or the auction itself.

Your participation in this auction signifies your consent
to follow these rules as stated.

Send all bids to: jrm8248@u.cc.utah.edu

3247. The Atari Connection BBS -- to be reincarnated!

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-14 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <45ofvb$jcf@news.xmission.com>
Source record: 87969

After much thought and deliberation, I've decided to reincarnate the
Atari Connection BBS..

It will run as a muxed slave (that means the mux is staying with me,
Bill Kendrick <grin>) and will contain EVERYTHING (and more) from my
Atari CD and ftp site.

The BBS will also contain messages pulled from comp.sys.atari.8bit,
and the Fidonet atari echo, and a few other select newsgroups.
Otherwise, the board will probably not contain any of the normal Pro!
networked bases.

As of this writing, I have other 500meg of hard disk storage and over
200meg of 8bit files.

Stay posted to this newsgroup for details!

@@@@@ ------------------------------------ @@@@@
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, Network Analyst by Accident!

3248. Upgraded atari 800xl wanted -- must be socketed

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-14 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <45og2u$jcf@news.xmission.com>
Source record: 87970

```
Looking to purchase (prefer to trade) an upgraded 800xl (beyond 256k)
-- must be XE compatible.
@@@@@ ------------------------------------ @@@@@
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, Network Analyst by Accident!
```

3249. SCSI or large MFM drive(s) wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-14 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <45oi8a$ka7@news.xmission.com>
Source record: 87971

In a herculean <grin> attempt to reincarnate the Atari Connection BBS,
I'm finding myself needing another large capacity SCSI or MFM based hard
disk(s).

Anybody have such beast(s) for sale/trade, please contact me ASAP.

The BBS will go live once I get hardware back from Bob Puff.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3250. Re: Antic Music Processor

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-14 00:00:00 UTC
From: lashower@netcom.com
Message-ID: <lashowerDGG4I0.Eyt@netcom.com>
Source record: 87972

lhaus@Mail.ff.cc.mn.us wrote:
: I was wondering if anyone has run the ANTIC MUSIC PROCESSOR on an
: 8-bit ATARI emulator.
: Is the registered version required to achieve total success or will
: the shareware version perform adquetly?

I also tried running AMP (The Antic Music Processor, not Phil Price's Advanced Music Processor) on the latest shareware version of PC-Xformer and have found the following problems:

1) Music plays back at an incorrect speed
2) DLIs and keystoke entry is "weird" using the music editor screen

#1 makes perfect sense: AMP uses a timing loop (via code, not an IRQ) for playback speed. #2, on the other hand, seems like AMP is doing something that PC-Xformer definately does not like. The music editor screen does a number of nifty DLI timing tricks to get the display to work correctly...

If someone has tried using AMP on the latest registered version of PC-Xformer and has found it to still work incorrectly, maybe I could send the source code to Derek so he can track down the problem. Anybody out there know if Branch Always Software is into that sort of thing?

-- Steve

--
Steven Lashower | "You can't expect to wield supreme executive power
lashower@netcom.com | just 'cause some watery tart threw a sword at you!"
| - Monty Python and the Holy Grail

3251. Rambo XL Upgrade docs

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-14 00:00:00 UTC
From: mstatz@cei.net
Message-ID: <45op8n$nrk@news.cei.net>
Source record: 87973

Does anyone have a copy of the docs to install a Rambo XL upgrade in an 800XL?

I had this unit in an old 800XL that came to an early demise, and I would like to put it into my working, stock 800XL.

Also, wasn't there a 512K (Bucholtz?) mod to the RamboXL that stacked another set of 256K chips on top of the Rambo 256K's?

Mark Statzer
mstatz@cei.net

3252. Re: ATARI EQUIPMENT MUST SELL!! IT SAYS Make Offer, REASONABLE OFFERS ACCEPTED!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-14 00:00:00 UTC
From: jrm8248@u.cc.utah.edu
Message-ID: <45nleh$r2t@news.cc.utah.edu>
Source record: 87974

At these prices, you will probably have them forever....

STARFLEET SOFTWARE (103002.2442@CompuServe.COM) wrote:
: ATARI Equipment, MUST SELL!!!
:
: ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
: connector, original cost $599.00, Joysticks $19.95 each, asking $100.00
: or best offer.
:
: ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb
: (IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4
: disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5
: floppies, any IBM compatible printer, modem port for using any RS232C
: compatible external modem, includes Auto-Term Disk for Atari computers,
: CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS
: master Disk, CP/M Supplement Manual, modem cable, printer cable,
: original cost $695.00 for the ATR8000 Basic system, printer cable
: $39.95, Modem cable $39.95, asking $125.00.
:
: Dual Floppy Disk Drives in case with power supply and cooling fan,
: connecting cable, for above ATR8000 or any IBM compatible computer.
: Case can hold 4 half height 5.25 floppies, original cost $895.00, Case
: alone is worth $89.95 at most supply companies, asking $85.00.
:
: BOTH ATR8000 & Dual Floppies in case, $150.00.
:
: ATR8000, as above, only with Co-Power 88 installed. I bought this from
: a guy for $375.00, does NOT have the Co-Power 88 Boot Disk, needs a
: copy. The guy who said he was going to send me a copy never did. Need
: to recover my loss on this unit.....$350.00
:
: ATARI 1027 Letter Quality Printer, New in Box, with ink rollers,
: manual, power supply, connecting cables, oil, original cost $399.95.
: Also have a non-working 1027, can be fixed at any Atari service center,
: both printers cost new $399.95 each, asking $100.00 for both of them.
:
: ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very
: good condition, like new, supports single and dual density modes,
: includes manual, power supply, original cost $179.95, asking $75.00.
:
: Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers.
: Upgrades and replaces the 6502C in the computer with the 16-bit 65C816
: CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up

: programs as much as 350% faster. The 65C816 processes 4 instructions
: per clock cycle (Only the new P6, 80686 Intel chip does that, besides
: this), as compared to the 6502 which processes one instruction per
: clock cycle. Original cost $249.95. Includes T816 assembler $75.00,
: Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks,
: valued at $25.00 each. Asking $175.00 for the entire package.
:
: MUST SELL, will consider any reasonable offers on this equipment.
:
: Send orders to:
:
: STARFLEET SOFTWARE Company
: 1037 West Leafland Avenue
: Decatur, Illinois 62522-1537
:
: Send all inquiries/offers to: admiral@freebbs.com via Internet E-Mail.
:
: Will consider trading for: trak AT-D4 Double Sided Disk Drive.

: DO NOT REPLY or Email if all you are going to do is make stupid comments...

: If you do NOT LIKE the PRICE I POSTED, as it says: MAKE REASONABLE OFFER!!!!!

: If yu 8-bit Atari users don't want this equipment fine, I'll just melt it all
: down..... I have to GET RID OF THIS STUFF!!!!!
: --
: STARFLEET SOFTWARE Company
: 24 hour BBS (217) 423-7430

3253. Re: Professional SIO2PC/APE Update

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-15 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <45q79q$55k@ns.mcs.kent.edu>
Source record: 87975

James King (jeking@xmission.com) wrote:
: I still havent had any luck with APE, by the way. It works very
: sporadically and doesnt like WIN95 at all. Tried it under NT
: Workstation 3.51, and it too puked!
: Any suggestions?

Try running it under dos 6.x, without WIN95 running. Even though
you might be booting into dos-mode with WIN95, it slows down the system
to the point that programs which rely upon timings, fail miserably. This
is also the same under WinNT.
On a related note, its odd to see applications run on the same machine
but under different os's. You really notice the slowdown on the machine
due to running Win95 / WinNT. Neither of those will run on a 386DX, although
Linux really squeezes every last ounce out of the same machine.

--Craig
--
"We the willing, lead by the ungrateful, are doing the impossible with nothing.
We have done so much, with so little, for so long that we are now qualified to
do anything with nothing."

3254. Re: ATARI EQUIPMENT MUST SELL!! IT SAYS Make Offer, REASONABLE

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-15 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hHBlgID.ransom22@delphi.com>
Source record: 87976

<Rick_Michael_Cortese@cup.portal.com> writes:

>Terry, let us assume nobody here assumes you are stupid or are not
>knowlegeable about the current market prices. The only thing left is
>you are trying to gouge someone. If you were successful in this endevor,
>how do you think it would reflect on the group as a whole? None of
>us would like word being spread around the net, "Hey! I got ripped
>off in the Atari 8 sig!" I came out saying your price on the ATR was
>not out of line, but the rest of the stuff is way to high. In a
>community type forum people do have a right to comment on issues
>that may adversely affect their collective reputation.

Like I said a few weeks ago, I'd rather be around you folks than
anyone else on the net. Rick's message, above, exemplifies the best of
this newsgroup. He responded to the high-priced offering message which
has been posted here many times with a note that gently attempts to
correct the problem and help the seller out while keeping in mind the
interests of all of us here in c.s.a.8.
Great post, Rick.

-Joe
--

Joseph E. Walsh | Atari 8-Bit Computer User and Programmer Since 1982.
Ransom22@Delphi.com | Classic Traveller Player Since 1983.
(Stuck in the 80s) | Microsoft-Free and Loving It!

3255. sio copy - help please

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-15 00:00:00 UTC
From: a.bartz@ix.netcom.com
Message-ID: <45rdfd$7dc@ixnews4.ix.netcom.com>
Source record: 87977

Can anyone help me with the siocopy program / cable. I have assembled the cable correctly, but can not get the atari drive to respond. I am running an AMD 486/100 cpu under win/95. Has anyone else tryed this program, or is there a newer revision. This one is dated august 1994.

I have a lot of atari programs from the pre 90's and would like to copy the disks over to image files to run on the atari emulator. The siocopy cable seemed the easier cable to make.

Thank you.

Alan

3256. Re: ATARI EQUIPMENT MUST SELL!! IT SAYS Make Offer, REASONABLE

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-15 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <146857@cup.portal.com>
Source record: 87978

$.02; I hang out in the for sale sigs a lot & there is somewhat of a tradition on what your initial asking price should be. It is completely irrelevent what "price new" was. There are only two accepted pricing practices, approximately 1/2 the price it is available for out the door or 70% of the price with the caveat "best offer". Since superior computers to the 400 such as the 800XL/130XE sold new for around $100, a 400 with a lousy keyboard, less features, less memory, should go for less then $25. I believe at least one of the long time Atari Stores like B&C will sell you a 400 for $29.
Terry, let us assume nobody here assumes you are stupid or are not knowlegeable about the current market prices. The only thing left is you are trying to gouge someone. If you were successful in this endevor, how do you think it would reflect on the group as a whole? None of us would like word being spread around the net, "Hey! I got ripped off in the Atari 8 sig!" I came out saying your price on the ATR was not out of line, but the rest of the stuff is way to high. In a community type forum people do have a right to comment on issues that may adversely affect their collective reputation.
Sorry for the verbose post folks.
Rick

3257. Sega Genesis joysticks for Atari8

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-15 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <plLEIoA.ransom22@delphi.com>
Source record: 87979

I'd read several messages over the last few years that stated the
Genesis controllers work with the Atari8.
My SO, Carole, has never been fond of Atari games -whether 8-bit,
VCS, or 7800. Yet, she plays SNES and MS-DOS games all the time. I
thought at first that it was the resolution or sound or something that
was making her think they weren't worth playing.
Turns out, it was the joystick. The standard Atari Joysticks (and
their permutations by Wico and others) are uncomfortable for her to hold.
She uses the "Advantage"-type joystick when playing on the game systems.
So, I purchased the standard Sega Genesis 6-button Joystick
yesterday, hooked up the XEGM to the 29" TV, and asked if she wanted to
try it again.
She was very excited about the new stick, and said it felt comfortable
in her hand. I set her up with the Lode Runner cart. She's been playing it
since yesterday, and has already far surpassed the highest level I have
ever gotten to. :)
We have a collection of more than 50 boxed carts, so she now ha
er, has plenty of games to play. :) Plus, if we hook up a disk drive, she
can play the hundreds of disk-based games I own - and I'm buying more all
the time. (At prices 1/5 or less of the price of a current SNES or Jag
game. :)
Anyway, thanks to those who had mentioned that the Genesis sticks
work with the 8-bit. It's made our gaming lives a lot more fun. :)

-Joe
--
Joseph E. Walsh | Atari 8-Bit Computer User and Programmer Since 1982.
Ransom22@Delphi.com | Classic Traveller Player Since 1983.
(Stuck in the 80s) | Microsoft-Free and Loving It!

3258. Critters - where's the new version?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-15 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hFDkY6C.ransom22@delphi.com>
Source record: 87980

For those who have been using Critters, I apologize for not having
a new version this weekend. Since Carole has discovered the joys of Atari
8-bit gaming, we've been busy. So, for the first time in a month, I'm
not spending my weekend programming. I hope to have a new version out
next week.

Have a good one,

Joe
--

Joseph E. Walsh | Atari 8-Bit Computer User and Programmer Since 1982.
Ransom22@Delphi.com | Classic Traveller Player Since 1983.
(Stuck in the 80s) | Microsoft-Free and Loving It!

3259. Possible Multi-BILLION $ Market

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-16 00:00:00 UTC
From: Jeffrey Wood <woodzy@delphi.com>
Message-ID: <5xAFoSP.woodzy@delphi.com>
Source record: 87981

More About the Device Operating
System: 15 October 1995

There are probably about as many
non-IBM systems out there as there are
copies of WIN95. What a waste of
technology if we couldn't re-utilize
or recycle this technology, right?

The DOS I have designed is aimed
primairly at the following three
market areas:
1. Those who CHOOSE NOT to
upgrade
2. Those who could NOT AFFORD to
upgrade
3. Those who did but still have
some classic lying around somewhere

Let's face it, not everyone can afford
the luxury to upgrade to a so-called
"powerful" pentium machine. Those who
could, did so reluctantly. Out of
necessity for school or work. Those
of us who choose not to upgrade, did
not simply for the fact that we didn't
want to. Even if we could! Our
classics have lasted this long because
we refuse to let them die! My DOS
will bring new life back into our
orphans.

Sure, there are emulators that allow
an IBM or compatable to run a
"majority" of the software from our
classics, but they all lack something.
The ability to utilize or take
advantage of the power and speed of
the machine without compromising
compatability. Why should we upgrade
to an IBM when we spent so much time
and money on the systems we already
have? Even when new programs are
still being written for our classic
machines?

My DOS would NOT need to compromise compatability while bringing the Operating Systems up-to-date with current and future standards. With that in mind...

There is a possible Multi-BILLION dollar market for this DOS, simply for the fact of the way I have designed it. This universal DOS allows cross-platform communication while retaining the distinct flavor of our individual classic systems.

It's being designed on a bi-level format. The Primary Level is a whole new system while the Secondary Level is a new DOS for the individual classics. This allows direct access

between the main system & the different sub-systems, such as your Apple's, Atari's, Commodore's, TI's, and CoCo's. The primary system would be capable of reading disk formats from all of the support systems, while the secondary sub-systems may not.

The orphans could be used as slaves for this new DOS OR vice versa. Some minimal networking capabilities will be provided to allow for this.

Not only would this allow people to keep their entire classic software library, but fresh, new programs would be developed. Programs that could run under either a CLI or GUI type enviorment. This would eliminate the need for a WINDOWS type user interface always being present.

This DOS IS universal. Which means it can be adapted for ANY enviorment under ANY situation. For example, it could be used to develop a Phillips CD-I or Sony Playstation type machine-without the need for a keyboard or other external hardware. It could also be used for Interactive-Television or Virtual-Reality or even coin-operated video arcade games. This also would

eliminate the WINDOWS "standard".

An example machine would be a video/arcade CD player capable of playing upto 5 CD's in a single unit (cartridge or turntable). Photo CD, Video Laser-Disc, and Audio CD compatable. Two or more units can be daisy chained together. Audio CD's can be played while viewing Photo-CD's or playing games. It could also include a modem for online games. Real-Time.

This would allow companion CD's for reference, such as Compton's Interactive Encyclopedia to be expanded as necessary. For example, with U.S. or World History discs, a scientific yearbook, geographical index (maps), updates, educational games, etc. Games could be expanded with more levels, more uniqueness or randomness in play, more playability. All with little or no disc swapping. One older game in particular comes to mind, "ALTERNATE REALITY". This basically added levels to the same game WITH disk change. This could also work with a coin-op video game LAN. (I think you get the idea)

This also sets up the interactive CD

player to be used as an external device for the main or primary system. Allowing the main system access to multiple CD's.

The DOS for the sub-systems would include:
1. Boot up CP or Menu
2. System setup or auto-config
3. Data interchange program (DIF)
4. A proprietary BASIC programming language with compiler (the compiler also works with system BASIC)
5. A modem game maker with font editor, sound editor, screen editor or map maker, and mini-term program

6. A text or line editor
7. A mini-assembler

When possible, the DOS for the sub-systems will be included in ROM or Cartridge format: C64, C128, VIC20, Atari8, TI, CoCo, etc.

The classic systems will no longer be limited to 16Meg hard drives or 64K RAM (without banking).

3260. Atari Classics & Current Notes

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-16 00:00:00 UTC
From: bosco@yab.com
Message-ID: <45t35j$8g9@news.yab.com>
Source record: 87982

Me and a few friends of mine were wondering about the status of Atari Classics & Current Notes. Both mags have seemed to have dropped from the face of the Earth. Has there been 2 or 3 issues of the "New" Atari Classics? I understand that Current Notes has been purchased by two "TAF" members, but getting any info from them is like squeezing blood from a rock.

There are some paid subscribers out in Atari-land that are getting very nervous about their status. We don't want another Antic Rip-Off!

BTW - If there was a third issue of Atari Classics, could someone send me Bob Wooley's e-mail address? No one in the Phoenix area got their copy.

3261. WTB: Joysticks and Infocom Games

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-16 00:00:00 UTC
From: mjewison@irus.rri.uwo.ca
Message-ID: <45tnm2$kre@falcon.ccs.uwo.ca>
Source record: 87983

I figure my Atari stuff has been idling for far too long and it's time for me to start tinkering again. So I'm looking for some stuff...

I have a soft spot in my heart for all things Infocom (except the new Return to Zork for PeeCee's ;-) and would like to round out my collection of games. If anyone either (a) has complete copies of these for sale, including all the little trinkets or (b) is aware of a commercial site who might have one or more of these for sale, I'd appreciate some feedback. Here's a list of the games I'm looking for...

Zork 2
Zork 3
Sorcerer
Spellbreaker
Witness
Suspect
Leather Goddesses of Phobos (I think this came out for the 8-bit)
Trinity (PC version)

Also, years ago Atari marketed Remote Controlled Joysticks. I have a little project which would make use of a pair of these thingies - anyone have a pair they'd be willing to part with at non-Terry Ortman prices?

- Mike Jewison
mjewison@irus.rri.uwo.ca

3262. Re: WTB: Joysticks and Infocom Games

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-16 00:00:00 UTC
From: mjewison@irus.rri.uwo.ca
Message-ID: <45u36d$pdt@falcon.ccs.uwo.ca>
Source record: 87984

In article <45ttml$4s7@news.xmission.com>, jeking@xmission.com (James King) writes:
|>
|> American Technavision was blowing out all of their InfoCom stuff for
|> like $5.00 a title or less. I bought several of their last copies,
|> but they may still have plenty left.

Ya, but all the games they have in their liquidation list are games I already own. :-(Although I did pick up a copy of Fooblitzky for $3.00.

|> Contact Ralph via email -- he's been posting like mad!

In theory a good idea - they might have the odd copy of a game lying around and not bother to advertise it. On the other hand, I've sent Ralph two email messages over the past six weeks and there's been nary a response.

- Mike Jewison
mjewison@irus.rri.uwo.ca

3263. Re: Atari Classics & Current Notes

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-16 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <VfogwksjYRTS083yn@IBM.NET>
Source record: 87985

In article <45ts16$4ei@news.xmission.com>,
jeking@xmission.com (James King) wrote:
>bosco@yab.com () wrote:
>>Me and a few friends of mine were wondering about the status of Atari
>>Classics & Current Notes. Both mags have seemed to have dropped from the
>>face of the Earth. Has there been 2 or 3 issues of the "New" Atari
>
>I too would like to know where those two magazines stand. Sheesh! It
>would almost be easier to start a whole new newsletter like the old
>Zmag -- and distribute it via email, BBS - and limit the amount of US
>MAIL generated by only mailing to those that dont have a modem or
>access to some online service.
>
>Anybody else out there agree? Disagree?

This is what I suggested a couple of months ago, but there was a
definate lack of writers. Here are a couple of the Ideas I had:

- Distribute it in HTML format, that way any person who has some sort of
Web Browser could view it, regardless of OS.

- Prepare a straight ASCII version for those without a browser, and make
available as a separate file the pictures in a generic format.

I've even written a sample issue (basically a cover page and a table of
contents.) If someone would like to see it I could probably put it on
my home page. (But this means I'll have to actually put one up!!!)

Maybe it would be time to start it again. (If anyone does remember, I
used to do the Zmag distributions for the Internet, until it fizzled
out. I do still have the list though!!)

Ryan 'Gozar' Collins rlcolli@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

3264. "MUX-Window" coming to life! :)

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-16 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <45uk4r$krc@nic-nac.CSU.net>
Source record: 87986

I got frustrated today, so I sat down in Action! (it's been a while,
admittedly) and started hacking away. It's as slow as molassus <sp?>
but that's only due to the blinding <sic> speed of the OS draw routines.
They shall be replaced, of course. >:^)

Anyway, what I'm doing goes very much along the lines of the real honest to
goodness X-Window system for Unix et. al. Unfortunately for me, Action!
only allows for 8 <yikes> parameters to be sent to a procedure/function,
so I'll have to make up some structs.. hmm... guess I WILL end up making
"Graphics Contexts". :)

Let me show you what a typical (in Action!) MUX-Window program would look
like. Once a real MUX version comes out (the current one is stand alone
on one machine) it will be just as easily programmed for in C, Pascal,
and to lesser extents BASIC, Quick, etc. It's all device ("M:") driven. :)

```
; Simple Example program for MUX-Window

Include "D:MUXW.ACT" ; get our routines (in BASIC, for example, they'd
; be something you ENTER first, then add to, and then
; call with GOSUB's)

Proc Main()
Window win

Connect("Example","Demo") ; who am I and what am I

win = OpenWin (10,10,100,120,3,"Example") ; (10,10),100x120,border=3

DrawLine(win,10,10,20,20,BLACK,NORMAL) ; normal, black line
DrawLine(win,20,20,30,30,BLACK,DASHED) ; dashed, black line
DrawRect(win,30,30,10,10,BLACK,NORMAL,BLACK) ; black-outline, black-fill
DrawRect(win,35,35,10,10,BLACK,NORMAL,WHITE) ; black-outline, white-fill
DrawRect(win,40,40,10,10,BLACK,NORMAL,CLEAR) ; black-outline, not-filled

; do something to wait for a keypress....
; ????

CloseWin(win)
DisConnect()
Return
```

The color/modes for lines and fills will be turned into a structure (again,
mainly because Action! can't support more than 8 parameters <sigh>), so
you'll actually get:

```
Line color
Line background (for dashes)
```

Line mode (normal, dashed, etc.)
Line thickness
Dashed-size
Undashed-size
Fill color
Fill background (for patterns)
Fill mode (normal, dashed, etc.)

And remember, the cool thing is, you can have "Clear" for a color. :)

Anyway, just thought I'd let everyone know what's up. The "MUX-Window"
page (accessible from my home page (http://zippy.sonoma.edu/~kendrick/)
and my AODS home page (http://zippy.sonoma.edu/~kendrick/nbs/ados/))
has been updated and has a real example program up! :)

It even works! (with the current MUX*.ACT support files ;))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[New: Improved Guestbook, more humor files, improved 21BJ]

3265. Atari H/W,S/W Sales in Canada?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-16 00:00:00 UTC
From: brat@interlog.com
Message-ID: <45u7v0$bno_001@brat.interlog.com>
Source record: 87987

Hi,

Could anyone out there point me to sources of Atari hardware and
software in Canada...

Thanks,
Bernie

Bernie Rataj brat@interlog.com qth://toronto.on.ca
Member: Ontario DX Association

3266. Re: Professional SIO2PC/APE Update

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-16 00:00:00 UTC
From: howard_naslund@mlngw.chinalake.navy.mil
Message-ID: <howard_naslund-1610951017450001@naslund.chinalake.navy.mil>
Source record: 87988

>
> What's this all about? Apparently, I missed the original thread. . .
>
> I still havent had any luck with APE, by the way. It works very
> sporadically and doesnt like WIN95 at all. Tried it under NT
> Workstation 3.51, and it too puked!
>
> Any suggestions?

I just started messing around with APE 1.06 and I found that it would lock up the system when I used a large disk image ONLY if I had SMARTDRV enabled. I use DOS 6.20. If I disable SMARTDRV before starting APE and then enable it when I leave APE, I don't seem to have any trouble.

I should have sent this info to Steven Tucker before posting, but here it is anyway. APE is a great product....maybe I can get my wife to register it for me for my birthday.
Howard

3267. Re: Good price on a Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-16 00:00:00 UTC
From: steveg@cnct.com
Message-ID: <steveg-1610952049120001@192.0.2.1>
Source record: 87989

In article <45qvs3$g5p@news.xmission.com>, jeking@xmission.com (James King) wrote:
> You should ALWAYS haggle! <grin> Never accept the first price -- as
> buyer OR seller!

That's not quite the answer I was looking for. What I meant was, how fair is the price being offered to me? I have nothing against paying a first-offer price so long as it's a fair deal.

- -
steveg@cnct.com Keeper of the Iomega Zip FAQ
http://cnct.com/home/steveg http://cnct.com/home/steveg/zip.html
---

3268. Re: Atari Classics & Current Notes

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-16 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <RvOnwie.ransom22@delphi.com>
Source record: 87990

James King <jeking@xmission.com> writes:

>I too would like to know where those two magazines stand. Sheesh! It
>would almost be easier to start a whole new newsletter like the old
>Zmag -- and distribute it via email, BBS - and limit the amount of US
>MAIL generated by only mailing to those that dont have a modem or
>access to some online service.
>
>Anybody else out there agree? Disagree?

I'd like to see that /in addition to/ the print mags (assuming they
get going again).
If there's a demand for it, I'd be willing to write a few articles
for the electronic mag. I can do the type of stuff I've had published
before (basically opinion pieces), articles on assembly language progamming
(since I am just now learning it myself, I may have a good perspective
for those who also want to learn), possibly other stuff.
The more content carried by whatever means available, the better,
is the way I see it. :)

-Joe
--
____
Joseph E. Walsh | Atari 8-Bit Computer User and Programmer Since 1982.
Ransom22@Delphi.com | Classic Traveller Player Since 1983.
(Stuck in the 80s) | Microsoft-Free and Loving It!
____

3269. Re: Atari Classics & Current Notes

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-16 00:00:00 UTC
From: moellerw@noc.tor.hookup.net
Message-ID: <45v3mg$bsp@noc.tor.hookup.net>
Source record: 87991

Current notes is owned by Howard Carson of the Toronto Atari Federation. I have a press release somewhere around here that I will be including in the Christmas edition of the Hamilton Burlington Oakville Atari Users' Group Gazette.

As far as I know, both Current notes and Atari Classics will have their next issue out very soon.

/s
/q
;q
:!

:!

1

:qp
:s
:?

3270. MUX Window Source-code available

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <45v8g3$40f@nic-nac.CSU.net>
Source record: 87992

I've put two source codes and the current reference document for MUX-Window, the upcoming windowing system for Atari's (esp. those connected via a MUX local area network) on my home page at:

http://zippy.sonoma.edu/~kendrick/nbs/ados/

There are (at this writing) two Action! source files (in ASCII text), one example (text only; all other examples will be GIF captures), and the reference (40 column ASCII text).

The current version, MUXLessW v.0.0, is an Action!-only set of routines which, instead of sending the requests from your program over the network, simply DO the work themselves.

This means that memory will be disappearing shortly, :), but for the small examples which I'll be presenting with the first official releases (and that are up on my home page) I think (HOPE) I'll have enough.

The current stand-alone version is in the works, of course, including the reference manual, so, although the version number (0.0) of the reference will remain the same for quite a while, it'll still be updated at least weekly (probably much more often than that, knowing me and new project ;)).

If anyone (who's good with Action! and/or assembler, preferably -both-) would like to help out, please e-mail me (kendrick@zippy.sonoma.edu). I need some especially fast drawing routines to be written. <;^) (It's horrifying, after using Macs and Suns all day, to see a window take 1.5 seconds to draw!!)

Thanks in advance! Hope to see you on my home page! ;)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[New: Improved Guestbook, more humor files, improved 21BJ]

3271. WTB: Atari XEGS MINT System

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-17 00:00:00 UTC
From: sibeling@u.washington.edu
Message-ID: <sibeling-1710951709390001@cs113-3.u.washington.edu>
Source record: 87993
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.classic

Still looking for an Atari XEGS game system with keyboard and light gun in mint condition with boxes and docs. New would also be good.

Thanks!

-Matt

--
Matthew Martin Systems Manager/Online Editor
sibeling@u.washington.edu The Daily Student Newspaper
206-685-7828 http://www.thedaily.washington.edu

3272. sio2pc-can't format

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-17 00:00:00 UTC
From: Norbert Schulz <100273.305@CompuServe.COM>
Message-ID: <45vkfifct1@mhadf.production.compuserve.com>
Source record: 87994

I have a problem using sio2pc. I recently got Xformer from Branch
Always in order to transfer all my old Atari 8bit stuff to my PC.
I build the sio2pc-interface to copy my atari disks to PC
diskimages. The interface seems to work fine (I was able to boot
my Atari 800xl from the atari.atr disk image and I could read and
write to files on this image). But I failed to format any new
disk image. My first problem was to decide which image size and
density I should use.I tried various formats. When I try to
format one of these disk (with DOS 2.5) I always got various
error messages (mostly 138 - timeout).

How must I configure a sio2pc diskimage so that I can copy a
1050 enhanced density disk to it or even format it to the
1050 enhanced density ?
It would be great if someone could send my a sio2pc startup
batch file for this.

Thanks in advance for any help,

Norbert, norbert@cadul.de

Norbert, norbert@cadul.de
Thanks in advance for any help,

Norbert, norbert@cadul.de

3273. Re: Professional SIO2PC/APE Update

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-17 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <146911@cup.portal.com>
Source record: 87995

James King - jeking@xmission.com writes:

>My whole beef is that I dont wish to dedicate my entire PC to running
>SIO2PC or APE -- I'd really like to run it in a window in the
>background.
>
>It's really frustrating to have this powerhouse PC, yet have to
>dedicate it for 5 hours straight for copying files from/to my Atari.
>
>Does anyone out there know Visual Basic -- and care to port SIO2PC or
>APE over??

Are you saying that simply porting the source code to Visual BASIC will make it run better than the existing DOS app does in an emulator (?) window? Are you SURE of this?

I ask because, while I DON'T have Visual BASIC, I DO have access to Visual C++ under Windows NT, and would be interested in the possibility of porting to THAT environment for my own use. However, there wouldn't be much point in doing so, if the resulting program isn't at least SOMEWHAT likely to actually WORK. Thoughts? Anybody care to make an estimate of the likelihood of getting acceptable SIO2PC support in a native W/NT application? Deeply subtle programming techniques are no obstacle; CAN IT BE DONE? :-)

On a related note, the only PC I currently have is a clunky old PC XT. I have no idea whether it'll support SIO2PC; anybody know? When-and-if I buy a more modern PC, I will most likely run Windows NT on it, which would re-emphasize the previous paragraph...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

3274. Re: Good price on a Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-17 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <146912@cup.portal.com>
Source record: 87996

While we're at it, does anybody have a used Black Box in operating condition that they'd be interested in selling? I'd only want to pay about $100, as the original $200 price tag is the entire reason I haven't bought a BB before in all these years I've had my Atari(s). Doesn't make sense to put a $200 peripheral on a $30 computer... But now that I've got a spare HD or two already in my hand, and am starting to worry about availability of floppy drives, disks (where the HELL does one buy 5.25" SD floppies anymore???) (for that matter, where does one buy 3.5" SD floppies (without the second hole indicating "high density")?), I can ALMOST justify the $100 price range. So I'm waiting for the "going rate" for used, working BBs to drop to that range, then I'm looking to pick one up. Anybody interested? Think you WILL BE interested in 6 months, a year, SOMEtime? Let me know.

Chris
Chris_F_Chiesa@cup.portal.com

3275. Re: Professional SIO2PC/APE Update

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-17 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <460tom$aq3@ns.mcs.kent.edu>
Source record: 87997

James King (jeking@xmission.com) wrote:
: clisowsk@condor.mcs.kent.edu (BRiTiSH) wrote:
: > Try running it under dos 6.x, without WIN95 running. Even though
: >you might be booting into dos-mode with WIN95, it slows down the system
: My whole beef is that I dont wish to dedicate my entire PC to running
: SIO2PC or APE -- I'd really like to run it in a window in the
: background.

I know what you mean, but to be honest, Windows is not the answer.
I'de imagine that people have had better success with sio2pc/ape running
under OS2warp than anything MicroSoft based. What I'de love to see is
a sio2pc/ape thing for Linux! If only I had a PC of my own, I'de be willing to
produce such a beast. Would be simple enough to do as a program that
has real time priority or even a loadable kernel module.

: Does anyone out there know Visual Basic -- and care to port SIO2PC or
: APE over??

I know visual basic, and that is NOT the answer either. Visual
C++ would be a better choice. I beleive that Steve wrote APE in Pascal
so it might be easier to do in Delphi'95 (Visual Pascal).

--Craig Lisowski <clisowsk@mcs.kent.edu> <aa853@cleveland.freenet.edu>

"We the willing, lead by the ungrateful, are doing the impossible with nothing.
We have done so much, with so little, for so long that we are now qualified to
do anything with nothing."

3276. Re: Professional SIO2PC/APE Update

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-17 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4617ai$9r5@news.xmission.com>
Source record: 87998

Chris_F_Chiesa@cup.portal.com wrote:

>Are you saying that simply porting the source code to Visual BASIC will
>make it run better than the existing DOS app does in an emulator (?) win-
>dow? Are you SURE of this?

No.. I doubt you can just PORT over the current code from SIO2PC or
APE directly into Visual Basic.

What I was getting at is -- I know that SIO2PC or APE COULD work in a
windows environment -- or DESQVIEW at the least. I just wish somebody
would try it.

@@@@@ ------------------------------------ @@@@@
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, Network Analyst by Accident!

3277. Newbie Serial I/O Question

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-17 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <3084894d@pianosa.demon.co.uk>
Source record: 87999

Whilst reading the usual rubbish I find here, DarkStar wrote something
interesting to All about Newbie Serial I/O Question:

Hi DarkStar,

D> Haven't seen a FAQ regarding serial I/O on this machine.
D> Other than the odd-ball (DIN-5) connector, is the serial port RS-232C?

The 5 pin DIN conn isn't a serial port, it's the video output. The serial port
is the large conn. at the right hand side of the 130XE's rear face.
Even then, it's not RS-232, but TTL level stuff. Suitable for connecting
8-bit peripherals, *only*. To use RS-232 you need something else. See below.

D> Will the on-board BASIC do simple serial I/O for a terminal?

Yes, but you need some sort of RS-232 port. Either an Atari 850 i/f module, or
a P:R:Connection will suffice. Also, you need the relevant driver software for
the port, which should be supplied with it.

_
Regards, /_) 2:251/48.15 39:134/16.15
/ _)rad brad@pianosa.demon.co.uk

... Have you seen the bullet's high velocity? It can blow a man's arm off
at the count of three. - Tank; The Stranglers

3278. Re: Professional SIO2PC/APE Update

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-17 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <146927@cup.portal.com>
Source record: 88000

Chris; My son spent *weeks* trying to get an SIO2PC cable to run under [Windows 3.1, OS/2] & the results were IMO: Completely unsatisfactory. You still get so many NACKs, if you do anything like programming where you save copies of your program every 5 miniutes or so you won't use it after the first 2 or 3 failed saves. I did get it to run on my old AT&T 6300 in the background under Deskview, but I hate that old 8 MHz clunker. The program works great with no matter how bad of a clone you have. I'm currently putting together a $8 clone board with built in serial/printer/floppy with a $5 20meg hard card. I figure I'll be able to fit everything into a box the size of a large dictionary.
I just came into full docs for the IBM, their equivalent to Mapping & Hardware Technical Ref rolled into one. It turns out they have their interrupts prioritized. SIO2PC & APE both use R.I. to monitor the Atari Command line, this is one of the lowest priority interrupts you can have on the IBM serial ports. We'll see, but I'll try to get a cable in the hands of Steve so he can have a shot at seeing if changing the Atari Command line to something a little quicker will help, but I take full responsibilty for nothing being done in the last month or two. I'll get off my butt this week since I seem to be the bottle neck<g>. It may not work out anyway, but it's worth a shot.
Rick

3279. Re: Newbie Serial I/O Question

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-17 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <146928@cup.portal.com>
Source record: 88001

RE: Serial on the 130XE, the DIN connectors are only for the +5V power supply & hooking up a composite monitor. The serial buss is the large Molex<?> connector on the back. You can't use it for RS232 without some hardware. You can use the built in Basic for serial communication i.e. modems, null modem, printers, but only if you have the hardware for it.

3280. Re: Newbie Serial I/O Question

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-18 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DGMExw.KBA@iglou.com>
Source record: 88002

In article <460hd8$f44@news.gate.net>, DarkStar <darkstar@gate.net> wrote:
>
>Recently came into some Atari 310XE equipment, including a couple of
>different floppy drives.
>
>Haven't seen a FAQ regarding serial I/O on this machine.
>
>Other than the odd-ball (DIN-5) connector, is the serial port RS-232C?
>
The DIN-5 connector is for audio and video. The 13-pin connector is
serial, but it isn't RS-232C. Watch this newsgroup for posts about
"SIO2PC". It's a simple device which can be used as an RS-232 interface.

>Will the on-board BASIC do simple serial I/O for a terminal?
>
Simple terminal programs can be written in BASIC, but you need a handler
file for the particular interface or modem, and Basic programs usually
can't keep up with speeds over 300 baud.

--
"Goodness me, could this be industrial disease?" Dire Straits

3281. Re: Atari Classics & Current Notes

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-18 00:00:00 UTC
From: bosco@yab.com
Message-ID: <461rl0$ood@news.yab.com>
Source record: 88003

bosco@yab.com wrote:

: BTW - If there was a third issue of Atari Classics, could someone send me
: Bob Wooley's e-mail address? No one in the Phoenix area got their copy.

Well? Has anyone received a third issue? Or has there only been two?

Thanks.

3282. FROM COMBAT TO WATERWORLD AUCTION

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-18 00:00:00 UTC
From: jrm8248@u.cc.utah.edu
Message-ID: <461s4a$nq6@news.cc.utah.edu>
Source record: 88004

FROM COMBAT TO WATERWORLD AUCTION

WELCOME TO THE FROM COMBAT TO WATERWORLD AUCTION...it includes these
cartridges
and a whole lot more.....Ranging from C to UR.....

HERE IS THE ORDER:

ATARI 2600
ATARI 5200
ATARI 7800
ATARI 400/800
ATARI MISCELLANEOUS
COLECOVISION
COMMODORE 64
INTELLIVISION
ODYSSEY2
RADIO SHACK TRS-80
TEXAS INSTRUMENTS 99/4A
MISCELLANEOUS

This Auction will end at Midnight Mountain Time on
WEDNESDAY, NOVEMBER 1, 1995 unless bidding is
still strong.

Make sure you read the rules at the end of this auction.

Please send all bids to jrm8248@u.cc.utah.edu

Happy Bidding!!

Atari 2600-LOOSE GAMES, COLORED LABEL NO PICTURE

C Basic Math

R Blackjack

C Bowling

U Code Breaker

C Combat: Imperative to the name of my auction!!

U Dodge Em

C Football: Atari

U Outlaw

U Skydiver

C Superman

U Video Chess

C Video Olympics: cx-2621

Atari 2600-LOOSE GAMES, COLORED LABEL W/ PICTURE

C Adventure;

C Asteroids

C Basketball

U Canyon Bomber

U Casino;

C Circus Atari;

U Human Cannonball

R Midnight Magic

C Missle Command.

C Pac-Man

C Peles Soccer

U Space War

U Star Raiders.

U Super Breakout;

C Video Olympics

U Video Pinball;

U Warlords

C Yars Revenge;

Atari 2600-LOOSE GAMES, SILVER LABEL W/ PICTURE

U Battlezone

C Centipede

U Crystal Castles.

U Dig Dug

C E.T..

U Jungle Hunt

U Kangaroo;

U Moon Patrol

U Ms. Pac Man;

C Pole Position

C Raiders of the Lost Ark;

C Realsports Football;

U Realsports Tennis

C Swordquest: Earthworld

C Swordquest: Fireworld

UR SWORDQUEST: WATERWORLD

C Vanguard.

Atari 2600-LOOSE GAMES, ACTIVISION

U Boxing

U Chopper Command;

R Commando: white label

R Dolphin

U Dragster;

U Enduro

U Freeway;

U Ice Hockey

U Kaboom;

C Laser Blast;

U Megamania

C Pitfall.

R Pitfall II: Lost Caverns

U River Raid

U Skiing.

U Spider Fighter

U Starmaster.

Atari 2600-LOOSE GAMES, AMIGA

ER Mogul Maniac

Atari 2600-LOOSE GAMES, APOLLO

U Infiltrate

U Space Cavern

Atari 2600-LOOSE GAMES, CBS

U Gorf;

U Solar Fox

Atari 2600-LOOSE GAMES, COLECO

R Frontline

U Mousetrap

C Venture.

U Zaxxon

Atari 2600-LOOSE GAMES, DATA AGE

C Sssnake

Atari 2600-LOOSE GAMES, EPYX

R Summer Games

R Winter Games

Atari 2600-LOOSE GAMES, FOX VIDEO GAMES

R Alien

ER Crash Dive

R Fantastic Voyage

U MASH

R Mega Force;

Atari 2600-LOOSE GAMES, IMAGIC

U Cosmic Ark.

C Demon Attack;

C Dragonfire

R Quick Step

Atari 2600-LOOSE GAMES, KONAMI

ER Marine Wars

Atari 2600-LOOSE GAMES, M NETWORK

U Astroblast

U Burger Time

R Frogs N Flies

U Kool Aid Man

U Lock N Chase;

U Space Attack;

Atari 2600-LOOSE GAMES, PARKER BROTHERS

U Amidar

C Frogger.

U GI JOE: Cobra Strike

C Popeye

R Star Wars: Death Star Battle

C Star Wars: The Empire Strikes Back

U Super Cobra;

Atari 2600-LOOSE GAMES, SEARS TELEGAMES

R Bowling

C Breakaway IV

C Football

R Missle Command;

U Space Combat

C Space Invaders

R Steeplechase

C Super Breakout

C Target Fun;

R Video Chess

Atari 2600-LOOSE GAMES, SEGA

ER Spy Hunter

Atari 2600-LOOSE GAMES, SPECTRAVISION

R Gangster Alley

Atari 2600-LOOSE GAMES, TELESYS

R Coco Nuts

Atari 2600-LOOSE GAMES, TIGERVISION

R Threshold

Atari 2600-LOOSE GAMES, US GAMES

R Commando Raid

R Eggomania

R Name This Game

ER Piece O Cake

C Space Jockey

ER Squeezebox

ATARI 5200-LOOSE GAMES

-Centipede

-Defender;

-Football

-Gyruss

-Kangaroo

-Moon Patrol

-Pac-Man;

-Pole Position

-Q*bert

-Real Sports Baseball

-Real Sports Tennis

-Super Breakout;

-Vanguard $1.50

ATARI 7800-LOOSE GAMES

-Karateka

-Pole Position II;

ATARI 400/800-LOOSE GAMES

-Atari Logo: RX8032

-Basic Computing Language: CXL4002.

-Centipede

-Flight Simulator: for Atari XE

-Joust

-Pac Man.

-Star Raiders.

ATARI-MISCELLANEOUS
*all are in near mint condition

-ATARI FORCE Comic Book #3

-ATARI Video Game Catalog

-ATARI Video Game Catalog

-INTELLIVISION Video Game Catalog: 1981

-INTELLIVISION Video Game Catalog: 1982

COLECOVISION-LOOSE GAMES

R Cabbage Patch Kids Picture Show

C Carnival

R Congo Bongo

R Defender: Atarisoft

C Donkey Kong

C Donkey Kong Jr;

VR Dr. Seuss Fix Up the Mix Up Puzzler

C Ladybug

U Miner 2049er: Micro Fun

C Mr. Do;

U Omega Race

R Smurf Paint N Play Workshop

C Smurf Rescue in Gargamels Castle;

C Space Fury

C Venture

COLECO ADAM DATA PACKS
*All of these are shrinkwrapped

-ADAM Link Telecommunicator

-Buck Rogers Game Pack

-Electronic Flashcard Maker

-Flash Facts Flashbacks

-Flash Facts Trivia

-Flash Facts Vocabulator

-Smart Basic

-Smart Logo

-The ADAM Home Software Library

-Zaxxon Game Pack

COMMODORE 64-Loose Cartridges

-Kids on Keys

-Kindercomp

-Music Machine

-Radar Rat Race

INTELLIVISION-LOOSE GAMES

-Advanced Dungeons &Dragons

-Advanced Dungeons & Dragons: Treasure of Tarmin

-Baseball

-Demon Attack: Imagic

-Donkey Kong: Coleco;

-Lock N Chase;

-NFL Football

-Night Stalker;

-Pitfall: Activision

-Poker

-Skiing;

-Triple Action

-TRON Maze-A-Tron

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-------------------------------------------
INTELLIVISION-Box+Directions
-Most boxes have some wear.
-------------------------------------------

-Lock N Chase: w/overlay, no docs

-Sea Battle

-Space Battle: w/ overlay

---------------------------------
ODYSSEY2- LOOSE GAMES
---------------------------------

-Alien Invaders-Plus

-Alpine Skiing;

-Baseball;

-Blackjack

-Bowling/Basketball;

-Casino Slot Machine

-Computer Golf;

-Football.

-Freedom Fighters

-Invaders From Hyperspace

-KC Munchkin.

-KCs Krazy Chase

-Math-A-Magic/Echo

-Monkey Shines

-Out of This World/Helicopter Rescue.

-Pick Axe Pete.

-Speedway/Spinout/Cryptologic;

-Thunderball

-UFO.

-----------------------------------------------
RADIO SHACK TRS-80
-----------------------------------------------

-Color Baseball
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-Don Pan

-Double Back

-Facemaker

-Kids on Keys

-Space Assault

-Stellar Life Line

TEXAS INSTRUMENTS 99/4A-Loose Cartridges

-Adventure

-Alpiner

-Blackjack and Poker

-Blasto

-Burgertime

-Centipede: Atari

-Chisolm Trail

-Demolition Division

-Dragon Mix.

-Early Reading

-Fractional Numbers

-Hangman

-Hustle;

-Home Financial Decisions

-Household Budget Management

-Microsurgeon;

-Minus Mission;

-Moonsweeper

-Multiplication 1

-Munchman

-Number Magic

-Parsec

-Personal Real Estate

-Personal Record keeping

-Picnic Paranoia: Atari

-Pole Position: Atari

-Reading Flight;

-Reading Roundup

-Terminal Emulator II

-TI Extended Basic

-Touch Typing Tutor.

-Video Chess

-Yathzee

MISCELLANEOUS
*some systems say no cables but if you bid I will look for them,
but I will not guarantee that I find them. Shipping will vary
depending on the system.

-Atari Keyboard Controller $3.00 min

-Atari 2600 Paddle Controllers $3.00 min

-Atari 7800 Joystick $3.00 min

-Coleco Head to Head Football handheld game $5.00 min

-Suncom Tac-2 Joystick $3.00 min

-Suncom Tac-2 Joystick $3.00 min

-TurboGrafx 16 Multicontroller adapter $5.00 min

Send all bids to: james.manazer@m.cc.utah.edu

TRADES:

I am looking for R/ER/UR carts and a few UUs for
the Atari 2600 and Colecovision only!

HERE ARE THE RULES:

1. This auction will end on WEDNESDAY, NOVEMBER 1, 1995
at Midnight Mountain Time unless there is still heavy bidding. If
so, the bidding will continue until the following Sunday at Midnight.

2. Current high bids will be posted every other day on this
newsgroup and bidders will most likely be notified when
they are outbid for an item.

3. High bidders will be posted by their email name unless
otherwise specified.

4. When sending a bid, your subject should be SWAPMEET BID .

5. Minimum bids will be $1 and bidding increments will
be $.50 unless otherwise posted all in US Dollars.

6. If two people bid identical bids, then the person
responding first will get credit for the bid.

7. Shipping will be $2.00 for the first cartridge + $.50
for each additional cartridge. Shipping and handling
for systems will range between $8.00 and $15.00 depending
on weight. Larger systems may be more. All cartridges
and systems will be shipped through the US Postal
System anywhere in the Continental US. Other areas
will need to make special arrangements for shipping.

8. Following the auction, each bidder will be contacted
individually for payment and shipping. Money Orders
(sorry no personal checks) are the preferred form of
payment, but cash is always accepted. Payment
MUST be received within 7 days.

9. The will be no guarantee, no warranty and no refunds
on anything purchased from this auction. Most of the
cartridges have been tested and do work the same goes
for many of the systems. However, cartridges for systems
which I do not own cannot be tested and neither can
systems which have no cables. If you are curious about the
condition of a label...ask.

10. I reserve the right to refuse bids.

11. I reserve the right to alter the rules or the auction itself.

12. FINALLY, IF YOU ARE THE HIGH BIDDER YOU MUST
PAY FOR YOUR ITEMS, OTHERWISE YOUR POSTMASTER
WILL BE INFORMED AND YOU WILL BE BARRED FROM
FUTURE AUCTIONS!!!

Your participation in this auction signifies your consent
to follow these rules as stated

Send all bids to: jrm8248@u.cc.utah.edu

3283. Re: ATARI 130XE + Commodore Monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-18 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <461o33$dsu@news.umbc.edu>
Source record: 88005

howard (naslund@ridgecrest.ca.us) wrote:
: I can pick up a Commodore monitor for $29 and I was wondering if it's
: compatible my Atari. Has anyone ever used the two together? I have the
: pinout of the 130XE from the FAQ. I can't seem to get any info on the
: monitor side, though. Thanks in advance for your help.......Howard

Yep, just about all of the older Commodore monitors will work with our Atari 8-bits. What kind are you getting? The Commodore 1701/1702 series composite monitor is great, and comes with regular composite and audio and also split video. All you need is a 5-pin DIN to RCA plugs cable from your 800/800XL or 130XE or equivalent and you are set. There are also other Commodore monitors which are compatible.

If you were asking me, the very best monitor I have seen to date for use with the Atari 8-bit is the Commodore 1084D monitor. It has a superb picture! But the 1701 or 1702 are pretty good, too.

Tom
--
-=-
Thomas Drake |From an 80-column Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-3 backbone, nothing but 'Net!

3284. Atari 32 in 1 for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-18 00:00:00 UTC
From: "Hugues.DeClerck" <hdclerck>
Message-ID: <DGnCxw.5CC@uia.ua.ac.be>
Source record: 88006

I have an atari2600 32 in 1 PAL cart and an original vectrex
joystick for sale/trade.
hdclerck@uia.ua.ac.be

3285. Re: How to post via mail PLEASE READ

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-18 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <46356f$jfr@nic-nac.CSU.net>
Source record: 88007

In article <v01510101aca993e08b82@[137.22.11.55]>,
Michael Current <mcurrent@carleton.edu> wrote:

> As of a few days ago, the mail-to-news gateway at cs.utexas.edu HAS CLOSED.
>
> [SNIP] you can still send your posting to:
>
> comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Man, that sucks! Thanks for the post though! Hmm.. a new address to try
to remember for when I need to post via e-mail...

Thanx again! Got any reason why they closed?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[New: Improved Guestbook, more humor files, improved 21BJ]

3286. Re: "MUX-Window" coming to life! :)

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-18 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <8VQhwksjYR5e083yn@IBM.NET>
Source record: 88008

In article <45uk4r$krc@nic-nac.CSU.net>,
kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>I got frustrated today, so I sat down in Action! (it's been a while,
>admittedly) and started hacking away. It's as slow as molassus <sp?>
>but that's only due to the blinding <sic> speed of the OS draw routines.
> They shall be replaced, of course. >:^)

Bill, I've been following your posts on this, and while it is
interesting, why are you trying to do windows?

Wouldn't it be easier to set up three types of display a program could
use:

1. All text
Good for utilities, newsreading, menus, and stuff that needs to
put lots of stuff on screen quickly. (Granted, it would really help if
there was a built in 80 col. mode, but oh well.)

2. Mix graphics and text
Use the capablities that the Atari is good for! This would be
custom dli's, for example, on the top half of the screen a graph of the
equation you typed in the text mode at the bottom of the screen.

3. All graphics
Drawing programs, etc.

I've seen GEOS on the 64, and while it barely has windows, the windows
it has are very slow. Windows only get in the way, unless you are
running 1024X768 on a 20" monitor!!!!

Ryan 'Gozar' Collins rlcolli@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

3287. Re: Professional SIO2PC/APE Update

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-18 00:00:00 UTC
From: brat@interlog.com
Message-ID: <463dkj$bqg_001@brat.interlog.com>
Source record: 88009

In article <146927@cup.portal.com>,
Rick_Michael_Cortese@cup.portal.com wrote:
>...
>It turns out they have
>their interrupts prioritized. SIO2PC & APE both use R.I. to monitor
>the Atari Command line, this is one of the lowest priority interrupts
>you can have on the IBM serial ports. We'll see, but I'll try to get
>a cable in the hands of Steve so he can have a shot at seeing if
>changing the Atari Command line to something a little quicker will
>help, but I take full responsibilty for nothing being done in the
>last month or two.

Yes, the modem status interrupt (triggered by the Ring Indicator line)
is the lowest priority interrupt the UART produces, but that isn't the
whole story.
(1) The other and higher priority interrupts are for things like
framing errors, a dead line, the receive buffer being full or the
transmit buffer empty. Also, priority only comes into play when
UART interrupt causing events happen "simultaneously". Once you get an
interrupt, you can examine UART registers to determine anything you want
to know, such as receive buffer full *and* ring indicator.
(2) There isn't any other line that can be used to produce an
interrupt. Without interrupts you're reduced to polling, which brings
it's own much bigger warts into the picture.
(3) The priority is lowest with respect to the UART. There is
another priority scheme inflicted (er, supported) by the PICs
(Programmable Interrupt Controllers). That's where the IRQs come in. The
serial ports usually have a low IRQ number, which gives a relatively
high priorty in the big picture of all the interrupt producers in the
machine.
(4) The time spent servicing an interrupt needs to be small, or
the next one will come along before you're finished the first. The Atari
Operating System User's Manual notes that COMMAND changes 750-1600
microseconds before the command frame is sent.

Bernie

Bernie Rataj brat@interlog.com qth://toronto.on.ca
Member: Ontario DX Association

3288. Re: ATARI 130XE + Commodore Monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-19 00:00:00 UTC
From: circle@basenet.net
Message-ID: <464dmd$2a9@news.basenet.net>
Source record: 88010

In article <DGM0wK.Mn7@ridgecrest.ca.us>, naslund@ridgecrest.ca.us6 says...
>
>I can pick up a Commodore monitor for $29 and I was wondering if it's
>compatible my Atari. Has anyone ever used the two together? I have the
>pinout of the 130XE from the FAQ. I can't seem to get any info on the
>monitor side, though. Thanks in advance for your help.......Howard
>
I have a commodore monitor that I have used for years with an 800, 800xl, 400,
nintendo , and a sega. you have to get a cable and hook it into the back via the 3 inputs.
I dont remember how I did it though. but im sure some one could get the old directions.
btw....the thing worked great.

3289. Re: Professional SIO2PC/APE Update

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-19 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <465kfn$m3t@nyheter.chalmers.se>
Source record: 88011

In article <460tom$aq3@ns.mcs.kent.edu>,
BRiTiSH <clisowsk@condor.mcs.kent.edu> wrote:
>James King (jeking@xmission.com) wrote:
>: clisowsk@condor.mcs.kent.edu (BRiTiSH) wrote:

>: > Try running it under dos 6.x, without WIN95 running. Even though
>: >you might be booting into dos-mode with WIN95, it slows down the system
>: My whole beef is that I dont wish to dedicate my entire PC to running
>: SIO2PC or APE -- I'd really like to run it in a window in the
>: background.

That'd be cool.

>a sio2pc/ape thing for Linux! If only I had a PC of my own, I'de be willing to

That'd be cool.

>has real time priority or even a loadable kernel module.

>: Does anyone out there know Visual Basic -- and care to port SIO2PC or
>: APE over??

;-)) Port it over, :-)

IF PASCAL OR ASSEMBLER is too slow, what wouldn't Visual Basic be..??
Neither Win95 nor Win31 are true multitasking environments anyway...

>
>--Craig Lisowski <clisowsk@mcs.kent.edu> <aa853@cleveland.freenet.edu>
>---

Fredrik Lundholm
d1dol@dtek.chalmers.se

3290. Re: "MUX-Window" coming to life! :)

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-19 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1995Oct19.190152.395@signus.demon.co.uk>
Source record: 88012

```
William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: win = OpenWin (10,10,100,120,3,"Example") ; (10,10),100x120,border=3

Looks more like Silicon Graphics GL to me :-)

--
David Firth <david@signus.demon.co.uk>
```

3291. Central Atari Information Network Newsletter

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-19 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510100acac6871d3d2@[137.22.11.55]>
Source record: 88013

Info from the FAQ:

Subject: 8.1) What is the CAIN Newsletter?

The Central Atari Information Network Newsletter is the monthly online magazine of the Cleveland Free-Net Atari SIG. The editor is Mark Leair of the Atari SIG. 8-bit computers support is provided by Michael Current and Craig Lisowski. For information, write to the Atari SIG at mailto:xx004@cleveland.freenet.edu .

Or see the Web site:
Central Atari Information Network
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

3292. peep from the lost souls.. or something [From Itay Chamiel]

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-19 00:00:00 UTC
From: kendrick@cs.sonoma.edu
Message-ID: <199510192213.PAA03611@zippy.sonoma.edu>
Source record: 88014

From: BRUCKA@eruvin.jct.ac.il
Date: Thu, 19 Oct 1995 23:52:35 +0300 (EET)
Subject: peep from the lost souls.. or something

Hmm.. my main account appears to have closed, and anyone who mailed
to it (rick cortese?) got no response!

Well, I'm here, I can't read c.s.a.8 but this is my current address
until I find a goot net provider.

(oops, good above)

If anyone is wondering about Ice-T, well, I can't work on it without
128K (needed for the only assembler suited for the job, MAE), and my
XE is still quite dead. If anyone is willing to fix it for me (I pay
shipping, parts etc.), I'll be glad if they mail me at the below
address.

For now, I have a flea-market-new PAL 800xl.. The demos are cooler than
ever before, but I can't do much with 64K other than work on Col80 (my
80-column file reader.. trying to add upwards movement.. monstrous!!).

-itay chamiel

brucka@eruvin.jct.ac.il (<-- bruckA, not bruck!!!!)

3293. The Shadow of Shadow SoftWare wants your MIO!

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-19 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <465137$4to@kelly.teleport.com>
Source record: 88015

I work for the Shadow of Shadow SoftWare. One of Shadow SoftWare's Products is BBS SoftWare called Carina. The Shadow needs to setup some new SysOps with MIOs for their BBS. These new SysOps will be paying for their own MIOs and as those of us who are SysOps know being a SysOp is a thankless job and the Pay is non existent. He's looking for MIOs at a good price and I don't think he'll be interested in buying from FTE until He works out problems meeting demand. The Shadows BBS, called ACE of America has 3 Phone Lines at (503)761-9074.

He's also looking for complete hard drives for the Atari 8 Bit.

To reply, call ACE BBS at (503)761-9074
or reply in E-Mail to bensmith@teleport.com

Please limit all replies to E-Mail.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com

3294. Re: ATARI EQUIPMENT MUST SELL!! IT SAYS Make Offer, REASONABLE OFFERS ACCEPTED!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-19 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <465ton$dq4@bug.rahul.net>
Source record: 88016

mike begley (spam@iastate.edu) wrote:
: In <1995Oct19.030616.660@freenet.victoria.bc.ca> ud264@freenet.Victoria.BC.CA (Ted Skrecky) writes:

: >>If you do NOT LIKE the PRICE I POSTED, as it says: MAKE REASONABLE OFFER!!!!!
: >>
: >>If yu 8-bit Atari users don't want this equipment fine, I'll just melt it all
: >>down..... I have to GET RID OF THIS STUFF!!!!!

: >If you are going to melt the equipment down, please kindly consider
: >throwing yourself into the vat at the same time.

: Not only that, but he'd have to be a real loser to have the attitude
: "I'm gonna destroy this equipment if I can't get someone to pay my
: price". I mean, hell, just give it to goodwill or something. geezz.

I was thinking this very same thing. Apparently, it's either $100 or
nothing for a computer...$75 or nothing for a disk drive...apparently
this dude would rather melt a piece of hardware than get 25-50% of
their exorbitant asking price...*THAT* will show us...

Sheesh.

--
ziggy29@rahul.net is Tim Irvin--husband, system administrator, grad student,
softball maniac. My web page has been updated (9/11/95) and can be found at
http://www.rahul.net/ziggy29.
**We're #1! Prime Time--1995 LERA Softball Champions--39 / 22-17 / .616

3295. Re: SIO2PC, SIOCOPY, and maybe one day SIO2MAC?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-19 00:00:00 UTC
From: William Rouck <wrouck@pioneer.uspto.gov>
Message-ID: <3086B1E8.2AC6@pioneer.uspto.gov>
Source record: 88017

ext287 wrote:
>
> The UMICH archives contain an intesting program known as SIOCOPY that has
> a simpler interface cable then SIO2PC, and supposedly transfers files off
> an 810 drive direct to PC via parallel interface.
>
> First off has anyone built/tested the SIOCOPY program and cable? If so
> are the disk images created compatible with Xformer?

I've built it and used it. I hooked up an old Percom drive and it worked most of the time. I say "most" baecause the drive itself is half-busted anyway. But yes, it works fine with XFormer.

By the way, the cable is very different from the $25 or more SIO cables. It was very easy to make... just clip an Atari I/O cable in half and connect about six or seven wires to pins in a 25-pin male connector. That's it! Cost was about three dollars at Radio Shack for the parallel port connection.

Bill

3296. Mac SE 4/85/1.44 w/ keyboard $350+ship OR TRADE

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-19 00:00:00 UTC
From: mbates@stocko.com
Message-ID: <mbates-1910952257310001@ppp11.stocko.com>
Source record: 88018
Cross-posted to: misc.forsale.computers.mac-specific.systems,rec.games.video.marketplace,comp.sys.atari.8bit,rec.games.video.sega,rec.games.video.atari

I have an SE with 4 MB RAM, 85 MB Hard drive, a 1.44 SuperDrive and an extended ADB keyboard.

I am looking for $350 plus shipping or trade for some other Macintosh hardware.

I will even consider trades for Video Game hardware and software for the following systems:

Atari 2600
Atari 800/XL/XE Computer
Atari Lynx
Atari Jaguar
Sega Master System
Sega Genesis
Sega CD
Texas Instruments 99/4a Computer
Turbo Grafx/Turbo Duo

Thanks
-Marlin

3297. Re: Professionally produced SIO2PC devices - Lets do it

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-19 00:00:00 UTC
From: classics@nacs.net
Message-ID: <465rpi$1rc@tracy.nacs.net>
Source record: 88019

On 17 Oct 1995 23:36:06 GMT, jeking@xmission.com (James King) wrote:

>
>Discovered another odd problem with Ape today... in DOS (no windows,
>etc.. loaded), I access APE (works great under DOS only), and can READ
>pre-created images (images that were created using SIO2PC), but cant
>WRITE to them.
>
>It acts like its writing, but nothing is created. I cant create
>directories, I can copy files, etc..
>
>Any ideas?

Yes! :) There is a bug in 1.06 that prevents writes to images using Mydos. It
was not fixed because until a couple weeks ago NOBODY at all complained
about it.

Look for this to be fixed in 1.07. You can still write using spartados w/
ultraspeed, but i made an error in the unregistered compiler switches
that caused it.

Steve

PS: This problem does not exist in the registered version ;)

>
>--
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking@xmission.com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit hobbyist by choice, MIS Professional by accident!
>

3298. Re: Professional SIO2PC/APE Update

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-19 00:00:00 UTC
From: classics@nacs.net
Message-ID: <465s9n$3gj@tracy.nacs.net>
Source record: 88020

On 17 Oct 1995 08:00:07 -0700, Chris_F_Chiesa@cup.portal.com wrote:

>James King - jeking@xmission.com writes:
>
>>My whole beef is that I dont wish to dedicate my entire PC to running
>>SIO2PC or APE -- I'd really like to run it in a window in the
>>background.
>>
>>It's really frustrating to have this powerhouse PC, yet have to
>>dedicate it for 5 hours straight for copying files from/to my Atari.
>>
>>Does anyone out there know Visual Basic -- and care to port SIO2PC or
>>APE over??
>
>Are you saying that simply porting the source code to Visual BASIC will
>make it run better than the existing DOS app does in an emulator (?) win-
>dow? Are you SURE of this?
>
>I ask because, while I DON'T have Visual BASIC, I DO have access to Visual
>C++ under Windows NT, and would be interested in the possibility of porting
>to THAT environment for my own use. However, there wouldn't be much point
>in doing so, if the resulting program isn't at least SOMEWHAT likely to
>actually WORK. Thoughts? Anybody care to make an estimate of the likelihood
>of getting acceptable SIO2PC support in a native W/NT application? Deeply
>subtle programming techniques are no obstacle; CAN IT BE DONE? :-)
>
>On a related note, the only PC I currently have is a clunky old PC XT. I
>have no idea whether it'll support SIO2PC; anybody know? When-and-if I
>buy a more modern PC, I will most likely run Windows NT on it, which would
>re-emphasize the previous paragraph...

The problem is not with APE or SIO2PC. Ive explained this many MANY times both
in the APE documentation and in this newsgroup. Windows (or NT, or 95, or OS/2
for that matter) CAN RUN APE AND SIO2PC.

The problem is that Windows, NT, 95, OS/2, etc ALL SLICE TIME AWAY FROM THE
APPLICATIONS THEY ARE RUNNING. Even in 'exclusive' mode, these progams
still steal OS time for thier own housekeeping functions.

When the atari expects a response, and Windows decides to take the CPU away to
refresh your icon cache or something, nothing can be done about it.

You dont run time extremely time critical applications in time sharing operating
systems.

Steve

(Sorry for sounding brash, but im kind of getting tired of people moaning about how APE 'wont run under Win95', when the information they need is in the documentation)

3299. Re: ATARI EQUIPMENT MUST SELL!! IT SAYS Make Offer, REASONABLE OFFERS ACCEPTED!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-19 00:00:00 UTC
From: archone@aloha.com
Message-ID: <466ipe$47g@news.aloha.com>
Source record: 88021

spam@iastate.edu (mike begley) wrote:

Give the guy a break. You gotta remember, to most people 8-bit equiptment is like an old toaster.

If someone wants to pay money, cool. If not, in the trash it goes.

Where the heck do you think all those Commodore 64's went? The #1 selling computer of all time, still, to this day. They had to go somewhere? They were supposed to be in 8% of all homes.

3300. Re: sio copy - help please

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-20 00:00:00 UTC
From: William Rouck <wrouck@pioneer.uspto.gov>
Message-ID: <30877C39.5DF1@pioneer.uspto.gov>
Source record: 88022

> Can anyone help me with the siocopy program / cable. I have assembled
> the cable correctly, but can not get the atari drive to respond. I am
> running an AMD 486/100 cpu under win/95. Has anyone else tryed this
> program, or is there a newer revision. This one is dated august 1994.

I also have the AMD 486/100. Turn off the "turbo" switch. This will
dummy the computer down to 33mhz, which worked fine for me. Why does
this work? Who knows, but the programmer mentions in the docs that he
wrote the program on a 486DX33.

Bill

3301. Re: "MUX-Window" coming to life! :)

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-20 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <467jjs$rjh@nic-nac.CSU.net>
Source record: 88023

In article <8VQhwksjYR5e083yn@ibm.net>,
Ryan 'Gozar' Collins <RLCOLLI@IBM.NET> wrote:
>
>Bill, I've been following your posts on this, and while it is
>interesting, why are you trying to do windows?

Thanx. :) I'm trying to do it because it's a nice interface, the X-Window (client/server, hints, etc.) ideas are VERY cool (hints = suggestions; ie, the program can ask "I want my window at 0,0" but the window is actually placed elsewhere for some other reason (no overlapping, for example).

And since it's client/server (and this can be done with ONE machine, as D. Davies pointed out back in the days of ADOS-discussions - instead of JSR'ing to some routine, it's all vector-based and completely modular), you can replace, say, my crappy window manager (B/W only, windows must be on single byte boundaries (else they get snapped to them) and are fitted with byte-divisible widths (ie, you say "7", it comes out 8. You say "9" it comes out 16, you say "15" it comes out 16, etc.) with a GOOD window manager (CV15 64 colors, virtual screens (move within a larger area - say, 4 times the screen's actual size (2 screens across by 2 down)), OR with a TINY window manager (text only, no windows- each "window" is a full screen ;)), etc...

(It's the above types of concepts which I'd like to put down to paper/HTML ;) a little better because these are important and very likeable concepts.)

>Wouldn't it be easier to set up three types of display a program could
>use:
>
>1. All text
> Good for utilities, newsreading, menus, and stuff that needs to
>put lots of stuff on screen quickly. (Granted, it would really help if
>there was a built in 80 col. mode, but oh well.)

Again, I had thought of this before. A snippet of Action! code within some graphics-intensive program could be:

```
Proc Main()
...
Connect()
If GetDepth() = 0 Then ; 1bit = mono, 2bit = 4 color, 0bit = text
ErrorMessage() ; complain and exit
Fi
...
```

Or, to test for a certain version of a "Window Manager" (aka program running
on the "server" - or even as part of your program (again, single-computer))

```
...
GetModel(model,ver,date,manuf)
If SCompare(model,"GoofyWM") = 0 Then
If Val(ver) < 3 Then
ErrorMessage() ; complain you need ver. 3 or better
Fi
Fi
```

>2. Mix graphics and text
> Use the capablities that the Atari is good for! This would be
>custom dli's, for example, on the top half of the screen a graph of the
>equation you typed in the text mode at the bottom of the screen.

I've thought - it's difficult, unless you're talking about an Atari 7800's
..umm.. MARIA? chip, to nicely incorporate Atari "tricks" (ie, hardware
graphics doodads). Ah, except for such niceties as 64 color medium res
or 8 color high res modes... Again, it's all pretty transparent to the
programs, as long as if they take advantage of anything except the lowest
denominator that they TEST to see if what they want is supported by whatever
particular "Window Manager" the end user happens to be running.. NEVER
ASSUME >ANYTHING<! :)

>3. All graphics
> Drawing programs, etc.

The same as the text-only idea.. you simply see if it's supported.
If you're messing with some RGB-only graphics program, you'll want to be
sure your depth is 3 or 6 - or even higher (who said the Window manager
even has to be running on an Atari? why not use a PC for the graphics
and the Ataris for the CPUs? Or vice-versa.. but I'm getting WAY beyond
what I'm even planning on doing at the moment - but it WON'T be hard...
Simply replace the "M:" (MUX device) driver with some smart "R:" driver
which talks to a null modem and . . . .

>I've seen GEOS on the 64, and while it barely has windows, the windows
>it has are very slow. Windows only get in the way, unless you are
>running 1024X768 on a 20" monitor!!!!

Hehe - even that res. ain't enough some times... (and those monitors give
headaches, man.. uggh!)

Ok.. a few things about GEOS:

(1) C=64 graphics - very strange.. kinda like Apple II's, I believe..
(2) C=64 CPU rate - 1 MHz or so?
(3) C=64 # CPUs - 1 CPU for app(s?) and GUI stuff... in my example,
1 CPU PER app and 1 CPU DEDICATED to GUI stuff
(and other management like launching apps, etc.,
so that you need not touch the other computers)

Anyway - seem at least a little better? :)

Thanx a lot for the comments.. I appreciate it!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[New: Improved Guestbook, more humor files, improved 21BJ]

3302. The Shadow of Shadow SoftWare wants your MIO!

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-20 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <467iot$2bc@kelly.teleport.com>
Source record: 88024

I work for the Shadow of Shadow SoftWare. One of Shadow SoftWare's Products is BBS SoftWare called Carina. The Shadow needs to setup some new SysOps with MIOs for their BBS. These new SysOps will be paying for their own MIOs and as those of us who are SysOps know being a SysOp is a thankless job and the Pay is non existent. He's looking for MIOs at a good price and I don't think he'll be interested in buying from FTE until He works out problems meeting demand. The Shadows BBS, called ACE of America has 3 Phone Lines at (503)761-9074.

He's also looking for complete hard drives for the Atari 8 Bit.

To reply, call ACE BBS at (503)761-9074
or reply in E-Mail to bensmith@teleport.com

Please limit all replies to E-Mail.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com

3303. Re: help with sio2pc

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-20 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <468cv1$9r3@nic-nac.CSU.net>
Source record: 88025

In article <464qsk$a0l@ixnews3.ix.netcom.com>,
Alan D. Bartz <a.bartz@ix.netcom.com> wrote:
>The instructions say to run remote.obj located in the atari.atr file.
>What do I do with the atari file atari.atr to get it into the ram disk
>as it instructs? sorry for the dumb questions.

You only need to use REMOTE if you want to talk to SIO2PC (the program)
without being at the PC's keyboard.

For example, my PC and Atari are right next to each other. I've never even
TRIED remote and I've had a pretty happy time using SIO2PC. :)

To load the ATR file, simply type [L] on the PC and follow the prompts.
(You can also specify which ATRs to load when you load up SIO2PC - so say
you have a dedicated SIO2PC machine AWAY from the Atari (now we need REMOTE).
Simply add a line in your AUTOEXEC.BAT on your PC which Loads SIO2PC and
Tells IT to load some bootable ATR (again, it's simply a command line param.
for SIO2PC). You turn on your PC. You go back to your Atari. Turn it on.
It starts booting up from that ATR disk. Then, IT automatically runs
REMOTE and viola - you're set. (Automation is AUTORUN.SYS (DOS2.5),
REMOTE.AR0 (MyDOS), AUTOEXEC.BAT (SpartaDOS))).

>thanks to the guy who suggested using a Sega controller with the 8-bit.
> I swiped my kids and now I can actually win at Star Raiders. The
>first and best game I ever bought.

Yep - definitely a #1 game!

Good luck!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[New: Improved Guestbook, more humor files, improved 21BJ]

3304. Re: How to post via mail PLEASE READ

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-20 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510101acad6d177e1f@[137.22.11.55]>
Source record: 88026

Bill writes:

>> [SNIP] you can still send your posting to:
>>
>> comp.sys.atari.8bit-news@newsbase.cs.yale.edu
>
>Thanx again! Got any reason why they closed?

Here's what the cs.utexas.edu gateway sent to me:

==========
There is no longer a mail-to-news gateway on cs.utexas.edu.

It became a magnet for abuse, which we are no longer willing to endure.
For example, last week a newgroup control message for soc.culture.niggers
was issued. It was forged with headers that made it appear to have come
from our gateway. Later this week we were bullied in news.admin.misc,
see <45eg9h$pa2@newsbf02.news.aol.com> for details. And these were just
the two most recent events; there is a long list of others.

No, I am not aware of any other similar gateways. Sorry.
==========

They may not know of other such gateways, but luckily I had two others
listed in my FAQ. I got nervous when the one at decwrl.dec.com also didn't
work anymore, but at least we still have the Yale site.

I'm also thankful again for being subscribed to the Digest, because my
local news server isn't getting any postings again...

-Michael

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

3305. Re: Atari BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-20 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510100acad6c9e61af@[137.22.11.55]>
Source record: 88027

>Is there a list of BBS's that support the Atari's? Here are two in my
>area:

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

Rick Detlefsen is presently compiling a new comprehensive Atari computers
bulletin board systems list. Contact him by any of the following for more
information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: ATARI BBS LIST
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

3306. Re: ATARI EQUIPMENT MUST SELL!! IT SAYS Make Offer, REASONABLE OFFERS ACCEPTED!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-20 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <468d5o$jac@bug.rahul.net>
Source record: 88028

archone@aloha.com wrote:
: spam@iastate.edu (mike begley) wrote:

: Give the guy a break. You gotta remember, to most people 8-bit
: equiptment is like an old toaster.

: If someone wants to pay money, cool. If not, in the trash it goes.

Perhaps. But where this analogy breaks down is here: When a old toaster is thrown into the trash, you can always buy another toaster. They are essentially in never-ending supply.

As the years go by, as 8-bit hardware--even the hardware in perfectly good working order--is trashed, the supply decreases. They ain't making no more. Eventually, we'll have no machines to bring new (or returning) Atariphiles into the fold. We'll have few options when we need replacement parts. And eventually, perhaps there will be such a paucity of hardware (and the old classic software?) that it's hard to keep anyone around. One broken part, no replacements, good bye computing platform.

The fact that you can still find systems and (some) software for sale relatively easy doesn't mean it will always be that way. Yes, you can still pick up a complete system for well under $100, fairly easily. But if people decide to junk their systems rather than sell them at $50, where does that leave the future?

: Where the heck do you think all those Commodore 64's went? The #1
: selling computer of all time, still, to this day. They had to go
: somewhere? They were supposed to be in 8% of all homes.

I see far more Atari8's available than C-64's. I've never had a C-64, and if I had a chance to get one cheap (and room in my puny home to keep it), I'd play with it just a bit...I do see a bunch of Vic-20s, though...and more TI 99/4As than anything else in the world.

--
ziggy29@rahul.net is Tim Irvin--husband, system administrator, grad student, softball maniac. My web page has been updated (9/11/95) and can be found at http://www.rahul.net/ziggy29.
**We're #1! Prime Time--1995 LERA Softball Champions--39 / 22-17 / .616

3307. NEED AN ATARI EMULATOR

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-20 00:00:00 UTC
From: HEQZ70A@prodigy.com
Message-ID: <4693s6$b9i@usenetw1.news.prodigy.com>
Source record: 88029

I am looking for an Atari or a Commodore IBM emulator bicouse I have
Atari software bot no Atari computer.
I would to run Atari software on an IBM computer. Would any body happen
to know whare I can find one or if posable can someone E-mail it to me or
just post it hear.

THANK'S A LOT.

3308. Re: Mac SE 4/85/1.44 w/ keyboard $350+ship OR TRADE

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-20 00:00:00 UTC
From: mstatz@cei.net
Message-ID: <4693ij$kvp@news.cei.net>
Source record: 88030
Cross-posted to: misc.forsale.computers.mac-specific.systems,rec.games.video.marketplace,comp.sys.atari.8bit,rec.games.video.sega,rec.games.video.atari

In article <mbates-1910952257310001@ppp11.stocko.com>, mbates@stocko.com says...
>
>I have an SE with 4 MB RAM, 85 MB Hard drive, a 1.44 SuperDrive and an
>extended ADB keyboard.
>
>I am looking for $350 plus shipping or trade for some other Macintosh
hardware.
>
>I will even consider trades for Video Game hardware and software for the
>following systems:
>
>Atari 2600
>Atari 800/XL/XE Computer
>Atari Lynx
>Atari Jaguar
>Sega Master System
>Sega Genesis
>Sega CD
>Texas Instruments 99/4a Computer
>Turbo Grafx/Turbo Duo
>
>
>Thanks
>-Marlin
What are you looking for specifically in Atari 8-bit hardware?

I have sever old 800's, a few 1050 drives, and carts/software - does any of this ring a bell?

Mark
mstatz@cei.net

3309. MUX window and text

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-20 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199510210228.TAA27896@zippy.sonoma.edu>
Source record: 88031

This is neat.. I've added text drawing support to the MUX-Window test-grounds
program and have a pretty spiffy routine!

Here's a typical call:

```
fnt = LoadFont ("TIMES_9.FON")
DrawString (win, 3, 5, "Hello there!", BLACK, WHITE, fnt)
```

win = Which window to draw into
3,5 = Where to place the upper left-hand corner of the string
"..." = The string to display
BLACK = The color in which to draw the string
WHITE = The color for the background (a rectangle surrounding the string)
fnt = The font to use

Now, for those who have seen some of my other stuff for, say, line drawing,
you'll know I use a special color called "CLEAR"... This comes in very
useful, even for text.

Say you had this in the window: If you position text about center and
used BLACK text and WHITE background:

```
XXXXXXX XXXXXXX
XXXXXXX
XXXXXXX XXX XXX X X XXX
XXXXXXX X XX X X
XXXXXXX X XXX X X X
XXXXXXX
XXXXXXX XXXXXXX
```
A white rectangular area is made
and the text written in black inside

If you used BLACK text and If you used WHITE text and WHITE back-
CLEAR background: ground, you'd get much like the above
except the "TEXT" would be inverse...

```
XXXXXXX If you used CLEAR text and WHITE back-
XXXXXXX ground, you'd get:
XXX XXXXXXXXXX
X XX XXXXXXX XXXXXXX
X XXXXXXXXX
XXXXXXX X X XX
XXXXXXX X X
```
They blend together X X X

```
XXXXXXX
```
Only where there's stuff in the

background does it show through..

There are of course a few more examples, but you get the jest... the reason I came up with this is because in the first example of using text in X Window in the book _X-Window_Application_Programming_, they showed the difference between the C functions "DrawString" and "DrawImageString" - the first being like my MUX-Window "DrawString" command with a "CLEAR" background, and the second like mine with some colored ("WHITE" in the above case) background..

Also, if I didn't post it before, I sped up my window clearing routines.. they're now "limited" to being stuck on byte-wide boundaries (a window being opened at "3,3" would be 'snapped' to "8,8") and byte-divisible widths (again, try to make it 17 x 17 and it becomes 32 x 32).

This is simply for speed, and this is only this implementation - don't be frightened by this... REMEMBER: I'm keeping with X-Window's concept:

"Most everything you tell the window manager is only a SUGGESTION" :)

Of course, no program should particularly care if the window is in the exact (or even NEAR :)) position it wanted it in, or if it's the same size it wanted it to be, or any other specifics about how the Window Manager goes about its business ;)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/
Yellow is a good color (my Action! cart, Action! manual, CSS catalog, and two X-Window books are all yellow - coincidence?...)

3310. Making .ATR files?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-21 00:00:00 UTC
From: jeffk914@groucho.roc.servtech.com
Message-ID: <46bpsd$a0p@murphy.servtech.com>
Source record: 88032

Well, I just got my XFormer 3.2, and it's the first time I've used the Atari emulator... And I've got about a zillion 8bit disks here, having been using the darn 8bits for about 15 years now... :)

But I've got a couple questions, that I don't think I saw in the FAQ... Just HOW does one create an .ATR file? I mean, what happens if I try to initialize a disk in MYDOS? Will it just blow away whatever ATR or .XFD file is listed for that drive?

I managed to find an old 5.25" IBM drive and have been using Util to copy over some files with a decent amount of success (it seems really picky about having a REALLY good disk, much more so than the 1050), and have S2PC to put them into .ATR files, and I have no blank .ATR files to use! Plus, when I tried, just to see if it'd work, to open the MYDOS45D.ATR file, S2PC seemed to think it was a bad image file - 0000 free sectors, etc... Help!

Thanks!

3311. Re: What else, lines.

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-21 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <147091@cup.portal.com>
Source record: 88033

>But if anyone is interested in
>"Bresenham's algorithm" let me know and I will post it.

There is a cool alternative that draws lines faster than Bresenham's.
It's a derivative called "Bresenham's run-length slice line drawing."
I found it in a new book called Zen of Graphics Programming by Micheal
Abrash, and although the book is _very_ IBM PC oriented, it still makes
a very interesting and informative read.

Briefly, the way the routine is optimized, is to eliminate the decision
making process at each pixel the way standard Bresenham's does.
Instead, it capitalizes on the fact that all lines will be made up of
only two different sizes of pixel runs. Let's say a given line will be
made from segments that have either 3 or 4 pixels. Run-length sliced
can draw 3 pixels really quickly, and only then decide whether it needs
to draw a 4th one.

John Harris - jharris@cup.portal.com

3312. Re: Newbie Serial I/O Question

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-21 00:00:00 UTC
From: classics@nacs.net
Message-ID: <46av91$ctn@tracy.nacs.net>
Source record: 88034

On 17 Oct 1995 15:16:56 GMT, darkstar@gate.net (DarkStar) wrote:

>
>Recently came into some Atari 310XE equipment, including a couple of
>different floppy drives.
>
>Haven't seen a FAQ regarding serial I/O on this machine.
>
>Other than the odd-ball (DIN-5) connector, is the serial port RS-232C?
>
>Will the on-board BASIC do simple serial I/O for a terminal?
>
>>>>>>>Donning asbestos suit >>>>>>>
>
>Thanx for your help/suggestions!
>

The 5 pin din connector is for a monitor (one for power there too). The serial
i/o is carried on the large molex connector that you attach disk drives to.

Its voltage output is not rs232 standard, but can be made so with a cable
that contains some variant of the MAX232 circuit contained in the SIO2PC
cable. There are also 7400 and other versions that use IC's that are not
quite so hard to find/expensive.

Steve
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @
Author of APE - The Atari Peripheral Emulator for 8 bit computers!
Get your copy of APE today and unleash the power in your 8 bit computer!

APE is available by FTP at archive.umich.edu and its mirrors, in the
directory /Atari/8bit/Ape. Try gopher://gopher.umich.edu for faster access

3313. atari Connector info ???

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-21 00:00:00 UTC
From: arnol@stack.urc.tue.nl
Message-ID: <46bl9t$qor@tuegate.tue.nl>
Source record: 88035

Has anyone got some info about the pins of the ports of the Atari 600xl. I want to for example light up some leds when I send a code to a port (I don't know which one is the easiest ? the cassette one or the larger one ??)
Thanks in advance for replying !

Arno van Loenen

3314. Re: How to post via mail PLEASE READ

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-21 00:00:00 UTC
From: classics@nacs.net
Message-ID: <46avd4$ctn@tracy.nacs.net>
Source record: 88036

On 20 Oct 1995 11:29:59 -0400, mcurrent@carleton.edu (Michael Current) wrote:

>Bill writes:
>
>>> [SNIP] you can still send your posting to:
>>>
>>> comp.sys.atari.8bit-news@newsbase.cs.yale.edu
>>
>>Thanx again! Got any reason why they closed?
>
>Here's what the cs.utexas.edu gateway sent to me:
>
>=============
>There is no longer a mail-to-news gateway on cs.utexas.edu.
>
>It became a magnet for abuse, which we are no longer willing to endure.
>For example, last week a newgroup control message for soc.culture.niggers
>was issued. It was forged with headers that made it appear to have come
>from our gateway. Later this week we were bullied in news.admin.misc,
>see <45eg9h$pa2@newsbf02.news.aol.com> for details. And these were just
>the two most recent events; there is a long list of others.
>
>No, I am not aware of any other similar gateways. Sorry.
>=============
>
>They may not know of other such gateways, but luckily I had two others
>listed in my FAQ. I got nervous when the one at decwrl.dec.com also didn't
>work anymore, but at least we still have the Yale site.
>
>I'm also thankful again for being subscribed to the Digest, because my
>local news server isn't getting any postings again...
>

There is a complete listing of both e-mail remailers, and e-mail->usernet
gateways in the alt.2600 FAQ. Last I checked there were quite a few
working e-mail->usenet gateways there.

Steve
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @
Author of APE - The Atari Peripheral Emulator for 8 bit computers!
Get your copy of APE today and unleash the power in your 8 bit computer!

APE is available by FTP at archive.umich.edu and its mirrors, in the
directory /Atari/8bit/Ape. Try gopher://gopher.umich.edu for faster access

3315. Pepper's 200 Cart Auction !! #4 Update

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-21 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A32.3.91.951021184115.252743A-100000@freenet.edmonton.ab.ca>
Source record: 88037

```
Welcome to Peppers 200 Cart Auction #4 Update

Just a note to let everyone know the very few Items without bids will be
deleted (No interest) by Sunday Oct. 22/95 Midnight. Thanks and happy
bidings.

O O O O
. .
\___/ thanks --- Neil
**************************************************************************
This Auction Contains Commons to ER's of
Sega Master (5) Intellivision (23)
Atari 2600 (59) Odyssey2 (5)
Atari 5200 (21) Texas Instrument (1)
Atari 7800 (2) Handheld (1)
Colecovision (43) Vic - 20 Carts (23)
Commodore 64 (4) Vic - 20 Cassette's (13)
**************************************************************************
- Rules -
**************************************************************************
Shipping 1St 2.00 \ 2,3,4th = .50 ea \ 5 and up =.75ea

-----> .U.S.FUNDS ONLY.. <-----

I reserve the right to change, delete, or refuse
any trade offer or bid / activity within the auction.

Bidders Have 10 Days to send Payment

----> Minimum Bid is $2.00 on Each Item.

TRADES Will be given First Priority
See Below for My Want List

Deadline Is Oct 29 12:00 (noon) MDT after this time
a ONCE - TWICE - SOLD part 2 auction will occur
as to ensure fairness to all bidders (1-2 days)

I will Updates biders by E-Mail free! ;)

##########################################################################################
Codes: SW - Shrinkwrapped
""""" C - Cart
I - Instructions
B - Box
O - Overlays
##########################################################################################
```

Type Rarity Code Bid Bidder Status
##
Sega Master Games
##
Phantasy Star ER CB +15.00 mlm6574
Blade Eagle 3-D R C
Bomber Raid (Activision) R C
Rambo III R C
Vigilante R C

##
ATARI 2600
##
Challenge (Taiwan) ER C +3.00 Mercury
Dragon Treasure (Taiwan) ER C +6.00 Mercury
Frogger II - ThreeDeep ER C +5.00 Mercury
^(label is written on and ripped)^

Laser Volley (Taiwan) ER CB +5.00 Mercury
Miner 2049er Vol. II ER C +30.00 C645228
Mogul Maniac ER CI +2.50 Multisync
Ocean City Defender ER CB +5.00 Mercury
Q*Bert CX26150 ER CIB +2.00 cameron
Space Adventure ER C +7.00 Mercury
Time Warp (Taiwan) ER C +7.00 Mercury
Skiing/Le Ski ?? C +5.00 Mercury
Air Raiders (M-Network) R C +2.00 cameron
Bermuda Triangle R C +2.00 cameron
Big Bird's Egg Catch R SW +2.00 cameron
California Games R C +2.00 cameron
Commando Raid R C +2.00 cameron
Cookie Monster Munch R SW +2.00 cameron
Cosmic Commuter R C +3.00 beiles
Crackpots R C +2.50 Multisync
Decathlon R C +2.00 cameron
Defender II R C +3.50 Muteiii
Dolphin R C +2.00 cameron
Donkey Kong Jr. R C +2.50 cameron
Frontline "N.T" written on cart R C +3.00 beiles
Frostbite R C +4.00 khorton
Gyruss R C +5.00 condor76
Mr. Do R C +6.00 condor76
Oink R C +3.50 Muteiii
Pitfall II Lost Caverns R C +3.00 Multisync
Plaque Attack R C +5.00 khorton
Pressure Cooker R C +5.00 khorton
Robot Tank R C +2.00 cameron
Seaquest R C +2.00 cameron
Sky Jinks R C +2.00 cameron
Sky Skipper (pealed label) R C +2.00 cameron
Space Tunnel R C +5.00 Multisync

```
Spider-Man (rough label) R C +2.00 cameron
Sprint Master R C +2.50 Multisync
Stampede R C +2.00 cameron
Star Wars - Death Star Battle - R C +3.50 Muteiii
Star Wars - Jedi Arena - R C +3.50 Muteiii
Summer Games R C +2.00 cameron
Taz R C +3.00 Mercury
Title Match Pro Wrestling R C +2.50 Multisync
Winter Games R C +2.00 cameron
Wizard Of Wor R C +2.50 kpsmith
Commando U C +2.50 Multisync
Crystal Castles U C +2.00 cameron
Dragster U C +2.00 cameron
Enduro U C +2.00 cameron
Fishing Derby U C +2.00 cameron
G.I. Joe - Cobra Strike - U C +2.00 cameron
Kung-Fu Master U C +3.00 beiles
Solar Fox U C +2.00 cameron
Spitfire Attack U C +3.00 Multisync
Strawberry Shortcake U C +2.00 cameron
Turmoil U C +2.00 cameron
Desert Falcon C C +2.50 Multisync

SuperCharger Package (3 tapes & SuperCharger/pkg deal)
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
SuperCharger \
# 5 Escape From the Mindmaster ER Case\
# 2 Communist Mutants From Space R Case > +12.00 Mercury
# 1 Phaser Patrol R Case/

##################################################################################################
ATARI 5200 - Untested -
##################################################################################################
Pac-Man ( New ) ?? CBIO
Popeye ( Like New) ?? CBI +2.00 afn32722

##################################################################################################
ATARI 7800
##################################################################################################
Karateka ?? SW +2.00 kpsmith
RealSports Baseball ?? CBI +2.00 kpsmith

##################################################################################################
COLECOVISION
##################################################################################################
XONOX CART
Artillery Duel/Chuck Norris ER C +50.00 khorton
(Excellent condition..Someone
wrote "Moore" on label in small
letters.....No Biggie ;)
```

James Bond 007 VR C +5.00 khorton
Learning With Leeper VR C +5.00 khorton
Schtroumpfs VR CI +8.00 khorton
Zenji VR C +8.00 khorton
Lady Bug - CBS Version ?? C
Antarctic Adventure R C +4.50 Multisync
B.C. II "Grogs Revenge" R CI +5.00 khorton
Buck Rogers Planet Of Zoom R C +5.00 khorton
Dam Busters R C +5.00 Multisync
Defender R C +2.50 Multisync
Pitfall II - Lost Caverns - R C +7.00 dantill
Quest for Quintana Roo R C +4.50 Multisync
River Raid R C +2.50 Multisync
Super Cobra R C +3.00 Multisync
Tarzan R C +5.00 khorton
Bump 'N Jump U C +5.00 khorton
Burgertime U C +5.00 khorton
Destructor U C +5.00 khorton
Frogger U C +2.00 cameron
Front Line U C +4.00 WAGJ94B
Miner 2049'er U C +3.00 dantill
Omega Race U C +2.50 Multisync
Pepper II U CBI +2.00 cameron
Pitstop U C +2.00 cameron
Star Wars - The Arcade Game - U C +6.00 WAGJ94B
Subroc U C +2.50 cameron
Victory U C +3.00 dantill
WarGames U COI +2.00 cameron
Cabbage Patch Kids A.I.T.P. C C +2.00 Multisync
Carnival C CBI +2.00 WAGJ94B
Cosmic Avenger C C +2.00 Multisync
Donkey Kong Jr. C CI
Gorf C C +2.00 khorton
Looping C C +2.50 dnathan
Mr. Do C C +2.50 Multisync
Popeye C C +2.00 dnathan
Q*Bert C CBI
Rocky Super Action Boxing C C +2.00 khorton
Space Fury C C +2.50 dnathan
Space Panic C CBI +2.00 cameron
Venture C CBI
Zaxxon C C +2.00 khorton

##
COMMODORE 64
##
Gridrunner By Jeff Minter (Cart) ?? C +2.50 Multisync
Retro Ball (Cart) ?? C +2.00 Multisync
Turmoil (Disk) (complete) ??
Voice Messenger (Cart) Not tested ?? CI +2.00 Multisync

```
################################################################################
INTELLIVISION
################################################################################
Championship Tennis ER C +3.00 Multisync
Chip Shot Super Pro Golf ER C +3.00 Multisync
Commando ER C +3.00 Multisync
Mind Strike ER CBIO +2.50 Multisync
Mr Basic Meets Bits & Bytes ER SW +3.00 Multisync
Scooby Doo's Maze Chase ER SW +4.50 cameron
Super Pro Football ER CI +2.00 cameron
Thunder Castle ER C +3.00 Multisync
Buzz Bombers R CI +2.00 cameron
Chess R C +3.00 Multisync
Dreadnaught Factor R CBIO +3.00 Multisync
River Raid R CBIO +2.00 cameron
Shark! Shark! R C +3.00 Multisync
AD + D Treasure of Tarmin U SW +2.00 cameron
Beauty & The Beast U C +2.00 cameron
Bump N Jump U C +2.00 cameron
Demon Attack U C +2.00 cameron
Microsurgeon U CBO +2.50 Multisync
Mission X U CBIO +2.50 Multisync
Mouse Trap U CBO +2.00 cameron
Pinball U C +2.00 cameron
Pitfall U CIO +2.00 cameron
World Championship Baseball U CBIO +2.50 Multisync
################################################################################
ODYSSEY 2
################################################################################
Philips Videopac # 38 (Munchkin) ER CIB
Alien Invaders Plus C
Baseball C
K.C. Munchkin C
Out of this world / Helicopter Rescue C

################################################################################
Texas Instrument - Not Tested -
################################################################################
Centipede ?? C +2.50 cameron

################################################################################
Handheld - This is a LCD handheld with 3 games.
################################################################################
Package deal:

Handheld (uses a watch size \
battery, size is 2" by 5") \
Car Racing sports (pink cart) \ +5.00 howald
Challenger sports (blue cart) /
Football sports (red cart) /
```

##
Vic - 20 - Not Tested -
##
Adventure Land (Cart) ?? C
AstroBlitz (Cart) ?? C +2.00 Multisync
Avenger (Cart) ?? C
Black Hole (Cart) ?? SW +2.00 Multisync
Choplifter (Cart) ?? C +2.00 Multisync
Clowns (Cart) ?? C
Cosmic Cruncher (Cart) ?? C
Garden Wars (Cart) ?? C
Gorf (Cart) ?? C
Jawbreaker II (Cart) ?? C
Jupiter Lander (Cart) ?? C
Lunar Leeper (Cart) ?? C +2.00 Multisync
Monster Maze (Cart) ?? C +2.00 Multisync
Omega Race (Cart) ?? C
PacMan (Cart) ?? SW +2.50 Multisync
Radar Ratrace (Cart) ?? C
Raid On Fort Knox (Cart) ?? C
Road Race (Cart) ?? C +2.00 Multisync
Sargon II Chess (Cart) ?? C
Terraguard (Cart) ?? CB +2.00 Multisync
The Sky is Falling (Cart) ?? C
VideoMania (Cart) ?? CB +2.00 Multisync
Visible Solar System (Cart) ?? C

Arcadia (Cassette) ?? with case
Catcha Snatcha (Cassette) ?? with case
Duck Shoot (Cassette) ?? with case
Frantic (Cassette) ?? with case
Neutron Zapper (Cassette) ?? with case
Pedes & Mutants (Cassette) ?? with case
Psycho Shopper (Cassette) ?? with case
Sea Invasion (Cassette) ?? with case
Shark Trap (Cassette) ?? with case
Space Fortress (Cassette) ?? with case
Undermine (Cassette) ?? with case
Vegas Jackpot (Cassette) ?? with case
Wacky Waiters (Cassette) ?? with case

****
Want List:
****

Intellivision:

Congo Bongo
Draughts
Fathom
Spiker Super Pro Volleyball
Stadium Mud Buggies

Super Cobra
Zaxxon

I'm also looking for many ER Atari 2600 Carts...Send me your list and we'll talk.....Thanks and Good Luck!

A special Thanks to Dougm for his help.....We're the Edmontonians!!!!! ;)

_/_/_/_/ _/_/_/_/ _/_/_/_/ _/_/_/_/ _/_/_/_/ _/_/_/_/ Classic Video Game
_/ _/ _/ _/ _/ _/ _/ _/ _/ _/ Collector/Trader
_/_/_/_/ _/_/_/ _/_/_/_/ _/_/_/_/ _/_/_/ _/_/_/_/ Atari / Intv
_/ _/ _/ _/ _/ _/ _/
_/ _/_/_/_/ _/ _/ _/_/_/_/ _/ _/@freenet.edmonton.ab.ca

Article Unavailable

3316. Re: Professional SIO2PC/APE Update

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-22 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <147116@cup.portal.com>
Source record: 87856

Steven Tucker (whose e-mail address Portal does not pull in here for me)
writes:

>On 17 Oct 1995 08:00:07 -0700, Chris_F_Chiesa@cup.portal.com wrote:

>>Anybody care to make an estimate of the likelihood
>>of getting acceptable SIO2PC support in a native W/NT application? Deeply
>>subtle programming techniques are no obstacle; CAN IT BE DONE? :-)
>
>The problem is not with APE or SIO2PC. Ive explained this many MANY times bot
h
> in the APE documentation and in this newsgroup. Windows (or NT, or 95, or
> OS/2 for that matter) CAN RUN APE AND SIO2PC.
>
>The problem is that Windows, NT, 95, OS/2, etc ALL SLICE TIME AWAY FROM THE
>APPLICATIONS THEY ARE RUNNING. Even in 'exclusive' mode, these progams
>still steal OS time for thier own housekeeping functions.
>
>When the atari expects a response, and Windows decides to take the CPU away to
>refresh your icon cache or something, nothing can be done about it.
>
>You dont run time extremely time critical applications in time sharing
>operating systems.

I, for one, never questioned the "runnability" of APE or SIO2PC in the
timesharing environment. I meant to address only the distinction between
"runnability" and "usability." Obviously APE and SIO2PC *run* in Windows
and Windows NT, but they're not USABLE because of the issues you have so
often mentioned. Believe me, I understand what you're saying -- I'm a
systems-programmer-type, myself.

However, I believe it is an error to attribute the problem SOLELY to the
"timesharing" nature of the operating system. It is perfectly possible to
run "time-critical" (aka "realtime") applications in a timesharing environ-
ment; the product that my employer makes and sells does it, and does it well.
The REAL problem is that the timesharing OS itself has to be well designed,
and has to provide the capability for suitably privileged and prioritized
software to get "first crack" at the necessary resources -- in the case of
APE and SIO2PC, the serial (?) port. What I was TRYING to ask in my first
message was, "does Windows and/or Windows NT provide that class of capa-
bility, to a sufficient degree and in the appropriate areas, necessary for
APE and SIO2PC, or an APE-or-SIO2PC-like Windows or Windows/NT program, to
operate usably?"

It is also necessary for programmers to understand how to implement, and
how to program within, a timesharing environment. It is not clear to me

that this is true either in the case of the Microsoft people who have implemented Windows and Windows/NT, nor in the case of the programmers who have created APE or SIO2PC. It's no great sin if the latter haven't -- this sort of skill is rarely taught and rarely picked up "on the job" except in highly-specialized jobs (such as my own) -- but if the former don't know this stuff inside and out they have NO business foisting off on us a so-called "timesharing" OS. The other half of my original question, then, is now, "did the programmers of APE and SIO2PC write their programs in such a way that a direct port of the source code to Windows/Windows NT will take advantage of the features of the OS so as to operate usably, or will these programs continue to be as unusable as they are when the existing binaries are executed in "DOS emulation" windows?"

I have NO doubt that it WILL prove possible to write a USABLE SIO2PC-type application which functions under Windows NT. I DO have doubts that it will prove possible under Windows or Windows 95. I am asking whether anyone knows FOR SURE, and has credentials to back up their claims.

>(Sorry for sounding brash, but im kind of getting tired of people moaning abou
t
>how APE 'wont run under Win95', when the information they need is in the
>documentation)

Not necessarily. I have Windows NT and very little documentation. What little documentation I HAVE, doesn't tell the kind of thing I need to know.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

3317. Re: HELP: Drelbs instructions

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-22 00:00:00 UTC
From: mgfrank@acsu.buffalo.edu
Message-ID: <46e3eu$bto@azure.acsu.buffalo.edu>
Source record: 87857

Scott Butler (sydtech@skypoint.com) asked for help with Drelbs, a fantastic Synapse game. Here are the instructions, with numerous typos corrected. Hope this helps!

[Back of docs]

DRELBS

Requires Atari 400 or 800 with 32K (disk) and 16K (cassette or cartridge) and joysticks.

Once upon a time there was a kingdom that was very small. It was so small in fact that no one larger than a flea ever gave it much thought.

In this tiniest of places there lived a race of peaceful hippety, hoppity creatures called DRELBS.

One day a shadow fell over this happy land. It was invaded by trollaboars, evil looking gnomes of squarish stature who, because they also were not very large, coveted this miniature land for their own. They came with screwhead tanks to destroy the drelbs, and hunted drelbs just for fun.

Although the drelbs were tiny they weren't short on smarts. They led the trollaboars to the atomic flip grid in the center of the city and there decided to make their stand.

Your task, if you've the courage of a friendly drelb, is to defeat the trollaboars on the atomic flip grid. You must be fast and cunning to avoid the hunters and save the drelbs from extinction. And above all, you must have heart! Happy blinking, drelb lover!

SYNAPSE SOFTWARE
(415) 527-7751
Drelbs (c) 1983 by Synapse Software
Atari is a registered trademark of Atari, Inc.

[Front of docs]

DRELBS
by Kelly Jones

Drelbs (c) 1983 by Synapse Software
Atari is a registered trademark of Atari, Inc.

[Docs proper]

LOADING DRELBS

Cassette
Pull the release lever above the keyboard towards you to open the cartridge door of the computer. If there are any cartridges in the slots, remove them and close the cartridge door.

Insert the program cassette into the cassette recorder with the label side up. Press the play button on the cassette recorder until it locks in the down position. Hold down the start button on your computer and turn on the power switch. After you hear a beep from your computer, press the return key. The program will load in about four to five minutes.

Should you have any difficulty loading the program, rewind the tape all the way to the beginning and remove from the cassette recorder. Insert a pencil into the sprocket of the cassette and advance the tape into the cassette recorder and try to reload as described above. If this fails, simply flip the cassette over and try loading the reverse side of the tape. The program has been recorded on both sides of the tape.

Disk
Pull the release lever above the keyboard towards you to open the cartridge door. If there are any cartridges in the slots, remove them and close the cartridge door.

Turn on your disk drive and wait for the busy light to go out. Insert the DRELBS program disk into the disk drive label side up with then section [sic] towards the rear of the disk drive. Close the disk drive door and turn on the power of your computer. The program will load in about 30 seconds. If you have any trouble loading the disk, simply turn the disk over and re-boot. The program has been copied onto both sides of the disk.

Cartridge
Pull the release lever above the keyboard towards you to open the cartridge door of the computer. If any other cartridges are present, remove them. Insert the DRELBS cartridge into the left cartridge slot label side towards you and close the cartridge door.

DRELBS

Introduction
In the many ages since the beginning of all things, in the time of sorcerers and unicorns, magic rules all kingdoms. Drelbs happily came and went as they pleased and hardly a cloud passed through their unhurried lives.

Then the trollaboars came. They brought with them evil schemes and sought to enslave all men and Drelbs, and to rule the worlds of love and light.

One by one they caught the hapless Drelbs and trapped them in worlds where the light never came. It is into these dark places that you, as the last of the Drelbs, must venture in order to save your comrades and restore love to its rightful place.

How to Play
You first appear on the atomic flip grid in the center of the Drelbish kingdom. You will notice that as you hop around the grid your movement causes gates to shift position 90 degrees.

Your object is to close off as many of the squares as possible by flipping shut gates of 3/4 completed squares (this may sound far more complicated than it really is). When a 3/4 sealed box is closed by a gate flip it will turn into a pulsing square. In each round you must secure all of the squares possible on the grid.

The Trollaboars also can flip gates, however they cannot complete squares of their own (the Trollaboars are not builders - they are mean and nasty destroyers).

You can also trap the evil Trollaboars inside of the squares that you complete. This immobilizes them only for a short time, whereupon they break free and escape. When you have completed all squares possible on the grid, the squares will begin to fill up with gorgolytes and drelbish windows (see below). Wait patiently and jump through the drelbish window into the dark corridor.

There are eight rounds to complete the game. They are as follows: Sapphire, Ruby, Emerald, Topaz, Peridot, Agate, Amethyst. [sic--that's only seven.]

Drelbish Windows to the Dark Corridor
When this window opens you must hurry as quickly as your drelbish legs can hop you there, and leap through the window into the land of the Gorgolytes, cousins of the Trollaboars, and slavemasters to the Drelbs.

Then quickly, ever so quickly, you can free every Drelb that you touch. But go carefully into that dark place for the Gorgolytes will perceive your presence and hunt you relentlessly until you are tossed back onto the grid.

If, however, you are successful in freeing all of the enslaved Drelbs then you will be transported to the bonus screen, and there your bonus points will be entered towards the goal of freeing all Drelbs from their awful fate.

Hearts
After a certain time hearts will appear along the corridors of the flip grid. You must pursue these for they are magical indeed.

When you run over a heart it will freeze the Trollaboars for five seconds during which you can hop quickly and trap them in a square.

Bonus Screen
You will enter the bonus screen either by kissing the lady that appears in the Gorgolyte boxes or by completing a round of the dark corridor. You will be awarded a bonus equivalent of 250 times the number of completed squares on the atomic flip grid. Then, automatically, you will be transported back to the flip grid to begin the next round.

The Gorgolytes
The Gorgolytes will try to pop into the flip grid. You will see their ugly faces haunting you. Don't let them intimidate you. While they are deadly in the dark corridor they cannot harm you on the grid. However, they will destroy the boxes in which they appear, and be a general nuisance.

The Mystery Lady
Whenever this beautiful face appears in one of the Gorgolyte squares, hop quickly to the square and steal a kiss from this fair damsel for she is sad and confused in a Gorgolyte prison. If you are successful in stealing a kiss, you will jump to the bonus screen. After all the enslaved drelbs are freed, you will discover the secret of the mystery lady!

Diamonds
Occasionally, a magical diamond will appear somewhere on the flip grid. Hurry, hop quickly to the diamond, (for it will quickly disappear) and pass over it. This will open a drelbish window into the dark corridor.

The Screwhead Tanks
The screwhead tanks control the perimeter of the atomic flip grid. They fire dreadful bullets that ricochet off the gates of the grid. Be careful to avoid both the tanks and their bullets, otherwise it's goodbye Drelb.

Trollaboars
These ugly square heads hunt Drelbs just for fun. Stay far away from them if you know what is good for you.

Lives
You have five (5) drelbish lives to complete your mission.

The Options
The [START] button begins the game. To restart, press [R].

The [OPTION] button will put you into option select mode. You can then press the [SELECT] button to choose either NOVICE, TOUGH, or SUPER drelb level of difficulty.

The [SELECT] button allows you to start from a greater difficulty level.

The [SPACE BAR] pauses the game. Moving the joystick restarts play.

There really isn't any more to say, only drelbish valor can save the day.

All Drelbs, everywhere, are counting on you.

WARRANTY

SYNAPSE SOFTWARE warrants to the original consumer/purchaser that this SYNAPSE SOFTWARE program cassette/diskette (not including the computer programs) shall be free from any defects in material or wokmanship for a period of 90 days from the date of purchase. If a defect is discovered

during this 90 day warranty period, and you have timely validated this warranty, SYNAPSE SOFTWARE will repair or replace the cassette at SYNAPSE SOFTWARE's option, provided the cassette and proof of purchase is delivered or mailed, postage prepaid, to SYNAPSE SOFTWARE.

This warranty shall not apply if the cassette (1) has been misused or shows signs of excessive wear, (2) has been damaged by playback equipment, or (3) if the purchaser causes or permits the cassette to be serviced or modified by anyone other than SYNAPSE SOFTWARE. Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to 90 days from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded.

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SYNAPSE SOFTWARE shall have no liability or responsibility to a purchaser, customer, or any other person or entity with respect to any liability, loss, or damage caused or allegged to be caused directly or indirectly by computer programs sold through SYNAPSE SOFTWARE. This includes but is not limited to any interruption of service, loss of business or anticipatory profits or consequential damages resulting from the use or operation of such computer programs.

The provisions of the foregoing warranty are subject to the laws of the state in which the cassette is purchased. Such laws may broaden the warranty protection available to the purchaser of the cassette.

3318. USRobotics 9600 Sportster

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-22 00:00:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <70d_9510230105@flight.org>
Source record: 87858

I just picked up one of these modems (relatively cheaply) the other day to use with my 800XL. I have a P:R:Connection and was wondering what a good AT initialization code/settings to store in the modem would be to take advantage of this modem's features.

Thanks!
-Dag-

---
* PabQwk 2.0 #23 * Atari 8-bits: Computers for the 21st Century!
---------- -//- ----------
Internet: DAG.HUGDAHL@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3319. Re: Atari BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-22 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <46ckdp$j18@news.xmission.com>
Source record: 88038

How many of you actively call Atari 8bit based BBS's??

Just curious if its even worth the effort of reviving the Atari
Connection BBS.

Any comments?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3320. Re: What else, lines.

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-22 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <147101@cup.portal.com>
Source record: 88039

John, I'm not sure, but I ask to take a look at Bill's code for drawing
a window & I'm guessing it can be optimized without to much trouble.
I'm assuming it will just be rectangle so you should be able to figure
the proper bit to set by the byte & bit offset into the screen. For instance
if the window vertical lines are set at 8 & 31, you could just do a
series of storing <OR or ANDing, whatever he's looking for> of 128
at an offset of 1 byte from the left hand side of the screen for the
left boarder & storing a 1 at an offset of 4 bytes for the right border
all with a step of 40 bytes for the vertical height of the window.
At least if it is just vertical & horizontal lines, it shouldn't be
to hard.
Rick

3321. Re: Making .ATR files?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-22 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <147102@cup.portal.com>
Source record: 88040

Jeff; are you booting the MyDOS image as drive 1? If it is a broken image, that would pick it up with a boot error. If it is intact, the easiest way to get more images would probably be to just make a copy from MS DOS, i.e. COPY MYDOS.ATR NEWDISK.ATR or whatever you want to call it. Then boot the emulator with:
XF32 MYDOS.ATR NEWDISK.ATR
& you should be able to format the NEWDISK.ATR from the MyDOS menu. If you want to get a large image or custom disk, then it would be a good idea to get SIO2PC or APE to create them. You don't need to actually have a SIO2PC cable to create the disk images, but you will need to use the emulator to format them after they are created. Remember that the Atari DOS 2.5 will not recognize any odd formats or even 256 byte/sector formats.
Rick

3322. Re: Atari BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-22 00:00:00 UTC
From: gmaguire <gmaguire@pennet.net>
Message-ID: <46d96b$d09@crash.microserve.net>
Source record: 88041

>How many of you actively call Atari 8bit based BBS's??
>
>Just curious if its even worth the effort of reviving the Atari
>Connection BBS.

I think it would be worth reviving if you left it up for more than a week
or two.

3323. Re: Newbie Serial I/O Question

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-22 00:00:00 UTC
From: winston@merk.com
Message-ID: <DGuD0L.BC6@merk.com>
Source record: 88042

On Wednesday, October 18, 1995 at 01:32:20 GMT (7:32pm EDT Oct. 17th ?), bmarcum@iglou.iglou.com (Bill Marcum) wrote:

BM> Simple terminal programs can be written in BASIC, but you need a handler
BM> file for the particular interface or modem, and Basic programs usually
BM> can't keep up with speeds over 300 baud.

AMODEM 7.x gets around this problem by using BASIC as an OS environment shell, and loading assembly language modules in RAM that it has stored in ATARI BASIC string arrays. AMODEM 7.x can achieve speeds of 1200 bps and even 2400 bps. The last version of AMODEM I know about was either 7.2 or 7.5. (I wish that the source to the modem assembly string load modules were available. A lot of the methods that AMODEM uses are really quite clever, but a bit hard to follow in BASIC. BASIC is sort of the psuedo-language interpreter for the assembly language string loads.) Trent Dudley's stuff is some of the more complicated BASIC code that I have ever seen (excepting "RAM cram" spaghetti code of the late 1960's).

3324. Rainbow users?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-22 00:00:00 UTC
From: capsule@usa.nai.net
Message-ID: <capsule-2210951118440001@capsule.nai.net>
Source record: 88043

I am the owner of an Atari 800 (and 400), and I recently stumbled upon the Rainbow emulator for the Macintosh.. The problem is: after unpacking all of my Atari gear (I had it in storage) I can't find my BASIC cartridge...therefore I can't make the ROM image needed for the emulator. Is it legal to have someone else email me the ROM image? If not..is there anyone out there who would do it for me? I would be most appreciative...

Matthew

3325. pin info of 600xl ???

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-22 00:00:00 UTC
From: arnol@stack.urc.tue.nl
Message-ID: <46dqa9$hhq@tuegate.tue.nl>
Source record: 88044

I want to build an interface which can be controlled by my 600xl, but I haven't got any info on the pins of the ports. Who could help me out , it would really be appreciated !!!

Arno van Loenen

3326. Re: Making .ATR files?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-22 00:00:00 UTC
From: jeffk914@groucho.roc.servtech.com
Message-ID: <46dqk1$jlv@murphy.servtech.com>
Source record: 88045

On 22 Oct 1995 02:40:05 -0700, Rick_Michael_Cortese@cup.portal.com wrote:

>Jeff; are you booting the MyDOS image as drive 1? If it is a broken >image, that would pick it up with a boot error. If it is intact, the >easiest way to get more images would probably be to just make a

It's intact, it's right off the Xformer disk... But S2PC doesn't seem to like it much.

>menu. If you want to get a large image or custom disk, then it >would be a good idea to get SIO2PC or APE to create them. You don't >need to actually have a SIO2PC cable to create the disk images, but >you will need to use the emulator to format them after they are >created. Remember that the Atari DOS 2.5 will not recognize any odd >formats or even 256 byte/sector formats.

Well, I remember DOS 2.5 when it came out, and it was OK (certainly much better than that abortion DOS 3.0), but I've always been a MYDOS man. :) So SIO2PC can make 'em? I'll give it a try, thanks. :)

3327. Re: attempting to make a mac-atari cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-22 00:00:00 UTC
From: lucius@astro.ocis.temple.edu
Message-ID: <46du2o$51h@cronkite.ocis.temple.edu>
Source record: 88046

Lyman C. Green, Jr. (lcg@cs.duke.edu) wrote:
: Radio Shack doesn't carry the Apple Macintosh 8 pin connector which I need
: to make a mac to atari cable for my 850 and use with Rainbow.

: Anyone know where I can get such a beast? The Apple Macintosh 8 pin plug
: is much smaller than the one that radio shack had, and they did have a 6
: pin that was close, but I believe that is for PC compatible keyboards.

If you want to mail-order, Digi-Key sells Mini-Din 8 connectors.
Otherwise, you can buy a printer cable with din 8 connectors on both
ends and cut it in half. I've seen them sell for $9 at Computer City.

--
--- Lucius Kwok (lucius@astro.ocis.temple.edu) ---

3328. HELP: Drelbs instructions

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-22 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <46dvo5$h09@stratus.skypoint.net>
Source record: 88047

It's interesting, and I've kind of got the idea....but can anyone get me more info on this game? What's the object? What are the instructions?

Thanks!
Scott

3329. Re: Atari BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-22 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <46dvq5$h09@stratus.skypoint.net>
Source record: 88048

I'd call. Definitely.

Scott

3330. Re: What else, lines.

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-22 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <46e35l$jeh@nic-nac.CSU.net>
Source record: 88049

In article <147091@cup.portal.com>,
John D Harris <jharris@cup.portal.com> wrote:
>There is a cool alternative that draws lines faster than Bresenham's.
>It's a derivative called "Bresenham's run-length slice line drawing."
>I found it in a new book called Zen of Graphics Programming by Micheal
>Abrash, and although the book is _very_ IBM PC oriented, it still makes
>a very interesting and informative read.

John! Please post the code snippet! Thanks! Someone (sorry! I've forgotten who!) send me a snippet of Action! code to draw lines which was nice, except when I tried a very simple test, it got mad and started drawing very funky shapes. :) And I'm _pretty_ sure it wasn't a "end point before the start point" problem, because that was one of the first things I tried compensating for..

BTW- it looks like the @newsbase.cs.yale.edu mail-to-new'er is kind of slow, so I'll let people know HERE that for my MUX-Window test-grounds, I've gotten a nifty (albeit limited) text-drawing routine.

You set the foreground (text) color, and the background (rectangle "behind" the text) color. Oh, spiffy, you say. That gives you "normal", "inverse", "all-black" and "all-white". Well, no.. you forgot the other "color" I support on MUX-Window: CLEAR. :) That adds another 5 combinations.. :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[New: Improved Guestbook, more humor files, improved 21BJ]

3331. Re: What else, lines.

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-22 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <46e3e4$jsn@nic-nac.CSU.net>
Source record: 88050

In article <147101@cup.portal.com>,
<Rick_Michael_Cortese@cup.portal.com> wrote:
>John, I'm not sure, but I ask to take a look at Bill's code for drawing
>a window & I'm guessing it can be optimized without to much trouble.
>I'm assuming it will just be rectangle so you should be able to figure
>the proper bit to set by the byte & bit offset into the screen. For instance
>if the window vertical lines are set at 8 & 31, you could just do a
>series of storing <OR or ANDing, whatever he's looking for> of 128
>at an offset of 1 byte from the left hand side of the screen for the
>left boarder & storing a 1 at an offset of 4 bytes for the right border
>all with a step of 40 bytes for the vertical height of the window.
>At least if it is just vertical & horizontal lines, it shouldn't be
>to hard.

This is almost exactly what I did. I found, with the OS Draw routines,
even short lines still make drawing a rectangle take forever.. so, for
Windows (not anything the user draws), their positions and sizes are
"snapped" within the 40x192 grid that is there in a Graphics 8 screen.

I'd just like someone to send me some Action!-ready (say, coded within a
Proc'edure block ;)) pre-assembled-and-optimized line, point, and
rectangle-drawing routines... Pretty please? ;)

Anyone? Anyone? I mean, of course it's not too important for me, because
the Window-Manager/Server I'm writing right now is all 100% included by
whatever program you're writing, since it's a one-machine setup (I have
yet to purchase a MUX setup), but it WOULD be convenient and would of COURSE
be WONDERFUL to have in any "1st release" of this thing....

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[New: Improved Guestbook, more humor files, improved 21BJ]

3332. MPP-1150 Parallel Printer Interface for sale or trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-22 00:00:00 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <46e843$ffn@ucsbuxa.ucsb.edu>
Source record: 88051

I have an MPP-1150 Parallel Printer Interface with instructions that I
will sell for $10 plus $3 shipping or will trade for Atari 8-bit stuff...
--

6500dtpt@ucsbuxa.ucsb.edu David Tipton

3333. Re: Atari BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-22 00:00:00 UTC
From: joneil@infi.net
Message-ID: <46eccn$fut@allnews.infi.net>
Source record: 88052

jeking@xmission.com (James King) wrote:

>How many of you actively call Atari 8bit based BBS's??

>Just curious if its even worth the effort of reviving the Atari
>Connection BBS.

>Any comments?

>--
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking@xmission.com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit hobbyist by choice, MIS Professional by accident!

I would surely make a long distance call to access an 8 bit BBS. Maybe
not once a day but 2-3 times a week in the evenings to get to a lively
Atari 8 BBS would be worth any long distance charges.

John O
joneil@infi.net

3334. Re: Atari BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-22 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <JnDGAzT.ransom22@delphi.com>
Source record: 88053

James King <jeking@xmission.com> writes:

>How many of you actively call Atari 8bit based BBS's??
>
>Just curious if its even worth the effort of reviving the Atari
>Connection BBS.
>
>Any comments?

I would happily call one every day if it were local. Unfortunately,
the only Atari based BBS that is local to me is ST-based, and it only
grudgingly has anything for 8-bit users.
I don't believe your BBS is local to Chicago, so I doubt I would
ever call. Oh, I did call several times - but every time the lines were
so noisy I couldn't even log on.

-Joe
--

Joseph E. Walsh | Atari 8-Bit Computer User and Programmer Since 1982.
Ransom22@Delphi.com | Classic Traveller Player Since 1983.
(Stuck in the 80s) | Microsoft-Free and Loving It!

3335. Atari 800 Emulator for Unix

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-22 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1995Oct22.191813.324@signus.demon.co.uk>
Source record: 88054
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

```
The latest version of this emulator can be downloaded from:-

ftp.demon.co.uk:/pub/emulators/Atari800-0.2.1.tar.gz

IP address of ftp.demon.co.uk is 158.152.1.44

Changes in 0.2.1
----------------

- Created a new Makefile for Unix. The Amiga support is now in
Makefile.amiga
- Sorry, but I renamed the ATARI800 environment variable to ATARI_LIBRARY
which points to /usr/local/lib/atari by default.
- Control + Shift + Key combination for Linux SVGALIB implementation.
- SVGALIB version can be restarted after entering the monitor.
- HELP Key available in XL/XE mode
- Optional XVIEW (V3) Interface for X Window version. Allows disk changes
using a file selector, controller configuration and access to performance
variables.
- BREAK Key fixed
- PC Joysticks can be used with Linux (svgalib, x11 and xview) through the
/dev/js0 and /dev/js1 devices. Second button activates the space bar
which is very useful in Defender :-) Build with "make <system>" where
<system> is one of:- linux-x11-joystick, linux-xview-joystick or
linux-svgalib-joystick
- X11 Joystick emulation using keyboard re-implemented. Straight X11 can
use either numeric keypad or cursor keys + space. XVIEW can only use
cursor keys + space (Problem using keypad in xview!)
- Disk selector for Amiga version + controller configuration menu
- Started code to emulate SERIN and SEROUT registers. At the moment this
is ongoing and does not work. New startup option -nopatch disables the
SIO patch leaving the normal SIO routine in place.

Changes in 0.2.0
----------------

- Separated Playfield Scanlines from Player Missile Scanlines
- Corrected playfield colour errors in Antic modes 8 & 10
- Horizontal Fine Scrolling
- Playfield and Player/Missile Priorities
- Allow Emulator to run either as an Amiga Screen or Window
- Added Paddle support for Amiga

--
David Firth <david@signus.demon.co.uk>
```

3336. First EMAIL on NET

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-22 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <46ej2t$cfq@usenet.INS.CWRU.Edu>
Source record: 88055

This is my first email on the Net. I have a 130XE, SDX 4.2, twin 720K XF551 drives, a stock XF551, a Supra 14.4 FaxMODEM, a 1M MIO (currently down), a Seagate 30M RLL HD, an Amiga 1080 monitor (Use seperated y/c for SHARP picture, no artifacting), an XEP80, a 1020 plotter, and a 1025 printer. Since my 8-bit system is in a state of repair right now, I am using my secondary system, an Amiga 500 (2.5M, WB 2.1). I have used private boards for 10 years now, so I am not a newbie online per se. But I am new to the net, and as a result, I wonder how one ul/dl files, all I know is that it involves UUencoding/decoding, but I am unclear beyond that. Thanks for any help.

Bill Core

3337. Re: Professional SIO2PC/APE Update

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-23 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <46ep3f$3r9@stratus.skypoint.net>
Source record: 87859

Windows NT is very capable of supporting this kind of "real time" app. This isn't the time or place for this type of info, but there are several good books and technical articles (available on MSDN) that cover this sort of topic in depth. Jeffrey Richter's "Advanced Windows NT" is one good book for this.

Scott

3338. Re: What else, lines.

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <46er3n$45e@nic-nac.CSU.net>
Source record: 87860

PLEASE POST AND/OR E-MAIL THAT PASCAL CODE!!!! :)

Thanx!

-bill!!!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[New: Improved Guestbook, more humor files, improved 21BJ]

3339. "The official Airline of the 1996 Olympic Games" - no wait, not that

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <46es8l$4ns@nic-nac.CSU.net>
Source record: 87861

I hate when I do that (start typing gibberish for the subject)..

Anyway, a COMPLETE, USEABLE (I hope!) latest version of MUX-Less-W, the non-networked MUX-Window library for Action! is available on my home page at:

http://zippy.sonoma.edu/~kendrick/nbs/ados/

For those who do not yet know, MUX-Window is a protocol I'm developing for the Atari 8-bit which will take advantage of CSS's "Multiplexer" ("MUX") network hardware. (Not saying it HAS to - you should easily be able to replace the MUX drives with RS232 drivers, or joystick-port-based drivers, OR simply write your own Window Manager into, say, extended memory, and rewrite the drivers to simply jump to your Win.Man.!)

MUX-Window is based a lot on the X Window System for Unix and other big OSes.

The plain version of MUX Window will be this setup:

One Atari acting as the MUX Fileserver - just like in any MUX setup

One Atari acting as the Window Manager - any WM can be used, assuming more than one version comes out. 99% of MUX-Window software will not care what WM is being used, unless it has to do with things like graphics support (4 colors vs. 2 colors vs. 64 colors) or something.

Remaining Atari's running applications - these are the MUX-Window programs. A word processor. A spread-sheet. A paint program. All they know is that there's a driver available ("M:", so Bob Puff has told me) which they can talk to - telling it things like "draw a window", and hearing things like "the user pressed the [Return] key" from the device. (Originating, obviously, from the Window Manager software.) Inotherwords, you'll be "multitasking" by simply using multiple computers but one interface - the Atari running the WM.

Anyway, I'm sure a lot of you are sick of hearing this, so, go check out the page if you are.

A few notes: The files are named ".TXT". Most should be ".ACT". They're also all in Unix text format- save them with your browser and run a conversion program on them (like "TT File Translator" for IBMs by DataQue)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]

[New: Improved Guestbook, more humor files, improved 21BJ]

3340. Atari DOS 1.0

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-23 00:00:00 UTC
From: "Ernest.R.Schreurs" <ernest@pi.net>
Message-ID: <46f44v$2d@neptunus.pi.net>
Source record: 87862

I am looking for a master disk of Atari DOS 1.0. We sort of collect
Atari stuff, and we have always heard about version 1.0, but never
actually did see it. We would like to have an original master disk,
with manual if possible. Send me an E-mail if you have this in
the attic and want to get rid of it. Send mail to ernest@pi.net
and is anyone still using 1.0 out there?

3341. !!! New drive cable for PC Xformer !!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-23 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <46gg8t$rcp@news1.halcyon.com>
Source record: 87863

This is more of a market research question for now than enything
else, so if you are reading this please kindly reply to me
using little 'r', not 'f' or 'F', so that I can get a feel for whether
there is enough interest in this.

As you all know, I've been recommending using the SIO2PC cable to
transfer Atari 8-bit disk images from the Atari disks to the PC for use
with PC Xformer. People keep asking "does PC Xformer us the SIO2PC
cable", for which the answer is of course, NO. SIO2PC is NOT a cable
that can connect an Atari 8-bit disk drive to a PC. It only connects an
Atari computer to a PC directly (a null modem cable of sorts). It would
have to be redesigned to permit the direct connection of an Atari 8-bit
disk drive to a PC. This is very much the same as how you have to use
one type of cable to connect an external modem to a PC, and another type
of cable to connect two PCs together (i.e. a laplink cable).

To connect an Atari disk drive directly to a PC (or any computer for
that matter) you need a cable different than SIO2PC. In 1988 I developed
just such a cable for connecting Atari disk drives directly to an Atari
ST. It was called, what else, the Xformer Cable. In addition to making
it very easy to run boot disks and other non-DOS disks, some copy
protected disks can also be run, and you don't have to hassle with
copying files to the PC at all. And of course, no Atari computer is
required.

Enough people keep asking that I am now finally getting off my butt and
putting the necessary support into PC Xformer to allow the use of the
Xformer Cable. So what's the problem you ask? Well, the problem is the
Xformer Cables haven't been manufactured in over 6 years. I made and
sold a few hundred as did various Atari dealers, but as far as I know,
there is no one making the cable any more.

I think it's safe to say that you can't just call up an Atari dealer and
order a Xformer Cable. I'd be willing to do a one time production run of
new Xformer Cables, I don't want to make a thousand of them and find out
I can't sell them. I don't want to make 50 and find out I need more. I'm
not in the business of making cables, so I really just want to do this
once. The quantity will also determine the price of the cables.

If you are a PC Xformer user, or are an Atari 8-bit user that has
considered using PC Xformer on a PC, please answer these questions.

1. Do you currently own a 486 or Pentium based PC?

2. Do you currently run PC Xformer (doesn't matter which version)?

3. Do you own an Atari 8-bit disk drive (810, 1050, XF551, Rana, Indus, etc)?

4. Do you currently use an SIO2PC cable?

5. Do you currently own an old Xformer Cable?

6. If a cable existed to allow you to connect an Atari 8-bit disk drive to your PC and use with PC Xformer, would you buy the cable? Answer either "Yes", "maybe", or "no".

7. Same question as above, except would you be willing to build your own cable if you had the wiring diagram?

8. Do you know other people, who don't have Internet access and thus can't read this, who would be interested in such a cable?

Please reply with your answer as soon as possible so that I can start talking to suppliers about getting parts and start making these.

- Darek @ Branch Always Software

--
==========
Darek Mihocka, god of PC Xformer and Gemulator, email:brasoft@halcyon.com
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 WWW:http://www.halcyon.com/brasoft/

3342. FS//Atari 800 & 1050

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-23 00:00:00 UTC
From: a2dutchman@aol.com
Message-ID: <46gcuc$jj4@newsbf02.news.aol.com>
Source record: 87864

Atari 800 with 48K ram and 1050 Disk drive both have power supplies and are in good working condition.

Please respond via E-Mail to reserve yours.

Money order for $65.00 (includes shipping in the cont. U.S.)

3343. Re: USRobotics 9600 Sportster

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-24 00:00:00 UTC
From: brat@interlog.com
Message-ID: <46hbm9$c08_001@brat.interlog.com>
Source record: 87865

In article <70d_9510230105@flight.org>,
DAG.HUGDAHL@flight.org (DAG HUGDAHL) wrote:
> I just picked up one of these modems (relatively cheaply) the
other
>day to use with my 800XL. I have a P:R:Connection and was wondering
what
>a good AT initialization code/settings to store in the modem would be
to
>take advantage of this modem's features.

You could try http://www.usr.com. They have lots of manuals online.

I have a 14.4 Sportster, and other than turning down the volume, there's
not much initialization I needed to do.

Bernie

Bernie Rataj brat@interlog.com qth://toronto.on.ca
Member: Ontario DX Association

3344. UUCP protocol for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-24 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <46hj5q$af4@news.xmission.com>
Source record: 87866

I offer $100-200 for any programmer capable of creating a FULLY
functional UUCP protocol for the 8bit Atari.

The prot. can either work directly via the SpartaDos command line or
preferabbly via BBS Express Pro! or Carina 2.xx

Any takers?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3345. Still can't get a working .ATR file! :(

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-24 00:00:00 UTC
From: jeffk914@groucho.roc.servtech.com
Message-ID: <46hneg$9sp@murphy.servtech.com>
Source record: 87867

I'm REALLY starting to tear my hair out here... From the stuff that comes with XFormer 3.2, it looks pretty slick (not perfect - the sound is off, and it seems to have problems with the bottom of the standard Atari scrolling rainbows), however, I STILL can't get anything but what came with it to work. I've been able to put some of my 8bit stuff onto the PC, and make blank .ATR files, but I can't actually put them into the .ATR files. The "S2PC" program has been totally useless - besides being user-hostile, it just plain doesn't work - or else, I can't get it to recognize ANY .ATR (or .XFD) files as being anything but garbage. I've also tried to convert some .DCMs to .ATRs and boot them, with no luck... They look like the standard demo disks when you get a directory (ie, a customized faked directory), but they just don't run... The ones I've tried are "Veronika", "waf1993a", and "waf1993b" from the archive directory. Are these just plain incompatable, or am I doing something wrong?

Any help would be greatly appreciated. I really want to get this thing working right! :)

3346. fs; Atari 5200 system with games

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-24 00:00:00 UTC
From: salimk@bnr.ca
Message-ID: <46jdqc$qog@bcrkh13.bnr.ca>
Source record: 87868
Cross-posted to: ga.forsale,att.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,misc.kids.computer

Atari 5200 with 5 game cartiridges - joy stick - controller
- powersupply -all in excellent conditon

$55 + s & h

Salim Khan
salimk@bnr.ca
Bell Northern Research Inc. Norcross, Georgia

Standard disclaimer applies ..... My employer has nothing to do
with my opinoins in this post, or for that matter anywhere.

3347. Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-24 00:00:00 UTC
From: hemi@ddi.digital.net
Message-ID: <hemi-2410951129020001@pm2_13.digital.net>
Source record: 87869

I purchased one of these computers a few years ago. I could never find anything useful other than the software that came with it. I was wondering if anyone had one of these and knows were I can get some hardware and software so that I can utilize it.

Thanks

Steve
hemi@ddi.digital.net

3348. Re: Weird MULE glitch: bug or feature?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-24 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <46it5q$jju@bug.rahul.net>
Source record: 87870

Scott Butler (sydtech@skypoint.com) wrote:

: P.S. I had been hoarding food and energy, and sold it all off in round
: 12. Is it better to hang on to this stuff? Will I nab a better score?

Selling it off in round 12 does nothing. You automatically get the value of your goods added to your total. The value of goods is determined by its "round 12 closing price"--either the last traded unit in that round or, if none were traded, the store's buying price (the lower house on the screen).

One time my wife and I were playing and we conspired in turn 12 to leave the computer Mechtrons in the dust. I had 63 units of crystite; she had 37 and the borgs had none. She bought one of my crystite units for over $700. I ended up with $63,000 for the game, she had $48,000 and the total colony score was about 135,000.

If it's just you and three borgs, you can't do that. Usually I hoard the food and energy until I am safely in the lead, then I start to sell it to the other players (charging them $100, $200, $300 or more whenever I can) and then convert everything to crystite. (Usually. Game dynamics can occasionally dictate a different strategy.)

--
Tim Irvin, ziggy29@rahul.net http://www.rahul.net/ziggy29/
Disclaimer: This is not a university account. This is not my employer's account. If I wanted to use a disclaimer, I'd be using their systems. But I pay for this access, I say what I please, and use NO disclaimer. So there.

3349. H-E-L-P! ! ! Atari 800XL question.

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-24 00:00:00 UTC
From: csaddler@unlinfo.unl.edu
Message-ID: <csaddler-2410951531230001@129.93.55.132>
Source record: 87871

I need help in setting up my newly acquired Atari 800XL system. I don't have ANY cables, but have lots of software and computer components. Here's a list of the things I have:

NEC Amber monitor
Keyboard
Printer
1050 disk drive

Please tell me what I need to get up and going. Please reply to me by email at the address below. Many thanks!

-- Charline

3350. Atari XE?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-24 00:00:00 UTC
From: grendel@bluefin.net
Message-ID: <grendel.6.0012416D@bluefin.net>
Source record: 87872

Hi, I was recently over to a friends' house and noticed that they had an Atari XE computer hooked up to a television gathering dust in some remote corner of their house... I asked him about it, thinking it might be an ST (sorry - i know next to nothing about Atari computers except for the fact that my family has a 400 and 800 tucked away in a closet at home), but he said it was an XE, and he asked me if i wanted to buy it for a couple bux. I told him i'd get back to him... So now, the questions : What in the smeg is an Atari XE? It looked like it was just a cartridge-based game machine with a keyboard (which would be sorta cool, cause i could play all of my 2600 games in it <GRiN>).. Is it worth anything? Worth purchasing? I own two PeeCee klones and an Amiga 2000 right now, I just like playing around with different platforms, so I kind of wanted to pick up an Atari ST, but... can someone tell me exactly what an XE is and why I should buy it? Is it a computer or a game machine? Does it have an OS? Any help would be appreciated... thanks.

NiCK

3351. Transferring images in a hurry, RSVP

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-25 00:00:00 UTC
From: eretic@tiac.net
Message-ID: <46ke9o$jgs@sundog.tiac.net>
Source record: 87873

Wow, Someone posted the ftp address og a GNU public liscence Atari800 enulator for unix/linux type of machines. I grabbed the atari800.tar.gz file thinking it was going to be garbage. I was dead wrong, this emulator is great.

Right now in another task under linux I'm playing Doney Kong, and Dig Dug (well I can't really be playing them both, but I switch back and forth to see how bad the game is doing without me there to do anything, while I'm on minicom here. I also compiled online the unix shell account here on tiac, the ascii only versin, which is good for running mac/64, or any of the programming languages or text adventures (if you don't mind a little screen garbage fromtime to time). I can ftp .dcm file from atari.archive.umich.edu, run discomm32 under the emulator on the unix system i call in, convert them to ATR images, then zip them, and zmodem send them, while playing dig dig, or whatever. The emulation is actually cleaner than PC Xformer 3.0, but I don't have my linux sound driver installed, so I don't have sound setup yet, and I think I should recompile my linux kernel to make it more compact, and add in a few drivers I want.

There is an Xwindows version which I hear is good, but the real killer one is the one for the Amiga. It's supposed to be the best Atari 8 bit emulator out, and this atari800.tar file is released under the GNU public liscence (not public domain, but totally free, and distributable, with source code no less). You can compile it on anything that has a C compiler. And the linux-SVGA version I'm running now, is faster than I need on my DX4-100.

Till later. And thank this David Firth. He's great!

Eric

3352. Getting Spartados

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-25 00:00:00 UTC
From: Norbert Schulz <100273.305@CompuServe.COM>
Message-ID: <46kl40$c33$1@mhade.production.compuserve.com>
Source record: 87874

Hi, I wan�t to try out spartados.
From where can I get it (I looked at umich.edu and found a

3353. getting Spartados

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-25 00:00:00 UTC
From: Norbert Schulz <100273.305@CompuServe.COM>
Message-ID: <46klbd$c33$2@mhade.production.compuserve.com>
Source record: 87875

I wan&#65533;t to try out Spartados. What files do I need ?
What is the bootable image ? (in umich.edu there is a large
directory for spartados do I need them all ??). Is a
helpfile for spartados available ?

```
Thanks for any reply,
Norbert
```

3354. Re: What else, lines.

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-25 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <147215@cup.portal.com>
Source record: 87876

John, I got off my butt & did a code snippet for Bill. Just a Vline
Procedure in Action! Turns out if you just blindly draw a vertical
line w/o doing the house keeping the OS does, i.e. the dreaded
ERROR 141, it is about 5 times faster. I'd guess doing a horizontal
line would be even quicker since you can set 8 pixels at a time after
calculating the change($) at the begining & end. I *think* I've got
an old ANALOG where someone just wrote an Action! equivalent of the
Pascal example in the Technical Ref<?> for line drawing. The author
said it was much faster then the OS routines, but I never did a speed
test with it<sigh>. I don't really use bit mapped graphic modes that
much. I guess if I really had the time, I could rip off BBK Art
routines for circle & rectangle & make them Action! code block/procedures,
but I'm so far behind right now I can't take on another task. Anyway,
the complaint was windows were taking 1.5 seconds to open, if the other
stuff can be optimized too by the same factor, it should get down
to an acceptable time.
Rick

3355. FS:Classic Cartridges, 400/800 included

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-25 00:00:00 UTC
From: stever@on-ramp.ior.com
Message-ID: <stever.1084.002658FC@on-ramp.ior.com>
Source record: 87877

SteveR's Classic Cartridges

I BUY and Sale, old video game items.
Including Atari 2600,5200,7800, Atari 400/800
Intellivision, ColecoVision, Odyssey, Vectrex
Commodore 64, Vic-20, Hand-Helds, Channel F,
Texas Instruments, Sinclear, TRS-80, etc
Buying cartridges, paying from .50cents to $50.00
depends on it's rarity. E-mail me your list.
Old Electronic Games Magazines, are always wanted
if dated 1984 and before.
E-mail me with what you have to sell, and
E-mail me if you want my latest for sale list.
Check out my Classic Cartridge Web PAge at:
http://www.ior.com/~stever

SteveR

Stever@ior.com
Classic Cartrige Web Page - http://www.ior.com/~stever
Author of the PEKINGESE.FAQ e-mail for your copy
E-mail for Complete Price/Trade list of CLASSIC Videogames
Prowler's DOMAIN BBS, 6-lines, 12+ GIGs of Files

3356. Update: Loss of inverse characters on 800XL solved!

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-25 00:00:00 UTC
From: mbouthil@aol.com
Message-ID: <46n020$hkq@newsbf02.news.aol.com>
Source record: 87878

A month ago, I posted this question in this conference:

>I just noticed that there are no inverse characters on my Atari 800XL.
>This includes the cursor in BASIC (which is now invisible). Turning the
>computer off for a few minutes and then turning it on does not help.

I just wanted to thank everyone for their suggestions and that those of you who suspected a bad Antic chip were correct... replacing it solved my problem!

Anyone else faced with this problem should consider buying a complete set of 40 pin chips (includes CPU, GTIA, ANTIC, PIA, and POKEY) for $4.95 from American Techna-Vision (510-352-3787). The Antic chip is labelled CO12296 or CO21697. It worked for me and they sell other useful parts like power supplies, trakballs, 1050 mechanisms, etc.

---- Mark Bouthillier
mbouthil@aol.com -or- mbouthil@voicetek.com

3357. Power supply for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-25 00:00:00 UTC
From: arromdee@jyusenkyou.cs.jhu.edu
Message-ID: <46khee$qcr@jyusenkyou.cs.jhu.edu>
Source record: 87879

Does anyone here know if there is a power supply that can be bought today,
probably for a modern system, that works for an Atari 800?
--
Ken Arromdee (arromdee@jyusenkyou.cs.jhu.edu, karromde@nyx.cs.du.edu;
http://www.cs.jhu.edu/~arromdee)

"One day, I shall come back. Yes, I shall come back! Until then, there must
be no regrets, no tears, no anxieties. Just go forward in all your beliefs,
and prove to me that I am not mistaken in mine...." -- Doctor Who

3358. test

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-25 00:00:00 UTC
From: classics@nacs.net
Message-ID: <46liiq$e05@tracy.nacs.net>
Source record: 87880

```
test, will be canceled
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @
Author of APE - The Atari Peripheral Emulator for 8 bit computers!
Get your copy of APE today and unleash the power in your 8 bit computer!

APE is available by FTP at archive.umich.edu and its mirrors, in the
directory /Atari/8bit/Ape. Try gopher://gopher.umich.edu for faster access
```

3359. FS-800XL(48K),1050,modem,software

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-26 00:00:00 UTC
From: wilkins@enuxsa.eas.asu.edu
Message-ID: <DH18n1.n1E@ennews.eas.asu.edu>
Source record: 87881

For Sale:

800XL, 1050 disk drive, modem (don't know number off hand, but
has both Atari Bus and RS-232, 1200 baud), software, disk holder, cables,
joystick, TV adapter. All in working condition.

Price: $85 obo takes all, prepaid w/check/money-order (shipping
included).

E-mail privately to make an offer.

Eric.Wilkinson@asu.edu

--

Eric P. Wilkinson <Eric.Wilkinson@asu.edu> Arizona State University
Electrical Engineering/Pre-Med Web:http://enuxsa.eas.asu.edu/~wilkins

3360. C for Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-26 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <46mko0$7u@stratus.skypoint.net>
Source record: 87882

Is there a halfway-decent C compiler available for the Atari 8-bit? I'd like to get into programming for the 8-bits beyond the Atari BASIC GTIA graphics demos I used to hack as a kid when I first got an Atari, and C is a language I'm fluent in as a professional developer, so...

Any info would be greatly appreciated!

Thanks!
Scott

3361. Can PC-Xformer run cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-26 00:00:00 UTC
From: Glen_Greenly@mindlink.bc.ca
Message-ID: <46mrsb$g4r@fountain.mindlink.net>
Source record: 87883

Is there any support and/or capability within PC-Xformer to run cartridge based software? I'm only looking at version 2.52 right now, and I haven't read the docs fully yet (what a fool), but I'll be getting 4.0 as soon as practical.

I'm sure one would have to get the software off of the cartridge first, but then...what? Support for 8K, 16K, and 24K (bank selecting like OSS cartridges) is kindly added to PC-Xformer, and kind/brilliant Atarians come out with software/hardware to get the software off of the cart? Of course, we would only do this if we owned the cart for copyright reasons, but can it be done? (Or has it? I better get back and read those docs...sorry if I'm wasting bandwidth :-).

Glen Greenly.

3362. Re: C for Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-26 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <46n5vb$40q@charm.magnus.acs.ohio-state.edu>
Source record: 87884

In article <46mko0$7u@stratus.skypoint.net>,
Scott Butler <sydtech@skypoint.com> wrote:
>Is there a halfway-decent C compiler available for the Atari 8-bit? I'd
>like to get into programming for the 8-bits beyond the Atari BASIC GTIA
>graphics demos I used to hack as a kid when I first got an Atari, and C
>is a language I'm fluent in as a professional developer, so...

CC65 seems pretty good, although I haven't had much chance to use it.
You can find it at umich.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

3363. Re: Sales/Swap Meet announcements, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-26 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <46o77t$qmv@stratus.skypoint.net>
Source record: 87885

Maybe it's time for a comp.sys.atari.8bit.marketplace group?

It'd also be really nice to have a rec.games.video.classic.marketplace
group as well; r.g.v.c. is *clogged* with auctions and for-sale posts....

Scott

3364. Re: Can PC-Xformer run cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-26 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <147344@cup.portal.com>
Source record: 87886

At least for 8k carts, all you have to do is rename the BASIC.ROM
file & name the ROM image you want to run BASIC.ROM & it will boot.
I have Action! running on the emulator, but it not that good compared
to a real Atari/Action! cart so IMO: Not reccomended. The disk based
MAC/65 has been released as shareware so the only thing you can't run
is the BASIC XL & XE carts, & that's only to the best of my knowledge.
BTW: The Action! version I have, in addition to the two real carts, is
not available.
The easiest way to get a ROM image is by replacing the OS chip with
an aftermarket modified one. But these are expensive, >$40, and are
of more use if you program as far as time using them goes. A lot of
stuff will only be available if you are willing to do it yourself.
We're an odd lot here, just about entirely made of of people that are
either professional programmers, arts, science, ... what have you.
Consequence is we all pretty much believe in the copyright laws.
That being said, if you want to try making a ROM image w/o laying out
any bucks & you don't have a model 800, first you need to get lucky.
There was a brief time period where Atari was making socketed carts
with 8k ROMs vs two 4k's or soldering the chips in. If you check
& find you have both a BASIC & something like Galaga, the Galaga
cart, even though it is only an 8k program is a 16k cart. Atari
got cheap & only used the 16k board for a *lot* of their game rather
then come out with an 8k one. Pull the ROM from socket & put it
in the other side then pull the ROM from the BASIC cart & insert it in
socket where the Galaga chip was originally. Now when you insert the
cart, you will come up in BASIC, but the other ROM will be at
$8000 to $9FFF & you can do whatever you want with it.
Rick

3365. Atari 800 FTP site

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-26 00:00:00 UTC
From: blane@eskimo.com
Message-ID: <DH2BEK.7Fy@eskimo.com>
Source record: 87887

Does such a place exist? I've got a couple of 800's here, and would like
to fire them up again.

Brian
--
---
blane@eskimo.com | Finger for PGP key
http://www.eskimo.com/~blane | Privacy, Security, and Electronics
ftp://ftp.eskimo.com/~blane | Misc. Interesting files

3366. Re: Can PC-Xformer run cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-26 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <46oimj$30u@stratus.skypoint.net>
Source record: 87888

Rick_Michael_Cortese@cup.portal.com wrote:
[snip]
: with 8k ROMs vs two 4k's or soldering the chips in. If you check
: & find you have both a BASIC & something like Galaga, the Galaga
: cart, even though it is only an 8k program is a 16k cart. Atari

**** SCREEEECH!!! *****

Hold the phone - there's a Galaga available for the Atari 8-bit!?

Where can I get my hands on this beast?

Scott

3367. FS: 800xl, 850, 2d drive, 2 1030modems

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-26 00:00:00 UTC
From: jevans@u.washington.edu
Message-ID: <46ol62$8s3@nntp5.u.washington.edu>
Source record: 87889

Please correct me if the prices are not within the norm. I tried to
look through the newsgroup, but all I saw was a 30 message thread started
by some guy asking $400 for an 800XL... :)

800XL w/ PS $30
850 interface $15
single sided DD Rayna disk drive $45
2 1030modems $0 (S&H please)

There go some good memories.

evans@cs.washington.edu

3368. Sales/Swap Meet announcements, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-26 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Oct26.085329.29341@wariat.UUCP>
Source record: 87890

This newsgroup has a growing amount of bandwidth being used
for people selling stuff. J. Manazer, Michael Novak, Ben
Smith are monopolizing the group. I suggest, that if anyone
wants to buy/participate in purchasing/bidding that they go
to the appropriate group, like rec.games for 2600 stuff or
sale.misc for swapmeets in Oregon. In fact local swap meets
don't belong here anyway, they should be posted on local
BBSes. The news.announce has guidelines on selling stuff in
usenet. The guidelines state that sales should be BRIEF and
appropriate to the group. That the person posting something
for sale should be a regular participant in the discussions
of the group and not just a regular contributor of for sale
posts. It is sort of similar to someone standing up during
a town meeting and reading an announcement to get patrons to
a restaurant during a discussion of paving the streets.
They then leave, taking no part in the discussion of paving
the streets.
I think some of these people will continue to post their
sales pitches regardless of whether they get any responses
or not, they're just that obnoxious. Nevertheless, I
suggest that no-one respond to any of these 'commercial'
type lengthy posts. A boycott if you will.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

3369. Re: Diagnostic hardware

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-26 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.99.000FF26D@mindspring.com>
Source record: 87891

In article <46ohsj$2u4@link.xs4all.nl> mathniss@link.xs4all.nl (Mathy Van Nisselroy) writes:
>From: mathniss@link.xs4all.nl (Mathy Van Nisselroy)
>Subject: Diagnostic hardware
>Date: 26 Oct 1995 18:52:19 +0100

>Howdy folks

>I have seen these "diagnostic cartridges" advertised in Atari Classics and
>in a couple a catalogs.

>What do they test?
>Are they for the electro-dudes only?
>Do they produce "error codes" which can be looked up?
>etc.,
>etc.

The only one I've actually seen is SALT II, and only in a file format, not as an actual cart. This works mainly on 400/800, some functions are not right on XL/XE systems. It has no error codes, but is pass/fail on functions. It also has some nice alignment type features like color adjustment so that your Atari has the same color as the next guy's.

3370. Re: Iomega Zip FAQ 1.6 on

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-26 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <46ohsi$2ts@link.xs4all.nl>
Source record: 87892

```
s >From: steveg@cnct.com (Just Steve)imtel!chi-news.cic.net!news.wctc.net!spcuna
s >Subject: Re: Iomega Zip FAQ 1.6 on WWW!
s >Date: Wed, 11 Oct 1995 23:40:27 -0400
s >
s >In article <seimet.813229505@aix7.rhrk.uni-kl.de>, seimet@rhrk.uni-kl.de
s >(Uwe Seimet) wrote:
s >> Isn't there sill any information about how to change the write protection
s >> status of ZIP media?
s >
s >Yes. Use Zip Tools. This is rather clearly stated in the Zip documentation.

Maybe this can also be found on the ZIP FAQ but, what is Zip tool? Software?
XE compatible?

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3371. Re: Autoduel for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-26 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <46ohsj$2tu@link.xs4all.nl>
Source record: 87893

```
p >From: page@best.com (Chris Page)t.com!user
p >Subject: Re: Autoduel for 800?
p >Date: Wed, 11 Oct 1995 20:44:14 -0700

p >(the 130XE here at my feet has
p >128K of pageable RAM).

XQz ME?!? WHERE DO YOU HAVE THAT 130XE. You do not deserve to read this
group. :-)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3372. Diagnostic hardware

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-26 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <46ohsj$2u4@link.xs4all.nl>
Source record: 87894

Howdy folks

I have seen these "diagnostic cartridges" advertised in Atari Classics and
in a couple a catalogs.

What do they test?
Are they for the electro-dudes only?
Do they produce "error codes" which can be looked up?
etc.,
etc.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3373. Re: SYNCROMESH for Indus

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-26 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <46ohsi$2tq@link.xs4all.nl>
Source record: 87895

s >From: James Bradford <sup8pdct@closer.brisnet.org.au>.design.net.au!usenet
s >Subject: Re: SYNCROMESH for Indus
s >Date: 10 Oct 1995 12:56:19 GMT
s >
s >Yep. i have it here (don't ask me to find it). It works great. True the rom c
s >syncromesh is buggy but indus got around that by downloading to the drive the
s >that would run syncromesh properly. The syncromesh utility disk boots dos the
s >loades the drive with the required code. Then it works fine. Remember you mus
s >format a disk with syncromesh enabled to get the high speed.
s >SDX has the syncromesh code built in. The drive must be programmed every time
s >turned on.

Maybe some hardware dude could fix this (burn the right code into a (EP)ROM)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS before somebody starts offering me her/his services, it's just an idea, I
do NOT own an Indus GT.

---
* PabQwk 2.0 *

3374. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-26 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <46ohsh$2tg@link.xs4all.nl>
Source record: 87896

r >From: Joe Walsh <ransom22@delphi.com>
r >Subject: Re: A Matter of Choice
r >Date: Fri, 29 Sep 95 21:22:31 -0500
r >
r > Thanks. :) It's nice not to be counted among the sheep anymore,
r >isn't it? :) Not to mention how cool it is to amaze your friends and
r >co-workers with the fact that such a computer-oriented and knowledgeable
r >person would use an "ancient, outdated" computer not just as a toy, but
r >in every way a home computer can be used. ;)

A week or two ago, they showed a utility for PC's on a television computer juppie series, that could read out load files. Especially made for the blind. Don't know what kind of PC was required, but I guess it only runs on a mega bucks machine.

I've got READIT by Tom Hunt. Runs under SpartaDOS only and will read out any file you want. Only problem (apart from the "Sparta only" curse) is that it expects an English text (texts in other languages while be pronounced as if it was English. Sounds really funny)

READIT is share-ware btw. I doubt that the PC utility would be that cheap.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3375. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-26 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <46ohsh$2ti@link.xs4all.nl>
Source record: 87897

```
r >From: Joe Walsh <ransom22@delphi.com>
r >Subject: Re: A Matter of Choice
r >Date: Fri, 29 Sep 95 21:25:24 -0500
r >
r >I like the interactivity of being online when
r >replying - you can go back 50 messages in the thread in order to remind
r >yourself what started it, if necessary, for instance.

If you use either "Re: ..... " or quote (part of) the message (which is really
easy with these QWK readers), you don't need to go back to a previous message.
I very rarely answer a message on-line. It saves online time. And online time
is money, even if you only have to pay the phone company.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3376. Defragmentation software

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-26 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <46ohsh$2tk@link.xs4all.nl>
Source record: 87898

C >From: CONRADUS@PLEARN.EDU.PL (KMK)
C >Subject: Defragmentation software for SpartaDOS format (was: IDE Drive)
C >Date: 3 Oct 1995 10:28:25 -0500
C >
C >
C >I looked the Closer To Home BBS directories searching the FRAG, but found
C >nothing. Where I can find this program and defragger mentioned above, if it
C >exists?

Howdy Konrad

I've looked through the filelists I have of Closer To Home, but I guess there
is no defragger. I'll have to ask Tom Hunt (the SysOp) he should know. And if
he know that people want it, he might write a defragger in the future.

FRAG.SFX is in filesig 7 (World of CTH)

It only give info, like "how many bitmaps", and shows graphically how the disk
is fragmented.

You can also find it at BecoTel. (Maybe Bernard Kok could tell you
what his phoe number is, he's the SysOp of BecoTel. I let BobTerm do my
dialing, so I never really learned his number. Although I call there atleast
once a week. BecoTel is in Amsterdam, the Netherlands BTW)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3377. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-26 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <46ohsi$2tm@link.xs4all.nl>
Source record: 87899

```
r >From: rfunk@magnus.acs.ohio-state.edu (Rob Funk)
r >Subject: Re: A Matter of Choice
r >Date: 5 Oct 1995 03:26:25 GMT
r >
r >Can a guy with 2 XL's and a Linux machine march with you?

Nope, we're EIGHT BIT ONLY.

Get your own parade (and your own lawyers) :-)

Or sell the Linux and join us.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3378. Re: XE Term... What is it?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-27 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DH4GF9.A0x@iglou.com>
Source record: 87756

In article <DH2F17.M75@boss.cs.ohiou.edu>,
Richard Todd Harris <rh110393@oak.cats.ohiou.edu> wrote:
>When I got my "new" Atari 800XL, it came with a bunch of disks, one being
>XE Term. Does anyone know what this does? Is it some kind of interface
>between PC ancd Atari disk formats? Please e-mail me at:
> mzirkle@opus.mco.edu

It's a terminal program for use with the XM-301 modem.

--
"Goodness me, could this be industrial disease?" Dire Straits

3379. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-27 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <46ri8u$54j@blackice.winternet.com>
Source record: 87757

> mathniss@link.xs4all.nl (Mathy Van Nisselroy) writes:

> I very rarely answer a message on-line. It saves online time. And online time
> is money, even if you only have to pay the phone company.
>
> CU Mathy Van Nisselroy mathniss@link.xs4all.nl
>
>

>>>>
?? A quick question here: How are you billed for on-line time and
phone service?
The reason I'm asking is because I do almost Everything on-line. The
phone call is a local call and costs nothing above the normal monthly billing. My
Internet service provider is paid a flat rate, no limits on time of day nor number of
hours on-line per month. Let's see, normal phone bill, $28 per month, includes
Call-waiting, Tone dail and Caller ID and Taxes. Internet provider, $24.95, Dynamic
PPP.
Just wondering, Rich Mier

3380. Re: Iomega Zip FAQ 1.6 on

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-27 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <46ridk$54j@blackice.winternet.com>
Source record: 87758

> mathniss@link.xs4all.nl (Mathy Van Nisselroy) writes:
> s >From: steveg@cnct.com (Just Steve)imtel!chi-news.cic.net!news.wctc.net!spcuna
>
> s >Yes. Use Zip Tools. This is rather clearly stated in the Zip documentation.
>
> Maybe this can also be found on the ZIP FAQ but, what is Zip tool? Software?
> XE compatible?
>

>>>>
Nope. Strickly PC or MAC compatible. Nothing for the MIO or BlackBox, YET.

Rich Mier

3381. Re: Power supply for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-27 00:00:00 UTC
From: "Mark E. Huss" <meh@bis.adp.com>
Message-ID: <46rg0p$4ol@igthost.bis.adp.com>
Source record: 87759

```
There's a mail order outfit (I can't think of the name,
I've got their flyer at home) that sells them by the dozen.

If no else helps, I'll try to look it up tonight.

--
// Mark E. Huss == meh@bis.adp.com NJ, USA
// "But the sun is going down!" "No, no, you're confused:
// the horizon is moving up" (Firesign Theatre)
```

3382. Can someone post the error codes for the 800XL for me?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-27 00:00:00 UTC
From: tclark22@aol.com
Message-ID: <46rn74$t1u@newsbf02.news.aol.com>
Source record: 87760

I am building the sio2pc cable and I am getting alot of errors like 144
and I think
128.. When I try to load basic files i get Error 21 and sometimes 170..

I have been away from the 8-bit for about 10 years and I found one at a
Goodwill for $3 dollars and a 1050 for $5 dollars,so I baught it just to
see if my old disks still work. Most of them do but I found that some had
a buildup of something on them. Every few disks and I have to clean the
heads with a Q-Tip.

Also,My Carina BBS disk # 2 is trashed..only some of the files
read.Does anyone have the #2 disk?

Can anyone tell me if I can use an external IBM drive with the Atari 800
Xl if you make a cable?

Does anyone know if you can copy Copyright Software to an image file?
I want to copy"Racing Destruction Set" to my IBM.
That was one of the best games in the world.

Thanks alot for any info...

3383. Re: Can PC-Xformer run cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-27 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <147379@cup.portal.com>
Source record: 87761

Whoops! I misspoke! I believe should have said Galaxian. Hey, it's been 12-13 years! Not to mention I usually had the larger half of a large combo pizza & a pitcher of beer in me before I started playing the arcade stuff. I used to be an arcade addict, but I got better<g>. The only arcade game I play anymore is Star Gate since I bought the coin op one for $400 years ago and even that is less then a couple of times a year. About the only games I play on my Atari now are older CPRGs like Ultima, AR, ...
Rick

3384. Re: ATARI equipment MUST

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-27 00:00:00 UTC
From: Mark586@gnn.com
Message-ID: <46rsha$3mq@news-e1a.megaweb.com>
Source record: 87762

Terry Ortmann has been pulling this same sort of thing for well over 10 years.

3385. Re: UUCP protocol for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-27 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <46qe9a$sa3@news.xmission.com>
Source record: 87763

Glenn Saunders (krishna@primenet.com) wrote
: What is the status of QWK for PRO!? If QWK was complete, then uqwk for
: unix shell users would be enough to handle the network.

QWK is now a reality for Pro!, although it isnt real pretty, is is
somewhat functional.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3386. Re: Can PC-Xformer run cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-27 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <46r88i$lki@stratus.skypoint.net>
Source record: 87764

Rick_Michael_Cortese@cup.portal.com wrote:
[snip]
: Needless to say, I *loved* Galaga on the 8 bit! I had been spending
: $3-$5 a week on it in arcades when I got my cart. Ended up wearing
: a batting glove on one hand & a racqette ball glove on the other to keep
: from getting blisters. The 8 bit cart is a very good transfer of the
: arcade machine.

OK, let me get this straight - are you guys actually referring to
Galaxians and calling it Galaga by mistake, or was Galaga REALLY released
for the 8-bit? If so, I'm boggled - I had NO idea this was out there, and
I've been an 8-bit owner for a long time...

Where can I get this cart? Or, where can I get the standalone version for
use with SIO2PC?

Thanks,
Scott

3387. Pepper's 200 Cart Auction !! #7.3 Update

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-27 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A32.3.91.951027233319.6648E-100000@fn1.freenet.edmonton.ab.ca>
Source record: 87765
Cross-posted to: comp.sys.atari.8bit,alt.atari.2600vcs,rec.games.video.classic

```
Welcome to Peppers 200 Cart Auction #7.3 Update

Well here's the current bid's for Oct. 28

O O Q Q
. .
\___/ thanks {===} Neil
**********************************************************************
This Auction Contains Commons to ER's of
Sega Master (5) Intellivision (23)
Atari 2600 (59) Odyssey2 (5)
Atari 5200 (21) Texas Instrument (1)
Atari 7800 (2) Handheld (1)
Colecovision (43) Vic - 20 Carts (23)
Commodore 64 (4) Vic - 20 Cassettes (13)
**********************************************************************
- Rules -
**********************************************************************
Shipping 1St 2.00 \ 2,3,4th = .50 ea \ 5 and up =.75ea

-----> .U.S.FUNDS ONLY.. <-----

I reserve the right to change, delete, or refuse
any trade offer or bid / activity within the auction.

Bidders Have 10 Days to send Payment

----> Minimum Bid is $2.00 on Each Item.

TRADES Will be given First Priority
See Below for My Want List

Deadline Is Oct 29 12:00 (noon) MDT after this time
a ONCE - TWICE - SOLD part 2 auction will occur
as to ensure fairness to all bidders (1-2 days)

I will Updates biders by E-Mail free! ;)

##########################################################################################
Codes: SW - Shrinkwrapped
"""""" C - Cart
I - Instructions
B - Box
O - Overlays
##########################################################################################
Type Rarity Code Bid Bidder Status
```

```
##############################################################################
Sega Master Games
##############################################################################
Phantasy Star ER CB +20.00 mlm6574
Blade Eagle 3-D R C Traded
Bomber Raid (Activision) R C Traded
Rambo III R C +2.00 VidJunkie
Vigilante R C +2.00 VidJunkie

##############################################################################
ATARI 2600
##############################################################################
Challenge (Taiwan) ER C +7.00 Mercury
Dragon Treasure (Taiwan) ER C +8.00 Mercury
Frogger II - ThreeDeep ER C +7.50 MDOERTY
^(label is written on and ripped)^

Laser Volley (Taiwan) ER CB +9.00 Mercury
Miner 2049er Vol. II ER C +55.00 c626021
Mogul Maniac ER CI +4.00 beiles
Ocean City Defender ER CB +8.00 Mercury
Q*Bert CX26150 ER CIB +3.50 Muteiii
Space Adventure ER C +10.00 Sat-3
Time Warp (Taiwan) ER C +10.00 Sat-3
Skiing/Le Ski ?? C +8.00 Mercury
Air Raiders (M-Network) R C +3.00 craig
Bermuda Triangle R C +3.00 craig
Big Bird's Egg Catch R SW +4.50 Muteiii
California Games R C +2.50 lechtzin
Commando Raid R C +2.00 cameron
Cookie Monster Munch R SW +3.50 Btorme
Cosmic Commuter R C +5.50 beiles
Crackpots R C +3.00 dneyman
Decathlon R C +2.00 cameron
Defender II R C +5.50 Muteiii
Dolphin R C +2.50 dneyman
Donkey Kong Jr. R C +3.50 Muteiii
Frontline "N.T" written on cart R C +4.00 MDOERTY
Frostbite R C +4.50 dneyman
Gyruss R C +5.00 condor76
Mr. Do R C +7.00 beiles
Oink R C +3.50 Muteiii
Pitfall II Lost Caverns R C +5.00 Tu.Dang
Plaque Attack R C +5.50 dneyman
Pressure Cooker R C +5.00 khorton
Robot Tank R C +2.50 lechtzin
Seaquest R C +2.50 dneyman
Sky Jinks R C +2.50 dneyman
Sky Skipper (pealed label) R C +2.00 cameron
Space Tunnel R C +9.00 Sat-3
Spider-Man (rough label) R C +2.00 cameron
```

Sprint Master R C +3.00 stever
Stampede R C +2.00 cameron
Star Wars - Death Star Battle - R C +6.00 Muteiii
Star Wars - Jedi Arena - R C +6.00 Muteiii
Summer Games R C +3.00 MDOERTY
Taz R C +4.00 stever
Title Match Pro Wrestling R C +4.00 MDOERTY
Winter Games R C +2.00 cameron
Wizard Of Wor R C +3.00 Muteiii
Commando U C +3.00 stever
Crystal Castles U C +4.00 Tu.Dang
Dragster U C +2.00 cameron
Enduro U C +2.00 cameron
Fishing Derby U C +2.00 cameron
G.I. Joe - Cobra Strike - U C +2.00 cameron
Kung-Fu Master U C +4.00 stever
Solar Fox U C +2.00 cameron
Spitfire Attack U C +5.00 zbytes
Strawberry Shortcake U C +2.00 cameron
Turmoil U C +3.00 stever
Desert Falcon C C +2.50 Multisync

SuperCharger Package (3 tapes & SuperCharger/pkg deal)
"""

SuperCharger \
5 Escape From the Mindmaster ER Case\
2 Communist Mutants From Space R Case > +18.00 Mercury
1 Phaser Patrol R Case/

##
ATARI 5200 - Untested -
##
Pac-Man (New) ?? CBIO +3.00 condor76
Popeye (Like New) ?? CBI +4.00 condor76

##
ATARI 7800
##
Karateka ?? SW +2.00 kpsmith
RealSports Baseball ?? CBI +2.00 kpsmith

##
COLECOVISION
##
XONOX CART
Artillery Duel/Chuck Norris ER C +62.00 zbytes
(Excellent condition..Someone
wrote "Moore" on label in small
letters.....No Biggie ;)

James Bond 007 VR C +7.00 WAGJ94
Learning With Leeper VR C +8.00 ngsippel

Schtroumpfs VR CI +15.00 ngsippel
Zenji VR C +11.00 ngsippel
Lady Bug - CBS Version ?? C +2.00 Sat-3
Antarctic Adventure R C +5.50 Btorme
B.C. II "Grogs Revenge" R CI +6.50 Btorme
Buck Rogers Planet Of Zoom R C +5.00 khorton
Dam Busters R C +6.50 Btorme
Defender R C +2.50 Multisync
Pitfall II - Lost Caverns - R C +8.00 dantill
Quest for Quintana Roo R C +10.00 ngsippel
River Raid R C +7.00 ngsippel
Super Cobra R C +4.00 Tony
Tarzan R C +5.50 VidJunkie
Bump 'N Jump U C +6.50 MDOERTY
Burgertime U C +6.50 MDOERTY
Destructor U C +6.00 Sat-3
Frogger U C +2.00 cameron
Front Line U C +4.00 WAGJ94B
Miner 2049'er U C +4.00 MDOERTY
Omega Race U C +2.50 Multisync
Pepper II U CBI +5.00 ngsippel
Pitstop U C +2.00 cameron
Star Wars - The Arcade Game - U C +8.00 kak1
Subroc U C +3.00 dantill
Victory U C +3.00 dantill
WarGames U COI +2.00 cameron
Cabbage Patch Kids A.I.T.P. C C +2.00 Multisync
Carnival C CBI +3.00 ngsippel
Cosmic Avenger C C +2.00 Multisync
Donkey Kong Jr. C CI
Gorf C C +2.00 khorton
Looping C C +2.50 dnathan
Mr. Do C C +3.50 kak1
Popeye C C +2.00 dnathan
Q*Bert C CBI +2.00 ngsippel
Rocky Super Action Boxing C C +2.00 khorton
Space Fury C C +2.50 dnathan
Space Panic C CBI +2.00 cameron
Venture C CBI +2.00 ngsippel
Zaxxon C C +2.00 khorton

##
COMMODORE 64
##
Gridrunner By Jeff Minter (Cart) ?? C +3.50 MDOERTY
Retro Ball (Cart) ?? C +3.00 MDOERTY
Turmoil (Disk) (complete) ??
Voice Messenger (Cart) Not tested ?? CI +2.00 Multisync

##
INTELLIVISION

```
################################################################################
Championship Tennis ER C +3.00 Multisync
Chip Shot Super Pro Golf ER C +3.00 Multisync
Commando ER C +4.00 beldude
Mind Strike ER CBIO +4.50 Btorme
Mr Basic Meets Bits & Bytes ER SW +4.00 beldude
Scooby Doo's Maze Chase ER SW +6.50 cameron
Super Pro Football ER CI +3.00 beldude
Thunder Castle ER C +4.00 stever
Buzz Bombers R CI +3.00 stever
Chess R C +3.00 Multisync
Dreadnaught Factor R CBIO +3.50 Btorme
River Raid R CBIO +2.50 Btorme
Shark! Shark! R C +3.00 Multisync
AD + D Treasure of Tarmin U SW +2.00 cameron
Beauty & The Beast U C +2.00 cameron
Bump N Jump U C +2.00 cameron
Demon Attack U C +2.00 cameron
Microsurgeon U CBO +2.50 Multisync
Mission X U CBIO +3.00 cameron
Mouse Trap U CBO +2.00 cameron
Pinball U C +2.50 Multisync
Pitfall U CIO +2.00 cameron
World Championship Baseball U CBIO +3.00 cameron
################################################################################
ODYSSEY 2
################################################################################
Philips Videopac # 38 (Munchkin) ER CIB +4.00 MDOERTY
Alien Invaders Plus C
Baseball C
K.C. Munchkin C
Out of this world / Helicopter Rescue C

################################################################################
Texas Instrument - Not Tested -
################################################################################
Centipede ?? C +4.00 MDOERTY

################################################################################
Handheld - This is a LCD handheld with 3 games.
################################################################################
Package deal:

Handheld (uses a watch size \
battery, size is 2" by 5") \
Car Racing sports (pink cart) \ +7.00 howald
Challenger sports (blue cart) /
Football sports (red cart) /

################################################################################
Vic - 20 - Not Tested -
```

##
Adventure Land (Cart) ?? C +2.00 VidJunkie
AstroBlitz (Cart) ?? C +2.50 VidJunkie
Avenger (Cart) ?? C
Black Hole (Cart) ?? SW +2.50 VidJunkie
Choplifter (Cart) ?? C +2.50 VidJunkie
Clowns (Cart) ?? C +2.00 VidJunkie
Cosmic Cruncher (Cart) ?? C
Garden Wars (Cart) ?? C +2.50 VidJunkie
Gorf (Cart) ?? C
Jawbreaker II (Cart) ?? C +2.00 VidJunkie
Jupiter Lander (Cart) ?? C
Lunar Leeper (Cart) ?? C +2.50 VidJunkie
Monster Maze (Cart) ?? C +2.50 VidJunkie
Omega Race (Cart) ?? C
PacMan (Cart) ?? SW +3.50 VidJunkie
Radar Ratrace (Cart) ?? C
Raid On Fort Knox (Cart) ?? C
Road Race (Cart) ?? C +2.50 VidJunkie
Sargon II Chess (Cart) ?? C +2.00 VidJunkie
Terraguard (Cart) ?? CB +2.50 VidJunkie
The Sky is Falling (Cart) ?? C
VideoMania (Cart) ?? CB +2.50 VidJunkie
Visible Solar System (Cart) ?? C

Arcadia (Cassette) ?? with case
Catcha Snatcha (Cassette) ?? with case
Duck Shoot (Cassette) ?? with case
Frantic (Cassette) ?? with case
Neutron Zapper (Cassette) ?? with case
Pedes & Mutants (Cassette) ?? with case
Psycho Shopper (Cassette) ?? with case
Sea Invasion (Cassette) ?? with case
Shark Trap (Cassette) ?? with case
Space Fortress (Cassette) ?? with case
Undermine (Cassette) ?? with case
Vegas Jackpot (Cassette) ?? with case
Wacky Waiters (Cassette) ?? with case

****
Want List:
****

Intellivision:

Congo Bongo
Draughts
Fathom
Spiker Super Pro Volleyball
Stadium Mud Buggies
Super Cobra

I'm also looking for many ER Atari 2600 Carts...Send me your list and we'll talk.....Thanks and Good Luck!

_/_/_/_/ _/_/_/_/ _/_/_/_/ _/_/_/_/ _/_/_/_/ _/_/_/_/ Classic Video Game
_/ _/ _/ _/ _/ _/ _/ _/ _/ Collector/Trader
_/_/_/_/ _/_/_/ _/_/_/_/ _/_/_/_/ _/_/_/ _/_/_/_/ Atari / Intv
_/ _/ _/ _/ _/ _/ _/
_/ _/_/_/_/ _/ _/ _/_/_/_/ _/ _/@freenet.edmonton.ab.ca

Article Unavailable

3388. Bresenham's line drawing algorithm.

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-27 00:00:00 UTC
From: bbingham@turbo.kean.edu
Message-ID: <Pine.OSF.3.91.951027173945.26466A-100000@turbo.kean.edu>
Source record: 87766

```
Here it is Bill, sorry if there are any typos, if so, let me know and I'll
correct it. I believe it assumes the center of screen is 0,0, and you
will need your own putpixel routine, I have one for gr.8 in assembly.
This is NOT the optimized algorithm John was refering to(Next
project?:)), but a good starting point. For Verticle and Horizontal lines
you will be better off with seperate specialized routines, as has been noted.

procedure draw_line (xstart, ystart, xend, yend: integer);

var x, y, {current x and y coordinates}
d, {descision variable}
a, b, {line displacements in x and y}
dx_diag, {diagonal x step for next pixel}
dy_diag, {diagonal y step for next pixel}
dx_nondiag, {nondiagonal x step for next pixel}
dy_nondiag, {nondiagonal y step for next pixel}
diag_inc, {d's incr. for diagonal steps}
nondiag_inc, {d's incr. for nondiagonal steps}
swap: {temporary variable for swaps}
integer;

begin{draw_line}
x := xstart; {line staring point}
y := ystart;

{Determine drawing direction and step to the next pixel}

a := xend - xstart; {calculate difference in x}
b := yend - ystart; {calculate difference in y}

{Determine whether ending point lies to right or left of start point}

if a < 0 then {Drawing towards smaller x-values?}
begin {Yes, because a is negative.}
a := -a; {Make a positive}
dx_diag := -1; {and set x-movement accordingly.}
end
else {Draw is towards larger x-values.}
dx_diag := 1; {Set x-movement towards larger x.}

{Determine whether ending point lies above or below starting point.}

if b < 0 then {Drawing towards smaller y-values?}
begin {Yes, because a is negative.}
b := -b; {Make b positive}
dy_diag := -1; {and set y-movement accordingly.}
end
```

```
else {Draw is towards larger y-values.}
dy_diag := 1; {Set y-movement towards larger y.}

{Identify octant containing ending point. }

if a < b then {Is y-diff. larger than x-diff.?}
begin {Yes, so swap a and b }
swap := a;
a := b;
b := swap;
dx_nondiag := 0; {Since y difference is larger, x}
dy_nondiag := dy_diag { doesn't change on nondiagonal}
end{if-then} { steps, but y changes every step.}
else {When x-diff. is larger than}
begin {y-diff., x changes every step,}
dx_nondiag := dx_diag; {and y changes only on the }
dy_nondiag := 0; {diagonal steps.}
end{else}
d := b + b - a; {Initial value for d is 2 * b - a.}
nondiag_inc := b + b; {Set initial d increment values}
diag_inc := b + b - a - a;
for i := 0 to a do {Draw the a+1 pixels.}
begin
draw_pixel(x,y);
if d < 0 then {Is midpoint above the line?}
begin {Yes, step nondiagonaly.}
x := x + dx_nondiag;
y := y + dy_nondiag;
d := d + nondiag_inc {Update the descicion variable.}
end{if-then}
else {Midpoint is below the line,}
begin {so step diagonally.}
x := x + dx_diag;
y := y + dy_diag;
d := d + diag_inc {Update the descicion variable.}
end{else}
end{for}
end;{draw_line}
```

3389. Re: UUCP protocol for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-27 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <46p7ip$p9k@nnrp2.news.primenet.com>
Source record: 87900

The mortal James King wrote:
: I offer $100-200 for any programmer capable of creating a FULLY
: functional UUCP protocol for the 8bit Atari.

: The prot. can either work directly via the SpartaDos command line or
: preferabbly via BBS Express Pro! or Carina 2.xx

What is the status of QWK for PRO!? If QWK was complete, then uqwk for
unix shell users would be enough to handle the network.

3390. Re: Atari BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-27 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <46p7t9$p9k@nnrp2.news.primenet.com>
Source record: 87901

The mortal James King wrote:
: How many of you actively call Atari 8bit based BBS's??

: Just curious if its even worth the effort of reviving the Atari
: Connection BBS.

I would if there were one local to me. But I learned my lesson never to call L/D BBSs. I also don't really have the resources or the persistence to start my own BBS.

3391. Re: "MUX-Window" coming to life! :)

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-27 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <46p8oe$p9k@nnrp2.news.primenet.com>
Source record: 87902

The C=128 has a true 80 collumn mode which makes its GEOS more usable. Same with the Apple IIGS which has new modes. The C=64 chipset also has 16 color text which makes windowing so much clearer. Even on an Amiga if you set the bit depth to 1, the workbench is pretty ugly. 16 colors really helps and there are no 16 colors modes on the Atari, obviously GTIA isn't going to work. I think the minimum colors for a workable windows system is 4. That way you can try to get some of the highlights to work. So you are probably talking about blitting a 160x200 screen and probably implementing some unreadable text font or scrolling horizontally. Ugh.

Also, the whole idea behind a windowing system is to be able to manage several tasks that are being run at once. Not necessarily multitasking, but at least task switching. No windows for the 8-bit would be complete without a new task manager and some way to deal with extended memory in a standardized way. If you are only going to run one program at a time that uses the windows, you can just as easily write up the windows with the program itself rather than calling windows routines as if it is an OS extension.

There is so much overhead in a windowing system that you really have to go all out with the extended memory routines because otherwise you are just wasting a lot of memory for no good reason. That's why Diamond GOS was a cart. I mean, Sparta-X is just a CLI and it needs to hide itself on a cart. A windowing system is going to wind up being even more complex, especially if you get into complex object oriented gadget creation stuff.

Unless you want to commit to making this into an OS overlay, then you might as well just play around with the MultiMouse handler for standalone apps.

3392. Re: Atari 8-bit CD

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-27 00:00:00 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <JXHm5sE.predictor@delphi.com>
Source record: 87903

"Ernest.R.Schreurs" <ernest@pi.net> writes:

>We were wondering how many of you out there in Cyberspace would be
>interested in this CD? We think the CD would cost between US $30 and
>US $35, plus shipping. We are not yet taking orders, but if enough

.
This sounds like a good idea to me, and I think your price is about
on target too. Good luck!
.
Will

3393. Re: Can PC-Xformer run cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <46pn3p$g8q@nic-nac.CSU.net>
Source record: 87904

In article <147344@cup.portal.com>,
<Rick_Michael_Cortese@cup.portal.com> wrote:
>with 8k ROMs vs two 4k's or soldering the chips in. If you check
>& find you have both a BASIC & something like Galaga, the Galaga
>cart, even though it is only an 8k program is a 16k cart. Atari

Rick, you lie!!!! You meant, like, Galaxian or something, didn't you?

If not - WHERE CAN I GET THIS!?!?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[Home of: New Breed Software, 21BJ, newdex, and soon WebBS!]

3394. WANTED: APE info

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-27 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <46qqsu$fb8@stratus.skypoint.net>
Source record: 87905

Can someone fill me in on APE? What does it offer that SIO2PC doesn't? Does it have the same functionality that SIO2PC does? If so, is it compatible with ATR files? Who invented liquid soap and why?

Thanks,
Scott

3395. Sparta "XFD" or "ATR" file wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-28 00:00:00 UTC
From: aj445@cleveland.Freenet.Edu
Message-ID: <46rtim$9mi@madeline.INS.CWRU.Edu>
Source record: 87767

Hello,

I just purchased the PC Xformer program. It seems to work
well on SOME programs .. not all, as far as I've been
able to tell.

What I'd like is if anyone has been able to make a WORKING
SpartaDos XFD or ATR file. I'd like to try running it on
the Xformer. For that matter, if you have any favorite
"disk images" that work well (games, productivity, etc.)
I'd be most appreciative if you would email them to me, either
as an "attachment", or uuencoded.

Thanks ... As I get better at xfering files (I have 15 years
of 8 bit files), I'll be happy to exchange files with those
who are interested in doing so.

Again, thanks ... Bill

cooncat@ix.netcom.com (use this e-mail address)

3396. Rverter plans

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-28 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <147382@cup.portal.com>
Source record: 87768

Has anyone built the Rverter device as described in the docs at umich?
Reason I ask is because it seems like I could modify the current
1489 based sio2pc cable which would make it considerably easier
to build. First impression is it looks like it has a few advantages
over using a sio2pc cable to hook to a modem since it allows for
some modem signals. The author says 19,200 null modem was solid, but
if someone can confirm this connected to a real modem it would
tip the scales for me.
Rick

3397. Re: What else, lines.

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-28 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <147387@cup.portal.com>
Source record: 87769

>Ok - I'm searching for this book! :) And what I recalled was you said
>something about some Pascal code snippet.. I'll take *that* if you have
>it! :)

No, I'm sorry. There's no Pascal in the book. There is quite a bit of
C in there, and there was a C version of the line draw, I think.
However, in most cases, the C version is preliminary and all final
developments to the code are not done until the Assembly version.

John Harris - jharris@cup.portal.com

3398. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-28 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <RhJkBiS.ransom22@delphi.com>
Source record: 87770

Mathy Van Nisselroy <mathniss@link.xs4all.nl> writes:

>A week or two ago, they showed a utility for PC's on a television computer
>juppie series, that could read out load files. Especially made for the blind.
>Don't know what kind of PC was required, but I guess it only runs on a mega
>bucks machine.
>
>I've got READIT by Tom Hunt. Runs under SpartaDOS only and will read out any
>file you want. Only problem (apart from the "Sparta only" curse) is that it
>expects an English text (texts in other languages while be pronounced as if
>it was English. Sounds really funny)

Whoo-boy! I had no idea. I'll have to try to find Read-It.

-Joe
--

Joseph E. Walsh | Atari 8-Bit Computer User and Programmer Since 1982.
Ransom22@Delphi.com | Classic Traveller Player Since 1983.
(Stuck in the 80s) | Microsoft-Free and Loving It!

3399. Re: Pepper's 200 Cart Auction !! #7.3 Update

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-28 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Oct28.193627.24690@wariat.UUCP>
Source record: 87771

What I said earlier about steeeeenking auctions, inappropriate sales
holds here. This guy ('pepper') has absolutely no A8 stuff in his
list. Somebody said rec.games,video is deluged with this kind of junk.
Looks like csa8 is going the same way. I didn't recognize any of the
names of bidders as being from here, so I suspect this person isn't
getting much/any bidding from here, just being an obnoxious asshole.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

3400. Re: What else, lines.

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-28 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <147394@cup.portal.com>
Source record: 87772

Well Bill, you've got vertical, are plenty smart enough to figure
out horizontal, got the Pascal source for lines. One last snippet
from the Tech ref:

```
While pixel [row, col]=0 do
begin
pixel [row,col] := fildat;
col := col +1;
if col > screen right edge then col := 0
end;
```

Not much, but its the description of the fill routine. It requires you
to have the right edge of the area to be filled with the pixels already
set, but then I'm sure you used the Basic fill routines already. You
probably could do better with your own routine using Hlines though IMO.
IMO<again> if you're really concerned about speed, don't use any of
the graphics call from Action! I spent some time yesterday looking at
them & all of them just call the OS routines => they won't be that
much faster the using basic, just a little quicker getting there followed
by identical performance.
Rick

3401. Re: UUCP protocol for 8bi

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-28 00:00:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <8c1_9510290106@flight.org>
Source record: 87773

Quoting From: krishna@primenet.com (Glenn Saunders)

GS>The mortal James King wrote:
GS>: I offer $100-200 for any programmer capable of creating a FULLY
GS>: functional UUCP protocol for the 8bit Atari.
GS>
GS>: The prot. can either work directly via the SpartaDos command line or
GS>: preferabbly via BBS Express Pro! or Carina 2.xx
GS>
GS>What is the status of QWK for PRO!? If QWK was complete, then uqwk for
GS>unix shell users would be enough to handle the network.

I just called Tom Hunt's Closer to Home BBS today and it looks like he
has QWK set up on his system. I didn't try it, but it looks like it is
available.

-Dag-

---
* PabQwk 2.0 #23 * The future isn't what it used to be.
---------- -//- ----------
Internet: DAG.HUGDAHL@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3402. XF3.2

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-29 00:00:00 UTC
From: sknox@us.oracle.com
Message-ID: <46v3cj$ft2@inet-nntp-gw-1.us.oracle.com>
Source record: 87774

Im having a problem with Xformer 3.0 that has gotten worse under 3.2 and I was wondering if others are having the same problem.

It occurs when trying to change disks via the F11 disk selection screen. Under 3.0 I would swap in 10 - 15 .ATR files converted via SIO2PC. Then, when I would try and change the disk, it would always return as 'unused', even though I entered a valid disk image. Under 3.2, this is happening with only 4-5 disk changes sometimes(kinda tough to play disk swapping games).

Anyone else experiencing this? Its happening on my 486-33 desktop and 486-100 laptop.

Thanks
SK

3403. Re: Critters - Continue Development?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-29 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <470vvv$6a7@news.xmission.com>
Source record: 87775

Joe Walsh (ransom22@delphi.com) wrote:
: So, my question for you is, have you used Critters, and would you
: like to see it turned into a more finished product?

I dont even know what it is, but I'd be interested in trying it. Where
can it be found?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3404. Re: "MUX-Window" coming to life! :)

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-29 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199510300101.RAA23791@zippy.sonoma.edu>
Source record: 87776

In article <46p8oe$p9k@nnrp2.news.primenet.com>,
Glenn Saunders <krishna@primenet.com> wrote:
>really helps and there are no 16 colors modes on the Atari, obviously GTIA
>isn't going to work. I think the minimum colors for a workable windows
>system is 4. That way you can try to get some of the highlights to
>work. So you are probably talking about blitting a 160x200 screen and
>probably implementing some unreadable text font or scrolling
>horizontally. Ugh.

I and others have proven that even 40-column text in 160x200x4 mode can be
quite readable. (Look at Donkey Kong.. then forget ever seeing it :))
I see a nice grey-scale mode where you have nice 3D buttons (hehe) like this:

White highlight
Grey background
Dark grey shadow
Black text

Ah, but then again, who is to say that the actual windowing and graphics
are going to be done on an Atari! And even if you were to upgrade your
Atari with some rare super-duper SVGA <heh> upgrade, you'd STILL be able
to run all of the old software for the windowing system because, technically,
the software should care less about what the windowing system is like or is
capable of... :)

>Also, the whole idea behind a windowing system is to be able to manage
>several tasks that are being run at once. Not necessarily multitasking,
>but at least task switching. No windows for the 8-bit would be complete
>without a new task manager and some way to deal with extended memory in a
>standardized way. If you are only going to run one program at a time
>that uses the windows, you can just as easily write up the windows with
>the program itself rather than calling windows routines as if it is an OS
>extension.

Ah - I went insane with this and not only is it running a number of tasks,
but they are runing SIMULTANEOUSLY - more-so than even a PC or Mac could
do! :) That's cuz the current setup would be multiple Atari's using one
windowing-system-manager :) Read my home page- or just think of X-Window.

>There is so much overhead in a windowing system that you really have to
>go all out with the extended memory routines because otherwise you are
>just wasting a lot of memory for no good reason. That's why Diamond GOS

The memory being taken is on the SERVER (the machine running the Windowing
system) NOT on the CLIENTS (the machines running the applications FOR the
Windowing system)

>was a cart. I mean, Sparta-X is just a CLI and it needs to hide itself
>on a cart. A windowing system is going to wind up being even more
>complex, especially if you get into complex object oriented gadget
>creation stuff.

True :) ... another way to do it, just like my idea.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[Home of: New Breed Software, 21BJ, newdex, and soon WebBS!]

3405. TON OF ATARI STUFF FS IN NJ

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-29 00:00:00 UTC
From: deiss@trenton.edu
Message-ID: <47105v$roj@shell.monmouth.com>
Source record: 87777

I Have a pile of Atari equip. in Monmouth County New Jersey.
EVERYTHING MUST GO!

Here is what I have...

1 130 Computer (Works perfectly.)
4 800XL Computers (I believe all work perfectly.)
2 800 Computers (At least one should work.)
3 1050 Disk Drives (I believe they all work.)
2 RANA 1000 Disk Drives (I believe both work.)
2 Percom Data Disk Drives (I believe at least one works.)
1 850 Interface Box (As far as I know it works.)
2 CX85 Numerical Keypads (Perfect Condition)
1 Totally Awsome, SUPER-DUPER, 410 Cassette TAPE DRIVE! (Probably
very dead.)

I of course have a pile of power packs and cables to accompany all of
the above.

In addition I have a few disk filers full of software, condition
unknown, but I know that some works. Also, I have a few cartridges
such as Atari Writer and Star Raiders.

PLUS I have a few books and manuals which includes a somewhat valuable
800XL SCHEMATIC AND SERVICE MANUAL.

SOMEBODY MAKE ME AN OFFER FOR THIS STUFF!
I would rather sell the whole pile all at once, but I might be
pursuaded to sell a part or two for the right price. EMail me.

Thanks all!

-Cliff Deiss
deiss@trenton.edu

3406. Re: Critters - Continue Development?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-29 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <x5Hm5kV.ransom22@delphi.com>
Source record: 87778

James King <jeking@xmission.com> writes:

>I dont even know what it is, but I'd be interested in trying it. Where
>can it be found?

It can be found at the atari archive at umich. It's probably still
under /new. I believe it is called critters.arc.good, though I am not
absolutely positive. Due to Delphi's screwy setup, I couldn't upload it
myself. Bill Kendrick was nice enough to do it for me, but I forget what
he ended up calling it (I'd tried to upload it several times, and had used
up all the obvious names, such as critters.arc, critters1.arc,etc.). All
I know for sure is that the name has /two/ extensions, not one (ie,
critters.arc.something).
Failing that, let me know and I'll send it to you as a uuencoded
file.

-Joe
--

Joseph E. Walsh | Atari 8-Bit Computer User and Programmer Since 1982.
Ransom22@Delphi.com | Classic Traveller Player Since 1983.
(Stuck in the 80s) | Microsoft-Free and Loving It!

3407. FS/T: Classic Atari computers and games [10/30/95]

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-30 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <472b8r$al4@ixnews6.ix.netcom.com>
Source record: 87779

updated 10/29/95

I have the following Atari 8-bit software and hardware for sale or
trade.

Everything is sold as is. Unless specified, all items have been
tested and are in perfect working order.

Buyer has ten (10) days to send payment, and pays all shipping
costs, which will be sent via U.S. Postal Service. The shipping
cost depends on both the weight of the package and the distance
that it is traveling. Buyer has the choice of either first class
or parcel post (which is slower, but cheaper).

Payment must be made in U.S. funds, by either check or money order,
drawn from a U.S. bank branch. Canadian buyers must send a Canadian
Postal Money Order, payable in U.S. funds. This is the only way I
have found to deal with my friends to the north (my bank is very
picky, but the U.S. Post Office will cash a Canadian Postal M.O.)

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 6.00 Atariwriter
$ 6.00 Basic
$ 6.00 Galaxian
$ 7.50 Letter-Go-Round (Sesame Street) [CBS Software]
$ 6.00 Missile Command
$ 5.00 Pac-Man
$ 5.00 Star Raiders

****

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they

are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7, plus tax. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully.

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 600XL COMPUTER with original power supply, and RCA cable.

I will also throw in a second ATARI 600XL (haven't checked it out yet, so I don't know if it works or not), FREE.

This is a complete system, except for RF switchbox.

$25.00

*****

LOT #2

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply, and RCA cable.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox.

$45.00

*****

LOT #3

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 65XE COMPUTER with original power supply, and RCA cable

This is a complete system, except for RF switchbox.

$35.00

*****

LOT #4

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 130XE COMPUTER with original power supply, and RCA cable.

This is a complete system, except for RF switchbox.

$59.00

*****

LOT #5

ATARI 1050 (127K) DISK DRIVE, with original power supply, and
one (1) Molex connector cable.

$39.00

*****

LOT #6

ATARI 1050 (127K) DISK DRIVE, with one (1) Molex connector cable.

This disk drive doesn't include the power supply.

$34.00

*****

To reserve an item listed here, please contact me.

Michael J. Novak Jr.
VGA2000@ix.netcom.com
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. !! BUYING/SELLING/TRADING: 3DO, Atari Lynx, Atari
Video Game Advantage !! Jaguar, NES, Nintendo Game Boy, Super Nintendo,
6861 Anthony Lane !! Sega Saturn, Sega Genesis, Sega CD, Sega 32X,
Parma Hts., OH 44130 !! Sega Game Gear, SMS, Sony Playstation, Turbo
(216) 843-8815 Voice !! Duo, Classic systems, and 8-bit computers!
!!!!!!!!!!!!!!!!!!!!!!! ** Over 2 years on the Internet! **
Now on the WWW at http://www.io.com/~vga2000/
For current list, or to be placed on my e-mail list, please leave E-Mail at:
VGA2000@ix.netcom.com OR VGA2000@io.com OR dw901@cleveland.freenet.edu

3408. Re: Critters - Continue Development?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-30 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <147421@cup.portal.com>
Source record: 87780

```
Joe; IMO, next project. It's already one of the better 'life' demos
around. Even If you made it the best ever there's a limit on how
long you can watch one of those demos before you go cross eyed.
```

3409. Re: Emulator Question(s)

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-30 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <147422@cup.portal.com>
Source record: 87781

APE is not an emulator, it's an IBM program that simulates Atari devices
like a 1050 by using the IBM's serial port & a simple cable. The
emulator you probably mean is XF25. It is one of the better emulators
as those things go, but I still prefer a real 8 bit. There is a
registered version of the emulator, version 3.2 that is supposed to
be quite good. The emulators will run just about anything a real Atari
will. For instance, if you liked poking around in Atari Basic vs
pulling out a pocket caclulator you'll feel right at home. If you
want to get the emulator, look for it at atari.archive.umich.edu
in the 8bit area. It has all the info for getting the registered
version also.
Rick

3410. updated Atari emulator web site

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-30 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <4734dc$pn7@news1.halcyon.com>
Source record: 87782
Cross-posted to: comp.emulators.misc,comp.sys.atari.st,comp.sys.atari.8bit

The Branch Always Software web site has just been considerably updated.
I've added new pictures of the Gemulator and PC Xformer programs and
their related hardware, more detailed descriptions of the products,
updated the dealer list, and added new sections.

If you are looking for information about Atari 8-bit emulators for MS-DOS and
GEM, or for the Atari ST/STE Emulator for Windows 95, please visit the web site
for Branch Always Software Online at:

http://www.halcyon.com/brasoft/

If you have visited the site prior to October 30th, force your browser
to reload the pages to make sure you grab the updated information.

- Darek

--
==
Darek Mihocka the PC Xformer and Gemulator guy, email:brasoft@halcyon.com
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 WWW:http://www.halcyon.com/brasoft/

3411. Atari Portfolio Web Page

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-30 00:00:00 UTC
From: rfulton@icis.on.ca
Message-ID: <DH90sp.DI8@icis.on.ca>
Source record: 87783

There is an Atari Portfolio Web page, run out of the Czech Republic.
The URL is http://www.mcc.ac.uk/~dlms/Port/portfolio.html

If anyone is interested, I have more than a few megs of Port program
that are shareware, so email me if you want them. I am also always on
the lookout for more.

There are also more than a few places where you can still buy
Portfolio equipment (email me for the info)

Roger Fulton

3412. Trade Atari8 carts?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-30 00:00:00 UTC
From: dgb@owlnet.rice.edu
Message-ID: <4738o6$f2f@larry.rice.edu>
Source record: 87784

```
What I have for trade:
Rescue on Fractalus (XE cart)
Bug Hunt (XE Cart)
Dig Dug (400/800 Cart)

What I want:
Thunderfox (XE cart)
Crystal Castles
Kangaroo
Almost any Activision
Almost any Parker Bros.
Anything I don't have and want (of course! :)

If you want to trade, e-mail me.
I'll also buy Atari8 carts for $1-5 each if
they're ones I want, so if you have some to get
rid of, send a list.

dgb@owlnet.rice.edu
```

3413. Re: A: One way to transfer cartridges and tapes to disk

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-30 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Oct30.144102.27769@wariat.UUCP>
Source record: 87785

(Mark B. shares cas2disk and cartcopy experiences.)
CSA8 had just finished a long thread on copying carts when you posted
your question. I'm surprised that 'Star Raiders' and 'Space Invaders'
worked successfully with cartcopy. They are copy protected carts, as a
are 99.9% of commercial carts (are there any other kind?). Commercial
boot tapes are probably only 90% multiple stage, copy protected boot
tapes. So, my answer would have been, no, there's no easy way to copy
carts or commercial boot tapes to a disk load file. (Except ye dump the
cart or tape and dissassemble it and remove the copy protection code,
and a few other things.) The fine art of 'cracking' carts, disks,
tapes (commercial type.) was discussed and generally frowned on as at
least encouraging copyright infringement if not a bad thing to talk
about all by itself.)
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

3414. Re: Emulator Question(s)

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-30 00:00:00 UTC
From: Evan Gittler <egittl1@zeus.towson.edu>
Message-ID: <Pine.ULT.3.91.951030145450.24967A-100000@zeus.towson.edu>
Source record: 87786

Thanks for the info!!
Where would I be able to get "APE" and/or the PC xformer?? And to what
price range?

Evan...

Thanks again!

On Mon, 30 Oct 1995, Jeff M Lodoen wrote:

> In comp.sys.atari.8bit you write:
>
>
> >I'm pretty new to all this so if this stuff is basic, sorry.
> >I've had my 800xl (256k upgrade) 1050 drive, indus gt drive, and a couple
> >of modems, since 5th grade (about 12 years now). Everything is in good
> >condition.
> >My questions are:
> >What exactly do these emulators do? (such as APE)
>
> APE is a program that simulates several Atari peripherals via the
> SIO2PC interface (hooks the SIO 'chain' to a PC COM port). Use the
> PC's disks, printer and modem from an Atari. Very, very nice.
>
> >Do they allow me to use my old atari programs on my IBM??
>
> There are a few. PC X-Former for IBM, Rainbow for Macintosh (there are
> others, like a portable Unix version, but I know little about it.)
> Try this web page...
>
> http://www.halcyon.com/brasoft/
>

3415. Re: WTB: Atari XEGS MINT System

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-30 00:00:00 UTC
From: ronborta@aol.com
Message-ID: <473dsf$obr@newsbf02.news.aol.com>
Source record: 87787
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.classic

I believe B&C Computers in Santa Clara, CA has new XEGSs.

3416. Help an old-time newbie?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-30 00:00:00 UTC
From: procyon@destiny.dorm.umd.edu
Message-ID: <471eu3$n00@hecate.umd.edu>
Source record: 87788

Hello all. I was wondering if any of you Atari gurus wouldn't mind lending a hand to a returning old hand at Ataris. I picked up the xformer 2.5 thing, and it looks really cool, but it's been a while since I used an Atari (and I was just a little kid at the time. I'm 19 now) and I'm completely new to finding and using stuff off the internet for the Atari. (like I don't really know how to use those .xfd files and such...) If anyone has the patience to help me out, I'd really appreciate it. Please email me if you can help. Thanks so much {=^)

___*** Akuma's back... in SF Alpha!!!__*** __
/ _ _______ ______ _____ ___ / / ___ / /____ ____
/ ___/ __/ _ \/ __/ // / _ \/ _ \ / /__/ _ \/ __/ _ \/ __/
/_/ /_/ ___/__/_, /___/_//_/ /____/___/__/___/_/
LIFE IS SHORT. /___/ Scott Jacobi sjjacobi@eniac.seas.upenn.edu
ROW HARD! procyon@destiny.dorm.umd.edu
PENN CREW '97!!!

3417. Re: HELP: ATARI 800XE as a terminal for PC Linux 1.2.13

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-30 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4731af$g8o@charm.magnus.acs.ohio-state.edu>
Source record: 87789

In article <472kcb$am5@kralle.zdv.uni-mainz.de>,
Vladimir Meciar <meciar@a1b.kph.uni-mainz.de> wrote:
>I'm not na expert in ATARI stuff and I need your help. I have an ATARI 800XE
>and I'd like to connect it as a terminal to my PC runing under Linux.
>One of the problems is, that the wire should be about 5-6m long. That means I
>should use RS-485 and ATARI doesn't heve this interface. Any ideas what should
>I do? (from both sides. Software and Hardware)

I would also like to do this eventually.
But why RS-485? RS-232 should be fine for 6 feet -- definitely better
than SIO for that length.

Basically, you want to set up a null-modem connection between the two
machines, then set your getty on Linux to listen to the serial port
that the Atari is connected to.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

3418. Xformer X.XX

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-30 00:00:00 UTC
From: pedxing001@aol.com
Message-ID: <47241k$fkr@newsbf02.news.aol.com>
Source record: 87790

Hi ALL !

What is the latest version of XFormer?

I heard there was a windows 95 version out there too.....?

Could somebody keep me up-to-date?

I purchased 3.0a and am looking for the most recent version.

thanks
-BOB

3419. Re: Can someone post the error codes for the 800XL for me?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-30 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <47258h$c5i@charm.magnus.acs.ohio-state.edu>
Source record: 87791

In article <46rn74$t1u@newsbf02.news.aol.com>,
TClark22 <tclark22@aol.com> wrote:
> I am building the sio2pc cable and I am getting alot of errors like 144
>and I think
>128.. When I try to load basic files i get Error 21 and sometimes 170..

I have a list of error codes (and other info) on the Web at
http://er4www.eng.ohio-state.edu/~funkr/Atari/Ref/

But off the top of my head...
144 means you tried to write to a write protected disk...
128 means you hit break during I/O...
21 means you tried to load a file that isn't a SAVEd BASIC program
170 means "file not found"
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

3420. Re: Emulator Question(s)

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-30 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <4734l5$ppd@news1.halcyon.com>
Source record: 87792

In article <47174o$ji1@sol.towson.edu>,
Evan Gittler <egittl1@zeus.towson.edu> wrote:
>
>I'm pretty new to all this so if this stuff is basic, sorry.
>My questions are:
>What exactly do these emulators do? (such as APE)
>Do they allow me to use my old atari programs on my IBM??
>Is there such a program?

Yes, if you want to run Atari 8-bit software on your PC the program is
called PC Xformer. Look on the web site at
http://www.halcyon.com/brasoft/ for all the information about it.

- Darek

--
==
Darek Mihocka the PC Xformer and Gemulator guy, email:brasoft@halcyon.com
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 WWW:http://www.halcyon.com/brasoft/

3421. Re: Xformer X.XX

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-30 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <4734p0$ppk@news1.halcyon.com>
Source record: 87793

In article <47241k$fkr@newsbf02.news.aol.com>,
PedXing001 <pedxing001@aol.com> wrote:
>What is the latest version of XFormer?
>I heard there was a windows 95 version out there too.....?
>Could somebody keep me up-to-date?
>I purchased 3.0a and am looking for the most recent version.

The latest version numbers are kept up to date on our web page at
http://www.halcyon.com/brasoft. If you are a registered user of PC
Xformer 3 you can also order upgrades from that web site.

- Darek

--
==========
Darek Mihocka the PC Xformer and Gemulator guy, email:brasoft@halcyon.com
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 WWW:http://www.halcyon.com/brasoft/

3422. Need 800XL software for school

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-30 00:00:00 UTC
From: kafig@aol.com
Message-ID: <472602$gnb@newsbf02.news.aol.com>
Source record: 87794

Hello, I hope someone can help me. Our school system has recently been offered about 30 atari 800xl computers. We would like to set up a computer lab in one of our middle schools if we can find some software, specifically a word processor or educational titles. We're a very poor, rural system, so any equipment we can get helps. Please email if you know of a source of 800xl software.

Thanks

3423. Re: Transferring images in a hurry, RSVP

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-30 00:00:00 UTC
From: fom@fubini.zfe.siemens.de
Message-ID: <472gpr$r8r@outlaw.zfe.siemens.de>
Source record: 87795

```
: There is an Xwindows version which I hear is good, but the real killer
: one is the one for the Amiga. It's supposed to be the best Atari 8 bit
: emulator out, ... [rest deleted]
```

Really ? I tried an earlier version a month ago and it was dog slow
even on a 50 MHZ 030 A1200. The problem with this emulator is portability.
Writing an emulator in C simply consumes to much processing power,
to even come close to the original A800's speed. I order to be of any
value to the Amiga community, this emulator needs to be completely
rewritten in assembly language. Even if you have a 060 in your Amiga,
the AGA chipset still consumes too many processor cycles, to allow for
a C-implementation. Take a look at the new C64-emulator A64 for the
Amiga. This one is 'a real killer application' for the amiga.
It's implemented completely in assembly and uses special graphics
routines to account for the Amiga's planar display structure.

Frank-Oliver

--

3424. Re: Critters - Continue Development?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-30 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Oct30.094238.1398@wariat.UUCP>
Source record: 87796

(Joe Walsh asks if people have used his 'critters' and if
people would like to see him put the finishing touches on
it.)
Ahhh..... Mr. Walsh. Can't say I've used 'critters'. Can't
say I remember what it is. Seems like, memory being what it
is, that it is a 'Akita Life' type program that makes
bacterial growth culture like graphics. If it was on a
local bbs, I probably would download it and run it, just to
see what it is. But, not having a unix shell, FTPing is a
bit involved and I don't even know the EXACT
directory/filename.etc.??? to get it. Now, if you wanna
uuencode it and put it in my mailbox, I'd be glad to run it,
as I can't seem to keep my A8 under the table where it
belongs right now as I am supposed to be constructing a
complicated doll house to fulfill a childhood dream of a 65
year old female friend. My wife bought the doll house for
her last Christmas and leaves it up to me to build it.
So, yes, I'll take it if you wanna send it, but if you're
busy, that's ok too. Now, if anyone tried my 'pcutil'
(probably J. King did, or he was scared off by the 'use at
your own risk' notices.) Oh... where was I, yes tried
'pcutil', it works sorta, but I never got any feedback but
Tom Hunt telling me on CTH to try to get it in shape. I use
it anyway to transfer files from pc to a8. It is designed
to not have errors and I don't have to fool with MyDOS
(being pretty much a SpartaDOS man.) And finally, I've
decided that sooner or later I'm going to put together a
zip/unzip from what I have and forget 'defatex/inflatex' for
the time and try to make a zip/unzip for a8 use. I realize
that the original purpose was to make a unzipper that people
could unzip text they download from pc bbses, but all those
will be deflated. I ramble.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

3425. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-30 00:00:00 UTC
From: DONN@cc.com
Message-ID: <9510300915.4094fa1b.CFC@CLC-GATE.CC.COM>
Source record: 87797

WANTED: Atari 800XL computer

Mine finally died and I need to locate another for replacement parts. Please don't post replies to this newsgroup as I can't read it (I'm posting this by email). Instead, please reply to
me by email at don_novy@cc.com. Thanks.

3426. Re: What is the ANTIC chip for?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-31 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <475glg$i8c@news2.delphi.com>
Source record: 87798

Will Dwinnell <predictor@delphi.com> writes:

>MARCEL GONZALEZ <DreamZS@ix.netcom.com> writes:
>
>>Just two simple questions.. what is the ANTIC chip for and what does
>>ANTIC mean? It is found on ATARI computers. Please let me know.
>>Thank you.
>.
>ANTIC is a graphics chip: specifically, it takes what is in the display
>memory, turns it into a TV display and sends this on to the CTIA or
>GTIA (depending on which you have).
>.
>Will
Antic stands for Alpha-Numeric Television Interface Circuit. As Will
stated, it DMA's the screen data for GTIA (primarily).

-Bry

3427. Very Cheap Atari stuff (Atlanta)

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-31 00:00:00 UTC
From: tpill@netserve.lasc.lockheed.com
Message-ID: <475qfu$n9u@pong.lasc.lockheed.com>
Source record: 87799

I've got a bunch of Atari 8-bit hardware and software that someone
out there may want. I'm in Atlanta GA, but can ship this stuff if
you aren't close to me.

130XE Computer
400 Computer
810 Disk Drive
MIDI interface and software
Games (cartridge and 5.25" floppies)

$ Cheap $

Tim Pillsbury Lockheed Martin Aeronautical Systems Company
voice (404) 256-4845 Marietta, Georgia, USA
fax -2928 tpill@netserve.lasc.lockheed.com

3428. Re: HELP: ATARI 800XE as a terminal for PC Linux 1.2.13

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-31 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DHC2yK.I21@iglou.com>
Source record: 87800

In article <4731af$g8o@charm.magnus.acs.ohio-state.edu>,
Rob Funk <rfunk@magnus.acs.ohio-state.edu> wrote:
>I would also like to do this eventually.
>But why RS-485? RS-232 should be fine for 6 feet -- definitely better
>than SIO for that length.
>
He said 6 meters, but RS-232 should still work.
--
"Goodness me, could this be industrial disease?" Dire Straits

3429. What is the ANTIC chip for?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-31 00:00:00 UTC
From: DreamZS@ix.netcom.com
Message-ID: <474841$7an@ixnews4.ix.netcom.com>
Source record: 87801

Just two simple questions.. what is the ANTIC chip for and what does
ANTIC mean? It is found on ATARI computers. Please let me know.
Thank you.

3430. Re: MUX window and text

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-31 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4753ss$sfl@news.xmission.com>
Source record: 87802

kendrick@zippy.sonoma.edu (William Kendrick) wrote:

>This is neat.. I've added text drawing support to the MUX-Window test-grounds
>program and have a pretty spiffy routine!

Is your MUX window program functional yet? I rebuilt my computer room
(added an oak rack to house 8+ computers), and set my MUX system back
up.

I'd be interested in trying your program.
@@@@@ ------------------------------------ @@@@@
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, Network Analyst by Accident!

3431. fs: Atari 5200/2600 adaptor

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-31 00:00:00 UTC
From: salimk@bnr.ca
Message-ID: <475eef$bfd@bcrkh13.bnr.ca>
Source record: 87803
Cross-posted to: ga.forsale,att.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,rec.games.video.atari,comp.sys.atari.8bit,alt.atari.2600

Atari 5200/2600 adaptor (plugs into 5200 to play 2600 games) in excellent condition.

$15 + s & h

Salim Khan
salimk@bnr.ca
Bell Northern Research Inc. Norcross, Georgia

Standard disclaimer applies ..... My employer has nothing to do with my opinoins in this post, or for that matter anywhere.

3432. Re: "MUX-Window" coming to life! :)

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-31 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <147435@cup.portal.com>
Source record: 87804

Since when does one need FOUR colors to do windowing? The original Mac, before color came in, did it with TWO. Or, ONE, "not counting the background." You can simulate "shades of gray" with halftoned or dithered patterns, if you want 'em.

The real problem on the Atari would seem to be that its "high-resolution" graphics mode ISN'T very high-res by today's standards. And then there's artifacting, which effectively HALVES the horizontal resolution even so.

Perhaps the best solution would be an "Antic Mode E" screen -- what we old-timers used to call "GRAPHICS 7 1/2" and which was later built into the XL series as ... I forget which Atari BASIC "GRAPHICS" mode. The highest-resolution (160*160 ?) four-color map mode. This would give you essentially the same resolution as Antic Mode F (GRAPHICS 8), but WITH the capability to explicitly control colors rather than relying on artifacting.

Just my two cents' worth; have a great day!

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

3433. Re: Critters - Continue Development?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-31 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <B-HEp8+.ransom22@delphi.com>
Source record: 87805

<Rick_Michael_Cortese@cup.portal.com> writes:

>Joe; IMO, next project. It's already one of the better 'life' demos
>around. Even If you made it the best ever there's a limit on how
>long you can watch one of those demos before you go cross eyed.

Heh. That's true. :)
The only things I was thinking of adding would be a title screen,
another line at the bottom of the screen where you could get readouts of
the genetic code of objects under your pointer-box, and ...well, that's
all. :)
But you're right,even with the additional information, it wouldn't
be something to run for hours at a time. :P

-Joe
--

Joseph E. Walsh | Atari 8-Bit Computer User and Programmer Since 1982.
Ransom22@Delphi.com | Classic Traveller Player Since 1983.
(Stuck in the 80s) | Microsoft-Free and Loving It!

3434. Action!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-31 00:00:00 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <ZnAH5A4.predictor@delphi.com>
Source record: 87806

I know that there is a programming system for the Atari 8-bits called Action! and I was wondering if anyone could give me a quick run-down on it? For instance, what mainstream languages is it most like? Is it compiled? Is it available on any other platform? Who developed/owns it? Thanks for any information you can provide. Oh, last: does it come on disk or cartridge?

.

Will

3435. Re: Action!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-10-31 00:00:00 UTC
From: page@best.com
Message-ID: <page-3110952121440001@page.vip.best.com>
Source record: 87807

In article <ZnAH5A4.predictor@delphi.com>, Will Dwinnell
<predictor@delphi.com> wrote:

> I know that there is a programming system for the Atari 8-bits
> called Action! and I was wondering if anyone could give me a
> quick run-down on it? For instance, what mainstream languages
> is it most like? Is it compiled? Is it available on any other
> platform? Who developed/owns it? Thanks for any information you
> can provide. Oh, last: does it come on disk or cartridge?

Action! was one of my favorite languages and development environments:

It is reminicent of C in that it is very simple, has few keywords,
increment and decrement operators, and strings and I/O are supported
through libraries, not language primitives. On the other hand, it
distinguishes between procedures and functions, like Pascal, and uses
keywords where C uses punctuation. Here's an example snippet, the "Primes"
benchmark from September, 1981 BYTE Magazine, as implemented in ACTION!,
taken from page 205 of the manual, with some notes by me in square
brackets (please ignore any typos):

```
DEFINE size = "8190", ; [defines a constant/macro, like #define in C]
ON = "1",
OFF = "0"

BYTE ARRAY flags(size+1)

CARD count, i, k, prime ; [CARD is a 16-bit integer]

BYTE DISPLAY=$22F, ; [DISPLAY is at memory address $22F]
iter,
tick=20, ; [tick is at memory address 20]
tock=19 ; [tock is at memory address 19]

PROC Primes()
DISPLAY = 0 ; [turn off display hardware to speed execution]
tick = 0 ; [reset hardware timer]
tock = 0
FOR iter=1 TO 10
DO ; [similar to C's "{", or Pascal's "BEGIN"]
count = 0
; turn flags on (non-zero)
SetBlock(flags, size, ON) ; [library function like C's "memset"]
FOR i = 0 TO size
DO
IF flags(i) THEN
prime = i+i+3
```

```
;PrintCE(prime) ;Uncomment to print primes
k = prime + i
WHILE k <= size
DO
flags(k) = OFF
k ==+ prime ; [like C's "+="]
OD
count ==+ 1
FI
OD
OD
i=tick+256*tock ; [tick and tock are bytes of a 16-bit timer]
DISPLAY = $22 ;turn display back on
PrintF("%U Primes done in %U ticks %E", count, i)
; [formatted output like C's "printf"]
RETURN
```

(Hmmm, that was a blast from the past! :-)

It is compiled to 6502 object code.

As far as I know, it was only available for the Atari 8-bit computers, though I have a vague recollection that someone told me they thought it was made available on some other platform as well (maybe Apple II's or IBM-PC's).

It was sold by Optimized Systems Software, Inc. (OSS) and also copyright Action Computer Systems.

It comes on a cartridge that contains an editor, compiler, linker, debugger (monitor), and runtime library. Additionally, there is a disk available with utilities and a runtime system library that allows you to distribute software without requiring the cartridge.

--
Chris Page | Internet chain letters, advertisements and SPAMs suck...
Don't Panic! |
page@best.com | Cut it out! :-P

3436. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-01 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/faq_815239305@rtfm.mit.edu>
Source record: 87808
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List

Revised 28-Oct-95

Additions/suggestions/comments/corrections are needed! Please send to:

URL:mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

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that portion reproduced is not modified, and so long as credit is given to
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when given.

The Atari 8-Bit Computers Frequently Asked Questions List was created to
provide answers to many commonly asked questions found in the Internet's
comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group. It is in
a constant state of development, and comes with no guarantees. If you
see any problems, I need to hear from you!

--- Where to get the latest copy of the 8-bit Atari FAQ List ---

The home of many FTP archive sites, automatically updated monthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq

The World Wide Web hypertext version, automatically generated monthly:
URL:http://www.smartpages.com/faqs/atari-8-bit/faq/faq.html
URL:http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html

WWW "flat hypertext" versions, automatically generated monthly:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
URL:http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.faq.html

Usenet newsgroups where this FAQ list is automatically posted monthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also get the latest version by e-mail.
URL:mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/faq
```

quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

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Subject: 0.1) Table of contents

0.1) Table of contents

Introduction
1.1) What is an Atari 8-bit computer?

Usenet
2.1) What is comp.sys.atari.8bit?
2.2) What is comp.sys.atari.announce?
2.3) What is comp.sys.atari.advocacy?
2.4) What is comp.sys.atari.programmer?
2.5) What is comp.emulators.misc?
2.6) What is comp.emulators.announce?

E-Mail
3.1) What is the Info-Atari8 Digest?
3.2) What is INFO-A8?
3.3) How can I retrieve files from FTP sites by e-mail?
3.4) How can I post to Usenet newsgroups by e-mail?
3.5) How can I access the World Wide Web by e-mail?

Software Archives
4.1) What is the University of Michigan Archive?
4.2) What is the Boston Archive?
4.3) What is the PVV Archive?
4.4) What is the ClarkNet Archive?
4.5) What is the Gatekeeper's Archive?
4.6) What is the QACE Archive?

Telnet
5.1) What is the Cleveland Free-Net Atari SIG?
5.2) What is the Youngstown Free-Net Atari SIG?
5.3) What is the National Capital Free-Net Atari Users SIG?
5.4) What is the Victoria Free-Net Atari Computer Users SIG?
5.5) What is the Closer To Home BBS?
5.6) How can I access the World Wide Web by Telnet?

World Wide Web
7.1) What WWW pages support the 8-bit Atari?

IRC
7.9) What IRC channels discuss the 8-bit Atari?

Online Magazines
8.1) What is the CAIN Newsletter?

File Formats
9.1) What's this UUEncoding stuff (.uu, .uue files) all about?
9.2) What is an .arc file?
9.3) Okay, how about a .dcm file?
9.4) What is an .xmo file?

Emulation
10.1) What 8-bit Atari emulators exist for other computing platforms?

File Transfer Solutions
11.1) What are the best terminal emulators available?
11.2) Can I read/write 8-bit Atari disks on an IBM-PC?
11.3) Can I read/write MS-DOS disks on an 8-bit Atari?
11.4) How do I transfer files using a null modem cable?

Storage Media
12.1) What 5.25" floppy disk drives are available?
12.2) How can I use 3.5" floppy disks with my 8-bit Atari?
12.3) What do I need to connect a hard drive to my 8-bit Atari?
12.4) How can I use an IBM-PC as a storage device for my Atari?

General Interest
13.1) What's the best DOS for the Atari?
13.2) What hardware has Atari created in the 8-bit computer line?
13.3) What are the power-supply requirements for my Atari components?
13.4) What are the pinouts for the...?
13.5) What BBS software can be used on the Atari?
13.6) What version of Atari BASIC do I have?
13.7) What are the Standards for Used 8-Bit Stuff?

Other Documents of Interest
14.1) What vendors, developers, or publishers support the 8-bit Atari?
14.2) Where is my nearest 8-bit Atari BBS?
14.3) Where is my nearest 8-bit Atari user group?
14.4) How do I use my new or emulated Atari?
14.5) What prominent Atarians are reachable by e-mail?

Subject: 1.1) What is an Atari 8-bit computer?

In order of their release, the Atari 8-bit computers include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System. The 400/800 models were first shown publicly in November 1978 and first sold in 1979. The final machine, the XE Game System, was released in 1987. Atari Corp. officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

The following text was written by Chris Crawford and appears in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. It has been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM,

ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

GTIA is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

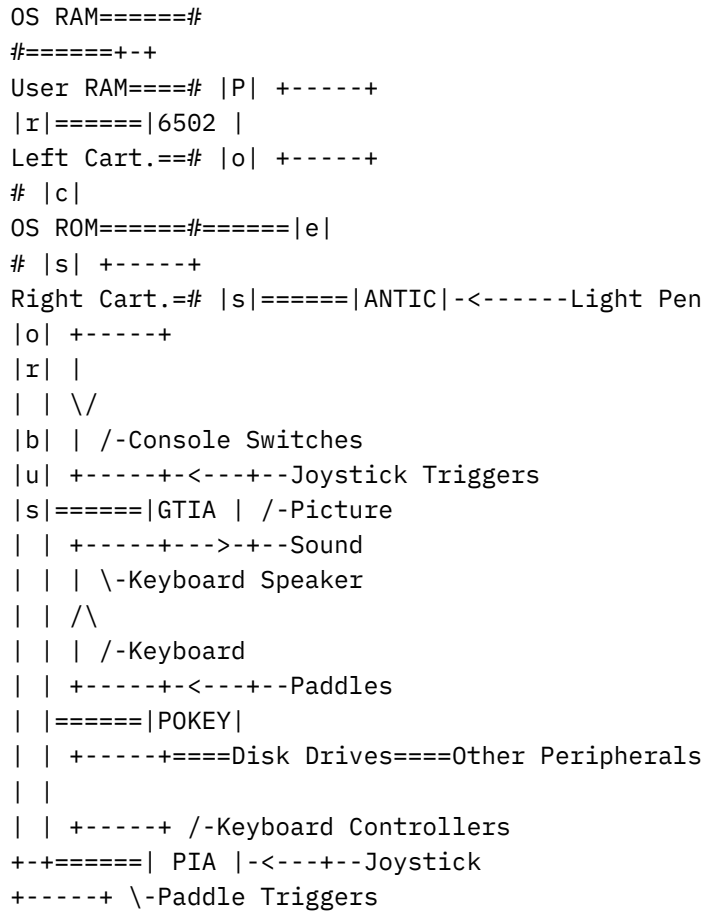
POKEY is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The 130XE and XEGS contain a small additional LSI called FREDDIE, a RAM address multiplexor. According to URL:mailto:sup8pdct@closer.brisnet.org.au (James Bradford), "Freddy is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. Freddy also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a freddy but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from freddy, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to freddy for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say freddy does the bank switching is

beyond me. An 800XL can look like a 130XE with that 16-pin chip installed
(That's right NO freddy) and an extra 8 RAM chips."

Hardware Arrangement



Beginners at using the 8-bit Atari platform may wish to contact Bill
Kendrick, URL:mailto:kendrick@sonoma.edu , for his Newbie/Emulator FAQ.

The following is taken from Bill's Newbie/Emulator FAQ.
Graphics:
The Atari has maximum resolution of 320 x 192 (standard, non-overscanned
screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4,
160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are also
supported. 40 x 24 x 256-character (128 normal, 128 inverse, character
set indirection available) text mode is standard (2 colors).
40 x 24 x 128-multi-colored-character (4 colors per character allowed,
the other 128 characters have 4th changed into a color 5) and
40 x 12 x 128-multi-colored-character screen modes are available.
GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-only,
and 80 x 192 x 9 color screen modes.
Graphics Modes Summarized:
Mode Horiz.xVert.xColors text/graphics
0 40 x 24 x 2 text
1 20 x 24 x 5 text

2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 2 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Normal (bordered), narrow (underscanned), and wide (overscanned) screen
modes are available.
Screen modes can be mixed (by lines) down the screen using the Display
List (a program which is executed by the ANTIC graphics chip every
screen refresh (60 times per second on real NTSC Ataris).
Fine scrolling (both vertical and horizontal) can be enabled on any
line on the screen.
All other screen attributes (color, player/missile horizontal position,
screen width, player/missile/playfield priority, etc.) can be ajusted
at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four
2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also
available, as is a mode to XOR colors or blacken out colors when players
overlap (good for making three colors out of two players!) Players
and missiles have adjustable priority and collision detection.

Sound:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

According to Doug Neubauer (by way of URL:mailto:finneganj@delphi.com (James
Finnegan), here is the team that originally designed the Atari 400/800:
<quote>

The A800 VLSI hardware guys include:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators (from the grass valley group)
Joe Decuir - Antic and system and creator
A french guy (whose name I forget) - Antic logic designer
George McLeod - CTIA and GTIA logic design

Doug Neubauer - Pokey logic design
Mark Shieu - Pokey chip design
Steve Stone - Pokey layout design
Steve Smith - Technician for antic and gtia
Delwin Pearson - Technician for Pokey

There were a number of other people whoses names I have forgotten.
I have lost touch with most of them.

<end quote>

[I'd like more system spec's here.]

Subject: 2.1) What is comp.sys.atari.8bit?

If you have Usenet newsgroup access you can access this discussion group through URL:news:comp.sys.atari.8bit . This is an unmoderated newsgroup for discussion about the 8-bit Atari 400/800/XL/XE computing platform. All postings to comp.sys.atari.8bit automatically appear in the Info-Atari8 Digest and in INFO-A8.

comp.sys.atari was split into comp.sys.atari.8bit and comp.sys.atari.st in approximately 1986. To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

comp.sys.atari.8bit is archived by the INFO-A8 list server.

Subject: 2.2) What is comp.sys.atari.announce?

URL:news:comp.sys.atari.announce is the moderated Usenet newsgroup for news items and announcements related to all Atari computing platforms. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari announcements. Moderated by Yat Siu from URL:mailto:lexicor@world.std.com .

Subject: 2.3) What is comp.sys.atari.advocacy?

URL:news:comp.sys.atari.advocacy is the unmoderated Usenet newsgroup for advocating for or against the various Atari computing platforms. If you enjoy making comparisons between Atari 8-bit and other computing platforms, this is the place to do it.

Subject: 2.4) What is comp.sys.atari.programmer?

URL:news:comp.sys.atari.programmer is the unmoderated Usenet newsgroup for topics in programming on the various Atari computing platforms, including the Atari 8-bit.

Subject: 2.5) What is comp.emulators.misc?

URL:news:comp.emulators.misc is the unmoderated Usenet newsgroup for the discussion of emulating computing platforms on other computing platforms. All emulator discussion that does not involve the Apple][, the Commodore 64, or the WINE MS-Windows emulator (which each have their own emulator groups) may be found on comp.emulators.misc.

Subject: 2.6) What is comp.emulators.announce?

URL:news:comp.emulators.announce is the moderated Usenet newsgroup for news items about emulating one computing platform on another. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari emulator announcements. The moderator may be contacted at URL:mailto:emulators-request@qualcomm.com .

Subject: 3.1) What is the Info-Atari8 Digest?

If you have Internet e-mail access you can access this discussion group through the Info-Atari8 Digest.

The Info-Atari8 Digest originates from

URL:mailto:atari8@netcom.com

Subscription requests should be sent to the above address with the subject:

SUBSCRIBE | UNSUBSCRIBE (that is, one or the other)

The first line of the body of the letter should be the person's full name followed by his/her mailing address. For example:

Mike Todd snyder10@convex1.tcs.tulane.edu

To contribute to discussion threads in the Info-Atari8 Digest, or to start a new thread, send your posting to:

URL:mailto:comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Postings sent in this way automatically appear on comp.sys.atari.8bit and in INFO-A8.

Note that any posting sent to atari8@netcom.com will NOT be cross-posted to comp.sys.atari.8bit, so don't send your posting there. The Moderator hopes to correct this in the future.

The Info-Atari8 Digest is archived by the INFO-A8 listserver.

Recent copies are also kept at URL:ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason Duerstock.

The Info-Atari8 Digest Moderator is Mike Todd,
URL:mailto:snyder10@convex1.TCS.Tulane.EDU .

Subject: 3.2) What is INFO-A8?

If you have BITNET or Internet e-mail access you can access this
discussion group through INFO-A8.

The BITNET subscription commands are:
tell listserv at marist register <your real full name>
tell listserv at marist subscribe info-a8

The Internet subscription command is:
URL:mailto:listerv@vm.marist.edu where the message says
subscribe info-a8 <your real full name>

To contribute to discussion threads in INFO-A8, send your posting to

URL:mailto:comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Postings sent in this way automatically appear on comp.sys.atari.8bit and in
the Info-Atari8 Digest.

Any postings sent to info-a8@vm.marist.edu or to INFO-A8@MARIST will not reach
comp.sys.atari.8bit, so don't send your postings there.

You may leave the list at any time by sending a "SIGNOFF INFO-A8" command
to LISTSERV@MARIST, or by sending a message to
URL:mailto:listserv@vm.marist.edu that says "unsubscribe info-a8". Please
note that this command must NOT be sent to INFO-A8@MARIST or to
info-a8@vm.marist.edu.

---The archive of comp.sys.atari.8bit, the Info-Atari8 Digest, and INFO-A8---

You can obtain a list of the available archive files by sending an "INDEX
INFO-A8" command to LISTSERV@MARIST or by sending a message to
<URL:mailto:listserv@vm.marist.edu that says "index info-a8". These files can
then be retrieved by means of a "GET INFO-A8 filetype" command, or by
using the database search facilities of LISTSERV. Send an "INFO DATABASE"
command for more information on the latter.

Recent copies are also kept at
URL:ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason
Duerstock.

The INFO-A8 Moderators are:
HARRY@MARIST (A Harry Williams)
URL:mailto:ravi@mcnc.org (Ravi Subrahmanyan)
URL:mailto:billw@score.stanford.edu (Bill Westfield)

INFO-A8 was created on December 9, 1986.

Subject: 3.3) How can I retrieve files from FTP sites by e-mail?

There are several general-purpose FTP mail-servers. These may be used to retrieve any files available from anonymous FTP sites on the Internet.

1) mailto:ftpmail@decwrl.dec.com with no subject line, and two-line body with line 1 help and line 2 quit

2) mailto:ftpmail@grasp.insa-lyon.fr (body: help) Please, European users only.

3) mailto:bitftp@pucc.princeton.edu (body: help or ftplist for a list of anonymous ftp sites)

Of the mail-servers listed here, I recommend this "BITFTP" server. To help you get started using it, try this example of retrieving files from the Merit/Umich Software Archives (through the barnone.citi.umich.edu mirror site). Send a message to bitftp@pucc.princeton.edu that says exactly:

```
ftp barnone.citi.umich.edu
user anonymous
cd /afs/umich.edu/group/itd/archive/atari/8bit
dir
cd Telecomm
dir
get ft80v037.txt
get icet.txt
binary
get ft80v037.arc
get icet.arc
quit
```

4) mail BITFTP@DEARN or to mailto:BITFTP@vm.gmd.de (body: help or ftplist for a list of anonymous ftp sites) (Europe only)

Subject: 3.4) How can I post to Usenet newsgroups by e-mail?

There are a several 'public' mail/News gateways. Each one has their own ways for addressing syntax. The most common one is:

Site: newbase.cs.yale.edu
Syntax: newsgroup.name-news@newsbase.cs.yale.edu
Example: To send to the newsgroup 'comp.sys.atari.8bit', address the message to comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Mail-to-news gateways of this sort tend to be overloaded. Therefore, please do not use these gateways or any other similar gateways if you can post to Usenet directly.

Subject: 3.5) How can I access the World Wide Web by e-mail?

Swiped from the WWW FAQ, which is maintained by mailto:boutell@netcom.com (Thomas Boutell), here is how to access a web page by email:

mailto:server@mail.w3.org (preferred) or to
mailto:listserv@info.cern.ch (older address) containing
the following single line. (What you put on the subject line doesn't
matter; blank is OK. This line should go in the text of the message.)
You will receive as a reply a simple page intended to help you learn
more about the Web.

send http://www.earn.net/gnrt/www.html

Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of
files for many computing platforms, including the Atari 8-bit computers. For
more information:

Jody Lenn, mailto:lenn@atari.archive.umich.edu (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading

There are numerous methods available for downloading files from the UMich
Archive. The Archivists request you use these mechanisms in this order of
preference:

1) The number one way to get into the UMich archives is via AFS. If you have
AFS, all our files are kept in the directory
"/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT!
Specifically, use:

URL:file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software
Archives" choice. Specifically, use:

URL:gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
URL:gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
URL:gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/
URL:gopher://gopher.orst.edu:70/11/g-i-s/computer/zftparea/mirrors/archive.umich.edu/atari
/8bit

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/
Specifically, use:

URL:http://www.umich.edu/~archive/atari/8bit/

A mirror web site:
URL:http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory.
Specifically, use:

URL:ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are several mirror sites which are all updated from the home site regularly:
URL:ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
URL:ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
URL:ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/
URL:ftp://ftp.orst.edu/pub/mirrors/archive.umich.edu/atari/8bit/
URL:ftp://barnone.citi.umich.edu/atari/8bit/ (<-- RECOMMENDED)
URL:ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
URL:ftp://ftp.toad.net/pub/umich/8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files (.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How can I retrieve files from FTP sites by e-mail?"

Uploading

General uploading tips:
- No uploads may be made to the Archive's mirror sites.
- Please also upload a short text file describing what your upload is. You might also suggest what permanent 8bit subdirectory you'd like your file to end up in.
- Note that the 8bit/New directory is "write-only."

1) upload via AFS:
Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

2) upload via FTP:
FTP to atari.archive.umich.edu, cd into "8bit/New", and upload your files.

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files (.arc, .com, .dcm, etc.) by FTP.

3) upload via E-Mail:
Simply uuencode the file, (please split it into parts of 60 K or less) and mail the result to mailto:lenn@atari.archive.umich.edu (Jody Lenn). Please name the parts in the subject line. This is really helpful as the parts usually don't arrive in the proper sequence. Also, please include a message labeled "file transmission," containing a short description of the file, etc. Shar files are also acceptable, but uuencoded is preferred.

Subject: 4.2) What is the Boston Archive?

Here's an 8-bit Atari FTP site located at Boston University. It is maintained by Adam Bryant, mailto:adb@albert.bu.edu . This site seems to have seen no uploads for years, but there are some files here that aren't

on any of the other sites. [IS THIS SITE LOST? - 10/13/95]

ftp://cs-ftp.bu.edu/PC/ATARI (128.197.13.20)

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by Eyvind Bernhardsen, mailto:eyvind@lise.unit.no . PVV stands for ProgramVareVerstedet, or The Software Workshop, a student society at the University of Trondheim, Norway.

ftp://nova.pvv.unit.no/pub/Atari/8bit (129.241.36.207)

Uploads go to ftp://nova.pvv.unit.no/incoming/atari/8bit; Eyvind moves them to the appropriate directory. Please include a .readme file with each upload, so people know what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

This smallish 8-bit Atari FTP site is maintained by Kevin Atkinson, mailto:kevina@clark.net .

ftp://ftp.clark.net/pub/atari (168.143.0.2)

Write to Kevin for uploading instructions.

A mirror of the ClarkNet Archive, kept by Jason Duerstock: ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari 8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the QACE Archive?

The Queensland Atari Computer Enthusiasts have a fairly large FTP site. It is located in Australia and is the local internet sight of Super Products. Contact James Bradford, URL:mailto:sup8pdct@closer.brisnet.org.au for more info.

URL:ftp://203.4.149.98/8bit

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

The Cleveland Free-Net is the hub system of the NPTN, the National
Public Telecomputing Network. It can be accessed by any of the following:
telnet://freenet-in-a.cwru.edu, telnet://freenet-in-b.cwru.edu, or
telnet://freenet-in-c.cwru.edu (129.22.8.32 or 129.22.8.51).
Type "go atari" to reach the Atari SIG.

Those who add their names to the Atari SIG user directories are
automatically members of the official Atari user group C.A.I.N. - Central
Atari Information Network.

The Cleveland Free-Net Atari SIG publishes the CAIN Newsletter, maintains
the CAIN Home Page on the WWW, and keeps the "Who's Who in the Atari
Community E-Mail Directory" listing. Send correspondence and press
releases to mailto:xx004@cleveland.freenet.edu (Atari SIG).

Subject: 5.2) What is the Youngstown Free-Net Atari SIG?

Youngstown Free-Net (Youngstown, Ohio USA)
telnet://visitor@yfn.ysu.edu (192.55.234.27)

Type "go atari" to reach the Atari SIG. Write to
mailto:xx140@yfn.ysu.edu for more information.

Subject: 5.3) What is the National Capital Free-Net Atari Users SIG?

National Capital Free-Net (Ottawa, Canada)

Internet access to NCF is via

telnet://guest@freenet2.carleton.ca (134.117.1.39) type "go atari" at any menu
telnet://guest@freenet3.carleton.ca (134.117.1.22) type "go atari" at any menu
gopher://gopher.ncf.carleton.ca and choose:
'National Capital Freenet (NCF) Information by Gopher'
http://www.ncf.carleton.ca/freeport/sigs/computer/atari/menu/

This is the Atari computer(*) users special interest group.

Select the Bulletin Board for the latest Atari related news on the SIG
To get information on the other options select the menu option in question
and read the ABOUT message.

For more information, please contact Jack Kitowicz (ac382) on the
National Capital FreeNet. Comments & Suggestions for improvements to the
Atari SIG are always welcome.

Subject: 5.4) What is the Victoria Free-Net Atari Computer Users SIG?

Victoria Free-Net (Victoria, Canada)

telnet://guest@freenet.victoria.bc.ca (199.60.222.1)

type "go atari" at any menu

Facilitators: Gord Hooper (mailto:ua558@freenet.victoria.bc.ca)
Ted Skrecky (GCACE Librarian)
(mailto:ud264@freenet.victoria.bc.ca)

The aim of this SIG is to assist Atari Computer users. We can provide assistance with XL/XEs, STs, and Falcons, whether you are a new or experienced user.

Subject: 5.5) What is the Closer To Home BBS?

Kept by mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears), this is a BBS in Australia which supports the 8-bit Atari.

telnet://guest@closer.brisnet.org.au (203.4.149.97)

Subject: 5.6) How can I access the World Wide Web by Telnet?

This section swiped from the WWW FAQ, which is kept by mailto:boutell@netcom.com (Thomas Boutell).

An up-to-date list of these is available on the Web as http://info.cern.ch/hypertext/WWW/FAQ/Bootstrap.html and should be regarded as an authoritative list.

telnet://telnet.w3.org
A telnettable browser provided by the W3 coalition.

telnet://www@www.cc.ukans.edu
Offers Lynx, a full screen browser which requires a vt100 terminal. Log in as www. Does not allow users to "go" to arbitrary URLs, so GET YOUR OWN COPY of Lynx and install it on your system if your administrator has not done so already. The best plain-text browser, so move mountains if necessary to get your own copy of Lynx!

telnet://www@www.njit.edu
(or telnet 128.235.163.2) Log in as www. A full-screen browser in New Jersey Institute of Technology. USA.

telnet://www@www.huji.ac.il
A dual-language Hebrew/English database, with links to the rest of the world. The line mode browser, plus extra features. Log in as www. Hebrew University of Jerusalem, Israel.

telnet://sun.uakom.cs
Slovakia. Has a slow link, only use from nearby.

telnet://www@info.funet.fi
(or telnet 128.214.6.102). Log in as www. Offers several browsers, including Lynx (goto option is disabled there also).

telnet://www@fserv.kfki.hu
Hungary. Has slow link, use from nearby. Login is as www.

Subject: 7.1) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

8-bit Vendor/Developer home pages are listed in the Vendor/Developer list, not here.

Atari 8-Bit Computers FAQ and Vendor/Developer Lists
Michael Current, mailto:mcurrent@carleton.edu
http://www.smartpages.com/bngfaqs/comp/sys/atari/8bit/top.html

Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/index.html

Atari 8-Bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~un55/8bit.html

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://www.uci.agh.edu.pl/student/airgrp/tatar/public_html/Atari/hp.html

Central Atari Information Network
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

CompuCat WWW
Neal Kinney, mailto:nkinney@netcom.com
ftp://ftp.netcom.com/pub/nk/nkinney/html/compucat.html

Classic Computer and Video Game Systems
http://www.gate.net/~cmwagner/atari8.html

Atari XL/XE
ACF, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

Atari Boise User Group
ABUG, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus
mailto:rwarenz@freenet.columbus.oh.us
gopher://gopher.freenet.columbus.oh.us/11/specialinterestgroups/Atari%20Computer%20Enthusiasts%20of%20Columbus

NorthWest Phoenix Atari Connection
John Collins, Club Webmangler, mailto:bosco@host.yab.com
http://www.yab.com/~bosco/

Queensland Atari Computer Enthusiasts
James Bradford, URL:mailto:sup8pdct@closer.brisnet.org.au
http://203.4.149.98/atari/atari.html

Subject: 7.9) What IRC channels discuss the 8-bit Atari?

#Atari8 - Just for 8-bit Atari users!

#classic - Classic Games and Systems Collectors.

Subject: 8.1) What is the CAIN Newsletter?

The Central Atari Information Network Newsletter is the monthly online magazine of the Cleveland Free-Net Atari SIG. The editor is Mark Leair of the Atari SIG. 8-bit computers support is provided by Michael Current and Craig Lisowski. For information, write to the Atari SIG at mailto:xx004@cleveland.freenet.edu .

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that is common in the MS-DOS world. This is done to make the file shorter, so it takes up less space on your disk and it takes less time to transfer between computers. The archives contains several 8-bit Atari archivers fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) Okay, how about a .dcm file?

A .dcm file is a format unique to the 8-bit Atari which is used to convert
entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff.
filenames: Archivers/dskcom32.arc or Archivers/diskcomm.arc (same thing!)

Subject: 9.4) What is an .xmo file?

.xmo stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

Subject: 10.1) What 8-bit Atari emulators exist for other computing
platforms?

These are the four emulators that are usable.

1) ST Xformer 3.0, from Branch Always (see companion Vendor/Developer
List for complete contact info). A freeware 8-bit Atari emulator for the
Atari ST.
Net location?

2) PC Xformer 3.2, from Branch Always (see companion Vendor/Developer List for
complete contact info). The 8-bit Atari emulator for DOS/Windows/OS/2.
Versions 2.0, 2.5, 2.52 are freeware; 3.0 was the first commercial version;
3.2 is the latest commercial version; 4.0 is scheduled to be released in
October '95.

The following further info on PC Xformer provided by Bill Kendrick,
mailto:kendrick@sonoma.edu . Contact him for his Newbie/Emulator FAQ.

2.0 emulates an Atari 800. It requires about 300K of
free memory, 320x200x256 (MCGA/VGA/SVGA) graphics, and a 286 CPU.
It does not support ROM files, disk image swapping within the
program, player/missile graphics collision detection, sound,
PC joystick support, modem/printer support, but is free.

2.5 is the replacement for 2.0. It emulates either an Atari 800
or an Atari 800XL. It requires about the same as 2.0. It does
support ROM files and the PC speaker is used to emulate the old
Atari 400/800 internal speaker clicks. It is also free.

3.0 is the first commercial release. It emulates an Atari 800,
800XL, or 130XE (128K RAM; I heard it was to do 320K but I think
that was reduced). It requires a 386 and 512K of memory. It
supports Sound Blaster, player/missile graphics collision detection,
modem/printer and PC joystick support. It
comes with a disk with the software, an ammendum to the printed
documents, and a bunch of Atari 8-bit software (example programs:
demos/games, and a few useful utilities). It supports disk swapping
through a (currently) simple menu.

All versions support .XFD (Xformer disk) format disk images, and
all versions of PC Xformer support SIO2PC disk images (.ATR's).

PC Xformer 3.0 comes with a 36-page printed manual and reference.
It includes appendicies explaining graphics, sounds, colors, BASIC,
subdirectory paths (for MSDOS which in turn explains SpartaDOS/MyDOS),
a quick keyboard reference, ATASCII characters (all 128 drawn out),
the Atari editor, error codes, file IO (commands, devices, XIO calls)
as well as giving breif information on how to contact other Atari
users, common file extenders, and it includes a LARGE glossary
explaining Atari BASIC / TurboBASIC XL commands, Atari computer
terms, and general computer terms.

filenames: Xf2/xf2.zip, Xf2/xf25.zip
URL:http://www.halcyon.com/brasoft/xf252/xf252.zip

Of importance to PC Xformer users is:
DcmToDsk, freeware by Jason Duerstock. It converts most .DCM files into
SIO2PC .ATR's for use with SIO2PC and PC Xformer.
filename: Sio2pc/dcm2dsk2.zip

3) Rainbow, by Chris Liam, for the Apple Macintosh
URL:mailto:lamcw@aston.ac.uk
URL:http://www.aston.ac.uk/~lamcw/emulators.html

4) Atari Emulator for Unix and Amiga, by David Firth
Latest version: 0.1.8
URL:mailto:david@signus.demon.co.uk
URL:ftp://ftp.demon.co.uk/pub/emulators/Atari800-0.1.8.tar.gz
(158.152.1.44)

Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

BobTerm 1.22, shareware by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No

Capture-to-disk: Yes
Summary: Feature-filled; excellent for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Combination VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Excellent at VT100 on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

FlickerTerm 80 0.37, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus
filename: Telecomm/ft80v037.arc

Ice-T 2.0 XE (requires 128K) or 1.1 by IceSoft (Itay Chamiel)
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: XMODEM download
Autodial: Yes (2.0 XE) or No (1.1)
Backscroll buffer: Yes--8 screens (2.0 XE) or One screen (1.1)

Capture-to-disk: Yes--up to 16K (2.0 XE) or No (1.1)
Summary: Excellent for high-speed VT100 emulation
Beta-test versions of both available from mailto:bruck@brachot.jct.ac.il

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Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett and Mark Vallevand - The latest version!
filename: Diskutils/myutil.zip

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (280-some rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC

for PC to Atari transfers.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:preston.f.crow@dartmouth.edu ,
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 12.4), can be
used to read/write to a hard drive connected to an MS-DOS system. This
can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the
companion vendor/developer list) allow the Atari XF551 disk drive to read
720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software
Services (see the companion vendor/developer list), allows both low
density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe
Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard
floppy drives to be used on the Atari. A utility is included to
read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on
each computer. The RS 232 ports need to be connected
together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. (Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25-pin port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need a Multi I/O or Black Box, which use the PBI (parallel bus), then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C port.

(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready

5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed
but also pins 4 and 5 as well as 6 and 8. Or better
yet, make a true 25 wire, straight through cable and use
a commercial null modem. A commercial null modem is
just a small device with the correct lines already
crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:sup8pdct@closer.brisnet.org.au (James Bradford)
mailto:conradus@plearn.edu.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> Happy 1050
SS SD/ED/DD Warp speed US Doubler/19.2 and 52k. track
buffering

==> Super Archiver 1050
SS SD/ED/DD Ultra Speed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) unknown DOS restrictions

==> Supermax 1050
SS SD/ED/DD 19.2k and 52k (ultra speed)
by Super products. Compatiable with superdos and US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

==> CSS XF551
SS/DS SD/ED/DD US Doubler compatible. Updates drive to work
better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

==> Percom AT88-Sy[PD]
where: y=1 -> a single-drive unit
y=2 -> a dual-drive unit
PD -> equipped with a built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOSXL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:

- normal - 19200 bps
- Turbo - 70000 bps
- Ultra Speed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- Ultra Speed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2001
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2002
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: My-DOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatibel with the SDX)
- Ultra Speed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades
- Floppy Board

==> Atari XF521
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

Corvus ? 10 megabytes Fast but still relatively
slow I/O, kludge through
joystick ports for 800.
Rare
Supra/K-P N/A various Some limitations on drive
type and size and total
number of drives in sys.
FTe Multi I/O various 256 byter per sector
restriction. 256K and
1 meg ramdisk models.
Printer and modem, modem
will handle 19.2K bps
CSS Black Box various Will handle all SCSI drives.
Allows 9 drive access for
MYDOS. Currently the only
modem interface with CTS/RTS
hardware flow control. 19.2K
ready.
SWP ATR-8000 unknown limits Rare daughterboard for hard
drives. I/O is probably
fairly slow on this baby and
there may be DOS restrictions.

==> IDE/AT-BUS hard disk (still under construction)

Subject: 12.4) How can I use an IBM-PC as a storage device for my Atari?

Original by Dave Paterson, mailto:d.paterson2@genie.geis.com

SIO2PC is a cable and software combination that lets you use your PC as up to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to 16 megs. SIO2PC also lets you redirect the printer output to your PC printer or to a file on the PC. High speed drives are emulated (a la US Doubler).

All these functions are transparent at the Atari end; you never notice the difference between SIO2PC and regular drives, except that the SIO2PC drives are faster than any others (except Ramdisks and PBI interface drives).

SIO2PC 3.19i is shareware by Nick Kennedy.
filename: Sio2pc/sio319i.exe

Of importance to SIO2PC users is:
DcmToDsk, freeware by Jason Duerstock. It converts most .DCM files into
SIO2PC .ATR's for use with SIO2PC and PC Xformer.
filename: Sio2pc/dcm2dsk2.zip

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/ developer list); MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Personal Computer (1979) 8-16K, membrane keyboard, 400/800 OS
800 Personal Computer (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16-64K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
800XE Home Computer (1987?)~same as 130XE but 64K. Mostly eastern Europe.
65XE Personal Computer (1985) same as 800XL minus PBI
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
XE Game System (1987) same as 65XE plus Missle Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 Printer -40 col.
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850

830 Acoustic Modem -300 baud req. 850, with Telelink I
835 Direct Connect Modem -300 baud, with Telelink II
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige &
black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col. letter quality =Mann-Tally Riteman LQ
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, with XE Term
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1200 1200XL internally, many slight cosmetic differences
800XLF 800XL incorporating a FREDDY chip (as in the XE's)
1250XLD Earlier concept of the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL Earlier concept of the 1450XLD
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1090 XL Expansion System-for PBI, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XTM201 -non-impact printer
XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari
components?

As with the rest of this FAQ list, please let me know if any of this
information conflicts with the units you have. I'm also not sure how much
of this section is valid outside North America. If it's not valid where
you are, I need to hear from you!

The most important information is the voltage (in volts) required, and
whether you need a transformer (AC output) or an adapter (DC output). The

power (in watts) and current (in amperes) specifications of the original
equipment as presented here should be regarded as minimum values.
Higher-than-specified power and current capacities are entirely usable,
and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)

9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030

9 V AC ???? VA (??? A) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO

9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027

24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
600XL,800XL,65XE,130XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
600XL,800XL,65XE,130XE,XE Games System
5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE

6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P"

9 V DC 500 mA (4.5 W) Atari#CO16353 adapter:
XEP80,SX212,2600
9 V DC 500 mA (4.5 W) Atari#CA014034 adapter:
XEP80,SX212,2600

9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,1 Meg FTe MIO,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297 adapter:
1400XL,1450XLD

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12;FTe P:R: Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H

1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance (not on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3

7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground

7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9
1. Data Strob
2. D0
3. D1
4. D2
5. D3
6. D4
7. D5
8. D6
9.
10. Data pins pull up +5V
11. Ground
12. Fault
13. Busy
14. -
15. D7

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section by mailto:winston@merk.com (Winston Smith)

Here is the run down of ATARI 6502 8-BIT BBSes that I am aware of:

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which
it refers to as "OASIS PAL modules". This OASIS demo module comes with an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" with
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages file
hogs). There is a commercial version of OASIS called "OASIS IV" that
performs networking. There was an OASIS network between Boston,
Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word
of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank
Walters wrote it.

OASIS IV, CARINA, and BBS-EXPRESS-PROFESSIONAL! are all commercial
programs. I haven't heard anything about OASIS IV and CARINA for a while,
but PRO!-BBS is still a viable commercial enterprise last that I had heard.

Subject: 13.6) What version of Atari BASIC do I have?

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Subject: 13.7) What are the Standards for Used 8-Bit Stuff?

Developed by mailto:b.poehland@genie.geis.com (Ben Poehland)

When selling used 8-bit Atari equipment in the comp.sys.atari.8bit/Info-Atari8
Digest/INFO-A8 discussion group, please consider describing the condition of
the materials you are selling using these standards. This will go a long way
toward preventing potentially highly-contentious misunderstandings. Usage is
voluntary, but recommended.

LN (Like New)-- Item is pristine, unused, w/all manuals & original packaging
materials.

EC (Excellent Condition)-- Item is little used, good working order, physically clean, may have a very few minor cosmetic blemishes, w/original manuals.
GC (Good Condition)-- Item is in good working order but slightly soiled, contains worn parts or minor scratches/dings that betray heavy service or old age, w/original manual or copied manuals.
FC (Fair Condition)-- Item in working order but missing manuals/accessories; heavily worn/soiled or cosmetically damaged.
BC (Basket Case)-- Item does not work, is damaged/butchered, missing manuals & accessories etc., but contains salvageable parts.

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." The latest version may be obtained in the following locations, among many others:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers
mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/vendev
quit

You can also ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

Rick Detlefsen is presently compiling a new comprehensive Atari computers bulletin board systems list. Contact him by any of the following for more information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: ATARI BBS LIST
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.3) Where is my nearest 8-bit Atari user group?

Rick Detlefsen is presently compiling a new comprehensive Atari computers user groups list. Contact him by any of the following for more information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: USER GROUP SURVEY
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.4) How do I use my new or emulated Atari?

"The Unofficial Atari 8bit New User, Emulator Help FAQ" is maintained by mailto:kendrick@sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators for PC's and Mac's.

Subject: 14.5) What prominent Atarians are reachable by e-mail?

The "Who's Who in the Atari Community E-Mail Directory" listing includes people involved in all of the Atari computing and gaming platforms. This file is maintained by Len Stys, SIG Manager of the Cleveland Free-Net Atari SIG. Write to mailto:xx004@cleveland.freenet.edu (Atari SIG) or see: http://ace.cs.ohiou.edu/personal/mleair/whos_who.html

---
End of atari-8-bit/faq

3437. 8 bit programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-01 00:00:00 UTC
From: derek fern <derek@dfern.demon.co.uk>
Message-ID: <815242056snz@dfern.demon.co.uk>
Source record: 87809

Hi all Atari 8 Bit programmers, can you help? I need someone to convert Atari
8 bit boot disks down to .com files that will run under DOS.
Any budding programmers who can help please give me a call.
Regards

--
derek fern

3438. Re: Emulator Question(s)

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-01 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <147472@cup.portal.com>
Source record: 87810

Evan; Derek gave the XF info. The program APE is only useful if you have
a real Atari computer. IMO: An ideal way to use the stuff that is
out there is to have a real 1050 drive, 8 bit computer, sio2pc cable
for use with either APE or sio2pc software. If you have the hardware
for this, it is easy to make disk images on the IBM. You only need
this set-up for transfering software that isn't available for down
load from a bbs or FTP. For instance, I've bumped into more then a
few people that have requested plans for the sio2pc cable for tranfering
word processing files & data bases as well as public domain software
to their MS DOS computer. Once on the MS DOS computer, the images are
compatible with both the real Atari & the emulator. SIO2PC.COM is
a sort'a free <author only wants $10 shareware fee if you feel like it>
original version of the simulated disk drive. APE is an enhanced version
of the software that is currently undergoing continued development. The
author, Steve Tucker, is a freqent paticipant in this sig. I think
his email address is classics@nacs.net
Of course you don't need the sio2pc interface to run the emulator, but
then you will have trouble getting software from Atari disks to the
PC. Do you have UUENCODE.EXE for your PC?
Rick

3439. GOOD COMMERCIAL SOFTWARE & HARDWARE

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-01 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <476rmc$8lv@ixnews6.ix.netcom.com>
Source record: 87811

AMERICAN TECHNA-VISION has a huge stock of software for your Atari
8-bit system. Examples:
PAC-MAN CARTRIDGE $2.50
MILLIPEDE CARTRIDGE $3.00
DONKEY KONG CART. $2.50
DELUXE INVADERS $2.50
BLUE MAX CART. $5.00
JOUST CARTRIDGE $5.00
VISICALC SPREADSHEET $6.95
CRIME BUSTERS CARTRIDGE $5.00
DARK CHAMBERS CART. $5.00

HARDWARE

MICROPRINT PRINTER INTERFACE $14.95
POWER SUPPLY 1050/XF551/800/400/1200XL/810 $4.00 ea.
POWER SUPPLY 800XL, 600XL, 130XE, 65XE, XEGS $9.95 ea.
SERIAL I/O CABLES . . $1.50 ea or (10) for $10.00

MANY, MANY, OTHER ITEMS IN STOCK. FOR A FULL LISTING EMAIL US YOUR NAME
AND STREET ADDRESS.

TO ORDER PHONE AMERICAN TECHNA-VISION AT (510) 352-3787 OR
FAX (510) 352-9227

ADD $6.00 SHIPPING AND HANDLING TO ALL ORDERS.
CALIFORNIA STATE RESIDENTS ADD 8 1/4 % SALES TAX. ---- RALPH

3440. Re: Wanted: Ballblazer XFD/DCM/ATR

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-01 00:00:00 UTC
From: Lance Held <held@bioeng.ucsd.edu>
Message-ID: <3097D0F0.167E@bioeng.ucsd.edu>
Source record: 87812

Back in the old days this was one of my favorites. I too have no means
of getting the image to my PC as my old Atari floppy drive has gone
kaput. Could I get a copy of this too?
--
held@bioeng.ucsd.edu
```
----------------------------------------
| Here's me Here's your point |
| |
| o |
| /|\ . |
| / \ |
| I can't find it |
----------------------------------------
```
http://jagger.me.berkeley.edu/~held

3441. Re: How to find good commercial software

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-01 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <147470@cup.portal.com>
Source record: 87813

Can't speak for everybody Scott, but for me at least, I have two eprom
burners as well as after market OS ROMs that let me break out of
a cartridge & inot a monitor. I know a lot of people like to use
Chipmunk, a disk based program for deprotecting software. It is
still pricey though last time I checked. We may have a problem with
piracy, but it's the same problem everybody goes through. We probably
should get a little more organised, like make a patch list so somebody
with the software could get it transfered, but we aren't that well orgainzed!
I don't think anybody would mind patches floating around, just not the
cracked games. Maybe something like a sector dump from the first sector
of a game as 'Proof of Purchase' would satisfy people.
Rick

3442. Re: Emulator Question(s)

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-01 00:00:00 UTC
From: egittl1@zeus.towson.edu
Message-ID: <476jos$f10@sol.towson.edu>
Source record: 87814

Which one is better to use APE or the XF25? What are the prices of each
and where would I be able to order them?
(Ihave major problems with FTPing).

Evan...

Rick_Michael_Cortese@cup.portal.com wrote:
: APE is not an emulator, it's an IBM program that simulates Atari devices
: like a 1050 by using the IBM's serial port & a simple cable. The
: emulator you probably mean is XF25. It is one of the better emulators
: as those things go, but I still prefer a real 8 bit. There is a
: registered version of the emulator, version 3.2 that is supposed to
: be quite good. The emulators will run just about anything a real Atari
: will. For instance, if you liked poking around in Atari Basic vs
: pulling out a pocket caclulator you'll feel right at home. If you
: want to get the emulator, look for it at atari.archive.umich.edu
: in the 8bit area. It has all the info for getting the registered
: version also.
: Rick

3443. How to find good commercial software

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-01 00:00:00 UTC
From: procyon@destiny.dorm.umd.edu
Message-ID: <476eja$lq5@hecate.umd.edu>
Source record: 87815

Well, I've started to get a little better at using the
Xformer, and now I wish I had a way to get my old games off of my
disks at home, but their all Single Density formatted {=^(. I don't
know if there's much I can do based on what I read in the FAQ. My
question is, is there anyway to get the great commercial classics like
MULE, Miner 2049er, Archon, and Gateway to Apshai? They're never
offered on r.g.v.marketplace, and from what I've read in the posts,
you guys sort of frown on piracy, so it wouldn't do much good to
ask... What do you guys do? I'd love to know. Thanks for your help.

___*** Akuma's back... in SF Alpha!!!__*** __
/ _ _______ ______ _____ ___ / / ___ / /____ ____
/ ___/ __/ _ \/ __/ // / _ \/ _ \ / /__/ _ \/ __/ _ \/ __/
/_/ /_/ ___/__/_, /___/_//_/ /____/___/__/___/_/
LIFE IS SHORT. /___/ Scott Jacobi sjjacobi@eniac.seas.upenn.edu
ROW HARD! procyon@destiny.dorm.umd.edu
PENN CREW '97!!!

3444. Re: Action!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-01 00:00:00 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <R-FF5Ay.predictor@delphi.com>
Source record: 87816

Chris Page <page@best.com> writes:

>Action! was one of my favorite languages and development environments:
>
>It is reminicent of C in that it is very simple, has few keywords,

...
.
Thanks! This is exactly the information I was looking for. I appreciate
it very much.
.
Will

3445. Re: What is the ANTIC chip for?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-01 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <476sf8$3dr@charm.magnus.acs.ohio-state.edu>
Source record: 87817

In article <476f58$kot@newsbf02.news.aol.com>, NIKOMAN <nikoman@aol.com> wrote:
>I have no idea what ANTIC stands for, but the chip itself is a video
>microprocessor

Atari News And Lots.... wait, wrong magazine.

How about "ANTIC's Not a Toy Interface Chip"?
Nah.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

3446. Re: Action!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-01 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <476t7a$3g7@charm.magnus.acs.ohio-state.edu>
Source record: 87818

In article <ZnAH5A4.predictor@delphi.com>,
Will Dwinnell <predictor@delphi.com> wrote:
>I know that there is a programming system for the Atari 8-bits
>called Action! and I was wondering if anyone could give me a
>quick run-down on it? For instance, what mainstream languages
>is it most like?

Pascal, C, many commands from Basic, and the manual also mentions
Algol and Ada, but I haven't seen those. It fits into the procedural
language family. (there's a guy's name attached to this family, but at
the moment I can't remember who.)

> Is it compiled?

Yes, but the cartridge is a complete development environment,
including a wonderful editor (similar to the Paperclip word
processor).
By default, most of your programs need the cartridge installed to run
(that's where the library routines are), but there is a runtime
package available, to let your programs run standalone, as normal
binary files.

> Is it available on any other
>platform?

I've heard rumors of a Commodore version....
I know it was developed specifically for the 6502, and the library has
lots of Atari-specific functions.

> Who developed/owns it?

It was originally developed by or for Optimized Systems Software
(OSS). I don't remember the author's name. ICD had control of it for
a while, so I'd assume that FTe now has it.

And it is on cartridge. "Supercartridge", in fact.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

3447. Re: HELP: ATARI 800XE as a terminal for PC Linux 1.2.13

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-01 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <478dvj$o7p@madeline.INS.CWRU.Edu>
Source record: 87819

In a previous article, rfunk@magnus.acs.ohio-state.edu (Rob Funk) says:

>In article <472kcb$am5@kralle.zdv.uni-mainz.de>,
>Vladimir Meciar <meciar@a1b.kph.uni-mainz.de> wrote:
>>I'm not na expert in ATARI stuff and I need your help. I have an ATARI 800XE
>>and I'd like to connect it as a terminal to my PC runing under Linux.
>>One of the problems is, that the wire should be about 5-6m long. That means I
>>should use RS-485 and ATARI doesn't heve this interface. Any ideas what should
>>I do? (from both sides. Software and Hardware)
>
>I would also like to do this eventually.
>But why RS-485? RS-232 should be fine for 6 feet -- definitely better
>than SIO for that length.
>
>Basically, you want to set up a null-modem connection between the two
>machines, then set your getty on Linux to listen to the serial port
>that the Atari is connected to.

Definatly a good idea. Check umich for the R-Verter plans, and run a nice
80 col Vt100 terminal like ICE-T and you should get very good results.

If you have a problem w/ the old R-Verter handler, try the newer/better BobVerter
handler that is in the BobTerm distribution.

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3448. Re: Action!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-01 00:00:00 UTC
From: archone@aloha.com
Message-ID: <477dau$s1b@news.aloha.com>
Source record: 87820

rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:

>Pascal, C, many commands from Basic, and the manual also mentions
>Algol and Ada, but I haven't seen those. It fits into the procedural
>language family. (there's a guy's name attached to this family, but at
>the moment I can't remember who.)

Action! Wonderful language. Russ Whetmore's HomePak was completely
written in Action!

BTW, the name was Nicholas Writh. Developer of Pascul and some other
languag I can't remember. :)

3449. Re: Action!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-01 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <478882$loi@news1.halcyon.com>
Source record: 87821

The important thing to realize about Action! is that it appears to have been designed from the start with tight code generation in mind. Features common in other languages, like recursion and structures, are absent, as they don't lend themselves to simple, general implementations on the 6502. The resulting code is very nice, IMO.

James Hague
junkster@halcyon.com

3450. Unofficial Atari 8-bit New User, Emulator Help FAQ v.0.8

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199511011544.HAA23075@zippy.sonoma.edu>
Source record: 87822

```
Welcome to:

THE UNOFFICIAL ATARI 8-BIT NEW USER, EMULATOR HELP FAQ

Revision 0.95, August 29, 1995

By Bill Kendrick

------------------------------------------------------------------

[ Differences from Rev.0.9: Fixed newdex-friendliness; had to do with
less-than and greater-than character hanging around loose! ]
[ Differences from Rev.0.8: Added the missing list ending tags and
some active links (still trying to make it newdex-friendly! [frown!] ]
[ Differences from Rev.0.7: (Weakly) Converted to HTML! ]

------------------------------------------------------------------

For general help (hardware, magazines, etc.) please check the Official
Atari 8-bit FAQ file:
[ not done ]
Finally, you can always ask Michael for a copy at
mcurrent@carleton.edu
------------------------------------------------------------------

Summary of Atari 8-bit's and emulated 8-bit Atari's:

* Real Ataris: Atari 8-bit computers were produced between 1979 and
1987. The major models released were the:
+ 400 - 8K-16K, 400/800 OS, CTIA or GTIA graphics (depends when
made)
+ 800 - 8K-16K-48K, 400/800 OS, CTIA or GTIA graphics (depends
when made)
+ 1200XL - 64K, 1200XL OS, GTIA graphics
+ 600XL - 16K, XL OS, GTIA graphics
+ 800XL - 64K, XL OS, GTIA graphics
+ 65XE - 64K, XL OS, GTIA graphics
+ 130XE - 128K, XL OS, GTIA graphics
+ XEGS (Game System) - 64K, XEGS OS, GTIA graphics (Had Missile
Command)
All of the XL's except the 1200XL had BASIC installed on ROM. BASIC
can be purchased on cartridge for the 400/800/1200XL's.
* Emulated Ataris:
+ On IBM PCs/compatibles:
o PC Xformer 2.0 and 2.5x. 2.0 is limited and supports
only 800 OS. Both public domain (were always PD).
o PC Xformer 3.0x. Supports all OSes, 320K RAM,
```

player/missile collision detection (which MANY games
use!)
+ On Apple Macintoshes:
o Rainbow
+ On Atari STs, TTs, and Falcons:
o ST Xformer 2.0 and 2.5 released for the Atari ST 16-bit
machines. Very limited. Now public domain (used to be
commercial).

Capabilities of an Atari 8-bit:

GRAPHICS:
* The Atari has maximum resolution of 320 x 192 (standard,
non-overscanned screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2,
160 x 96 x 4, 160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4
graphics are also supported. 40 x 24 x 256-character (128 normal,
128 inverse, character set indirection available) text mode is
standard (2 colors).
* 40 x 24 x 128-multi-colored-character (4 colors per character
allowed, the other 128 characters have 4th changed into a color 5)
and 40 x 12 x 128-multi-colored-character screen modes are
available.
* GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16
hue-only, and 80 x 192 x 9 color screen modes.
* Normal (bordered), narrow (underscanned), and wide (overscanned)
screen modes are available.
* Screen modes can be mixed (by lines) down the screen using the
Display List (a program which is executed by the ANTIC graphics
chip every screen refresh (60 times per second on real NTSC
Ataris).
* Fine scrolling (both vertical and horizontal) can be enabled on
any line on the screen.
* All other screen attributes (color, player/missile horizontal
position, screen width, player/missile/playfield priority, etc.)
can be ajusted at any point down the screen via a "Display List
Interrupt."
* Four 8-bit wide, 128 or 256 byte high single color players, and
four 2-bit wide, 128 or 256 byte high single color missiles are
available. A mode to combine the 4 missiles into a 5th 8-bit wide
player is also available, as is a mode to XOR colors or blacken
out colors when players overlap (good for making three colors out
of two players!) Players and missiles have adjustable priority and
collision detection (which is not supported by the PC Xformer 2.0
and 2.5 and ST Xformer programs).

SOUND:
* Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3
and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit

volume-only modes can be enabled for digitally sampled sound
replay.
* A fifth "voice" is produced by the internal speaker on Atari
400/800's (for keyclick and buzzer) and in the XL's and XE's this
was (fortunately!) rerouted through the normal audio output, and
the keyclick can be disabled.
* Some hardware stereo upgrades (like "Gumby") exist which double
the number of voices.

Objective of this file:

At the time of its release (mid 1994), much discussion went on in the comp.sys.atari.8bit Usenet newsgroup about the Atari 8bit emulator for IBM / MSDOS based computers, PC Xformer 2.0 (XF2 for short). Many people in the 8-bit community had gotten, well, fed up with the XF2-based questions which did not pertain to them, or to the really dumb questions which were in fact understandable to new or rusty Atari 8-bit users, but had just gotten on the nerves of some of the comp.sys.atari.8bit readers/digest subscribers.

This file was created to reduce the number of 'newbie' and XF2 questions. Now it's becoming a fairly good reference (and got me the job of writing the commerical 3.0 release's documents!).

This FAQ will present answers to simple questions like "how do I turn off BASIC" (a good answer to that of course is, READ THE FRIGGIN' MANUAL) and "how do I get a disk directory?" (which is less obvious on Atari 8-bits, err.. MOST 8-bits [grin]).

It will also direct people who are unaware of the large amount of Atari 8-bit support (NOT NECESSARILY EMULATOR SUPPORT) and perhaps become a supplement for the many official and unofficial files floating around the net (like the official FAQ, the Vendor/Developer List, the Who's Who list, etc.).

Since revision 0.4 of this file, PC Xformer 2.5, a replacement for 2.0, and 3.0, the first commercial release, have been released. It is assumed that the reader has the latest versions of PC Xformer (2.5 or 3.0), although if you have 3.0, I must say, those documents are great! (If you don't get the joke, look at the name of the author of the manual, and look at my name.)

Since revision 0.7 of this file, Rainbow, an Atari 8-bit emulator for Macintoshes, and "6502", an Atari 8-bit emulator for Unix, have been released, and a 4.0 version of PC Xformer has been announced (and will require Windows 95).

-- QUESTIONS AND ANSWERS: --

1. What does "READY" mean?

This is the Atari BASIC prompt. See below for hints on Atari BASIC.
2. Why doesn't this program load?

The program may not work under the Atari 800 Operating System, it may require the XL/XE Operating System. Be sure you're in 800XL or 130XE mode. (130XE mode is only supported by XF3.0, not 2.5, but there is no real difference in the operating systems.)

It may not work under the XL/XE Operating System (rare cases), switch to 800 mode.

Be sure you turned BASIC off before trying to load it if it cannot run with BASIC on.

It might be a BASIC game! Be sure you're in BASIC and use the BASIC "RUN" or "LOAD" (and then "RUN") command. Also, be sure it works with the BASIC you have. Some programs only run in BASIC XL or XE (which are both cartridge-based BASIC's not currently supported by the Xformer), and some run with TurboBASIC XL (disk-based).

It may just refuse to run on the emulator.
3. How do I turn off BASIC?

To toggle BASIC on and off, press [SHIFT]-[F10] ([F10] is [RESET], note: on a real Atari 8-bit, [SHIFT]-[RESET] does not have this effect).
4. Why doesn't this game/program run correctly?

It may use player/missle collision detection which is not supported on the XF2.5. You might have to shell out the $29.95 for 3.0!

See "Why doesn't this program load?", above.
5. How do I exit XF and return to DOS?

Press [F5]. Note: this does NOT temporarily 'shell' or 'jump' to MSDOS.
6. How do I get to Atari DOS?

In BASIC, type "DOS" at the "READY" prompt.

Reboot without BASIC on.

Be sure you have a DOS-bootable disk image as the first MSDOS parameter after the "XFORMER" command. (DOS25.XFD and MYDOS45.ATR are both DOS boot-disk-images and are both in the XF25.ZIP file or on your XF3 disk).
7. How do I use MSDOS files with XFormer?

Add the files to the command line and use them as their respective drives (be sure the first drive is a DOS-bootable disk image).
Example: XFORMER MYDOS45.ATR filename.ext
When booted the Atari will have two drives, D1: will be the MyDOS

4.50 disk image and D2: will be a write-protected disk which contains only the file "filename.ext". Note: there are bugs in XFormer which make accessing files from different directories a bit hard, just use the MOVE (or COPY and DEL) commands in MSDOS to get the file to the directory where you call XFORMER from.

Use the MSDOS program S2PC (S2PC.ARC available in the Utilities directory at the UMICH archives) which allows you to access files within a MyDOS/compatible .ATR disk image without using an SIO2PC or the XFormer. S2PC let's you read, write, delete, change directory, and view the directory of a MyDOS/compatible .ATR disk image. It can be used via command-line parameters from MSDOS, or as a menu.

If you can, use the MSDOS program ATARIMG, which is much like S2PC but has a nicer, more graphical (less-menu driven) interface. (Unfortunately, this doesn't run on all IBM's!)
8. Just what ARE .ATR and .XFD files?

Refer to the XFormer and SIO2PC manuals for details on these files.

Simply put, they are Atari disks, stored as files which are as big as the disk they represent (an 88k disk image will use 88k on the IBM). .ATR files are used by SIO2PC (see below) as well as the XFormer (and the S2PC program mentioned above). .XFD files are used by ST Xformer (the Atari 8-bit emulator for Atari ST's) and PC Xformer (XF2,XF25,XF3).
9. What's SIO2PC?

Refer to the XFormer and SIO2PC manuals for details on this program.

This is a program which runs on IBM/compatibles which, with the use of a simple (and relatively inexpensive) cable, makes the IBM act as though it were an Atari disk drive. (Up to four drives, actually). It uses disk image files (.ATR's) and can also let the Atari access single IBM files (much like XFormer does) as a single file all alone in its own disk. It also currently allows Print-Thru (all access to the Atari "P:" (printer) device can be redirected to the IBM's printer, screen, or MSDOS file; different translations/conversions are user-defined when the Print-Thru mode is turned on). Finally, with the use of two programs on the Atari 8-bit (the only two programs that currently have anything to do with SIO2PC that have been written (to my knowledge) for the Atari 8-bit), the IBM can be controlled remotely (commands are sent from the Atari, typing on the IBM is not necessary) and files can be sent directly to the IBM's drives.

-- Getting around on the Atari: DOS and OS --

Note: This section will simply discuss Atari BASIC, the Atari OS, and
Atari DOS 2.5 and MyDOS 4.5x (because these topics seem the most
relevant to the less-knowledged/experienced Atari 8-bit users).
* AtariDOS and MyDOS QuickReference: MyDOS (4.50 and 4.53) presents
the user with the following commands:
+ [*] Disk directory of current directory (like "dir *.*" in
MSDOS)
+ [1]-[9] Disk directory of a disk drive (like "dir a:*.*" to
"dir i:*.*")
+ [A] Disk directory (like "dir " and optional output
destination)
+ [B] Quit to cartridge
+ [C] Copy file(s) ("[source],[destination]" copies from one
place or disk to another, just "[source]" copies from one
place on one disk in a drive to the same place on another
disk in the same drive (asks for swapping))
+ [D] Delete file(s) (add "/N" to delete without being prompted
first) (add ">*.*" or ":*.*" after a subdirectory name to
delete the files within it. A subdirectory name alone will
delete the subdirectory (if it is empty and unlocked)). (Acts
like both "del" and "rd" in MSDOS.)
+ [E] Rename file(s) (renaming multiple files is allowed, but
be careful). (like "ren [old] [new]" in MSDOS - with MyDOS,
use "," between old and new masks.)
+ [F] Locks file(s) from overwrite, deletion and appending
(like "attrib +r [mask]" in MSDOS.)
+ [G] Unlocks file(s) (returns them to their default state).
+ [H] Writes DOS files to a disk (this creates a disk which
boots with the current version of MyDOS you are using and
also has the menu file "DUP.SYS" on it as well). (This is
like "sys"(?) in MSDOS.)
+ [I] Formats a disk (add "/N" after the drive number to do a
quick-format of an already-formatted disk (ie, just a very
fast "delete `*.*'").
+ [J] Duplicate disk (copies an entire disk, including boot
sector, when using XFormer, it's much quicker to just copy
one .XFD or .ATR to another).
+ [K] Make binary file: saves memory and makes it
binary-loadable. See [L].
+ [L] Load binary file: loads a compiled program. (like
"[filename]" in MSDOS, except any ".EXE", ".COM", ".OBJ",
etc. is still required.)
+ [M] Run at address. Mainly for advanced users. Reboot is
"E477", reset is "E474" (these are the hex values of the
addresses where the routines to reboot and reset are.)
+ [N] MEM.SAV: when this is on, whenever you go to DOS (from
BASIC, for example) it will write what is in memory to a file
"MEM.SAV" so that when DUP.SYS (the menu) loads it isn't lost
forever. When you exit DUP.SYS with the "B: Run Cartridge"
command, MEM.SAV is reloaded and the environment should be as
it was when you left. It's probably quicker to simply "SAVE"

your programs (if in a language) which aren't nearly as big as all of the memory that MEM.SAV saves.
+ [O] Options: this presents the user with some options. Mainly for advanced users or special setups. See the MyDOS docs for details.
+ [P] Set density. Forces a drive to be recognized at a certain density if MyDOS can't figure it out. (??)
+ [Q] Make a subdirectory. (like "md" or "mkdir" in MSDOS).
+ [R] Set default directory. (like "cd" in MSDOS and "cwd" in SpartaDOS) This makes "D:" now the same as a subdirectory or other drive. ie, "D2:" will make all calls to "D:" act as though they are to "D2:" instead. Some programs when prompting for filenames do not add "D:" to the beginning if one is not present, they add "D1:". If you don't trust a program to look to "D:" instead of "D1:" and you want it to look to some place OTHER than "D1:" (ie, where "D:" is pointing which could be a VERY long path list), just add "D:" to the beginning. ALSO, some programs don't even ADD "D:"'s if they aren't in the filenames you give and may give errors (138, for example: device not present, ie, if you said "TESTFILE.DAT" it may think you want "T:" instead of "D:TESTFILE.DAT").
+ [S] Set ramdisk number. This is also under [O]ptions.
+ [V] Verify writes. This is also under [O]ptions. When Verify is on, writes will be slower but 100% reliable. With it off, writes will be much faster but possibly not as reliable (on bad disks, for example). Default is off.

AtariDOS presents the user with the following commands which are identical to MyDOS's commands: A,B,C(no swaping),D,E,F,G,H, I(some densities),J,K,L,M,N

AtariDOS 2.5 presents the user with the following commands not present or not the same as MyDOS's commands:
+ [O] Duplicate file. This is used to copy a file from one disk to another using only one drive. (In MyDOS, giving just a source will make [C]opy act like DOS 2's Duplicate.)
+ [P] Format Single. In DOS 2.5, this is used to format 88k (Single Density) disks. To format an Enhanced Density (127k) disk, just use [I]. In DOS 2.0, [I] is the only format option and only handles 88k. (I may be wrong, but I have never had a Double Density drive under Atari DOS 2.0 or 2.5!)
* General DOS and OS questions:
1. How do I access the disk drives?

First, you need to have booted with a DOS. All but one DOS is on disk (SpartaDOS X is on cartridge). When the Atari boots up, it does some of its 'boot-up stuff' which includes looking for a disk drive connected and turned on which is set up as drive #1. It then begins to load from the disk's "boot sector". If none exists or there's a nasty error on the disk,

you get the "BOOT ERROR" notice until the error is fixed. (On SpartaDOS disks, even non-bootable disks have a boot sector, but all the boot sector is is a small program which displays a 'not a boot disk' error).

To end the digression, the answer to 'how do I access the disk drives' starts with 'you must boot the Atari with a DOS'. Check the 8-bit FAQ and the UMICH and other FTP archives for lists of DOSes available for Ataris, but the most used are Atari DOS (for compatibility with almost ALL older software), MyDOS (for an Atari DOS compatible high-end DOS), and SpartaDOS (for a very high-end DOS which looks much like MS-DOS but unfortunately cannont run all software which runs fine with Atari DOS and MyDOS.) Note: SpartaDOS does NOT run on Atari 400's and 800's (except the cartridge versions and I believe disk version 1.1). Now that you have a DOS loaded, the Atari understands the "D:" device (see below for Atari devices). Since there is more than one disk drive, you have to be able to tell them apart. The Atari uses numbers when it has more than one of the same device, so "D1:" is drive 1, "D2:" is drive 2, "D3:" is drive 3, etc.!

After the "D:" device name comes the filename. Of the most used DOSes, only MyDOS supports lowercase letters in filenames, but since most programs force uppercase entry for filenames, nobody really seems to use lowercase in their filenames.
2. How do I copy things from one place to another?

Atari DOS and MyDOS give you the "C" command in their menu interface. When it asks for a source and destination, you can use wildcards (* and ? like in most other DOSes) to copy more than one file at a time. You can also present no destination so that a file can be copied from one disk in drive 1 to another disk in drive 1, for example, and the DOS will ask you to insert each disk.
3. What are subdirectories?

Subdirectories are places where files go which are just like the normal directory of a disk, except the they happen to be WITHIN that normal directory, or even another subdirectory. For example, you can have your disk divided up into the "GAMES" files, the "GRAPHICS" files and the "SOUNDS" files. A directory of the disk (the "root" or "base" or "trunk" directory) will simply list the three subdirectories, "GAMES", "GRAPHICS" and "SOUNDS". Then, if you ask for a directory listing of the "GAMES" subdirectory, you will see the files (and perhaps other subdirectories) within the "GAMES" directory. Think of it as a tree. For people familiar with Macintoshes, "Folders" are simply subdirectories. A window which appears when you open a "Disk" Icon is the

"root", and all of the "Folders" within it have more windows
in them which also have file and folder icons.

Here's a comparison to using subdirectories on different
DOSes

root 'GAMES' 'SPACE' within 'GAMES'
AtariDOS D: n/a n/a
MyDOS D: D:GAMES: D:GAMES:SPACE:
SpartaDOS D: D:GAMES> D:GAMES>SPACE>
MSDOS (IBM) \ \GAMES\ \GAMES\SPACE\

Note, only Atari DOS would be using drive 1 here, all other
DOSes are not necessarily using drive 1, and MyDOS and
SpartaDOS may already 'be within' a subdirectory.

In MyDOS and SpartaDOS (and MSDOS), you can change the
'current' or 'default' directory to a different place (a
different drive or a subdirectory). "D:" can stand for "D1:"
(like AtariDOS always does) or "D2:GAMES:SPACE:"! PLEASE READ
THE MYDOS OR SPARTADOS DOCUMENTS FOR DETAILS ON THIS!
4. What does "P:", "E:", "K:", etc. mean?

As stated before, the Atari has devices. "D:" is added when a
bootable disk in drive 1 is read. Other exist as well:
o C: Cassette
Readable and writeable, no filenames.
o D: Disk Drive
Readable, writeable, random access, directory, files,
multiple devices (up to 9 on MyDOS and newer SpartaDOS,
8 on AtariDOS).
o E: Editor
Readable, writeable. This is how input from the keyboard
and output to the screen is normally handled. If you
wish to type a small file up by hand and have it sent to
the printer or a file, use "E:" as the source.
o G: Graphics Printer
Writeable. This is not built into the Operating System
but must be loaded. This is an Epson-compatible printer
driver which can easily dump graphics.
o K: Keyboard
Readable. This is just the keyboard. Input from it is
not `echoed' back like with the "E:ditor".
o M: "Multi-Mouse"
Readable, writeable? This is not built into the
Operating System but must be loaded. This is a handler
which runs in the background and accepts input from
either a mouse, a joystick or a touch-tablet and
displays a mouse pointer on the screen.
o P: Printer
Writeable. Send data to this and it will appear on the
printer. You can print files (documents, etc.) by using

"P:" as the destination. The Atari XL/XE OSes support
"P1:" and "P2:", although I believe this usage is rare.
o R: RS232 (COM port)
Readable, writeable, concurrent mode. This is not built
in to the Operating System, but is loaded. It supports
modems. The Atari 850 Interface has it's "R: handler"
'built-in', which means the Atari also looks for an 850
(or other compatible interface) and receives the "R:
handler" code from it. Other interfaces and the Atari
'direct-connect' modems require a file to be loaded
which contains the "R:" code. "R1:" and "R2:" is also
supported, but also its usage seems rare.
o W: Windowing (screens)
Readable, writeable. This is a graphics 8 graphical
windowing driver (rarely used, unfortunately!). It must
of course be loaded as well.
o Z: RTime8 Real-time Clock
Readable, writeable. This is also not built in to the
OS, but loaded. This is loaded from disk and lets the
user access the "RTime8" real time, battery-backed up
clock for the Atari 8-bit. (This is a cartridge-based
device). I am unaware of any "Z:" clone which let's you
set the Atari internal (non-real time,
non-battery-backed-up) clock if you do not have an
RTime8, although I'd love to see one! [hint!!]
5. How do I print something from DOS?

As stated above, just use the "C"opy command, then use the
file you wish to print as the 'source', and "P:" as the
'destination'. Example: "D1:DOCUMENT.TXT,P:"

-- Getting around on the Atari: BASIC --

What does "READY" mean?

Again, this is simply the prompt that Atari BASIC (and most older
BASIC's) presents the user when it is in "Immediate" mode.
* Entering a command will cause it to act immediately.
* Entering a line number and then a command will place that line
into the current program.
* Entering a line number alone will remove that line from the
current program.
* To start a program, use the "RUN" command.
* To erase a program, use the "NEW" command.
* To clear variables, strings and arrays, use the "CLR" command.
* To load a program, use the "LOAD" command followed by a filename
(see below). To load and run a program, use the "RUN" command
followed by a filename.
* To save a program, use the "SAVE" command followed by a filename.
* To list a program, use the "LIST" command followed by an optional

destination device ("D:file.lst", "P:"rinter) and an option start and end set of lines seperated by (a) comma(s).

Where can I learn Atari BASIC?

A (set of) file(s) will be created explaining all of Atari (and Turbo) BASIC's commands and their usage. (A larger file may be produced which will be based on examples provided in the Atari BASIC Reference Manual). (As of August 1, 1995, these particular files do not exist).

How do I quit BASIC?
* Type "DOS" to quit BASIC and return to DOS.
* Type "BYE" to quit BASIC and exit to the OS's "bye" routines (Atari Memo Pad on 400/800's, Atari Rainbow on 1200XL's, and Self Test on other XL's and XE's). (Note: On 1200XL's, use [HELP] to go to the Self Test when the Atari Rainbow appears).
* For XFormer users, remember, [SHIFT]+[F10] reboots and toggles BASIC.

Why don't strings work?

Strings must be "dimensioned" like arrays in Atari BASIC. Strings are special character arrays. See the BASIC usage/etc. files mentioned in the answer to question 2. Simply put, to make a string that will accept up to "#" character, use DIM [name]$(#). Example: DIM A$(10) - now A$ can contain between 0 and 10 characters.

How do I make graphics?

Use the "GRAPHICS" command to switch between the following screen modes: (Note: All modes except 0, 9, 10 and 11 have four lines of 40 x 24 x 2 sized text covering the bottom of the screen. Add "16" to the mode number to remove this window (but do not make any PRINTs or PUTs to the standard output otherwise a GRAPHICS 0 screen will appear))

(Note: Add "32" to the mode number to keep the screen from clearing when it appears. One problem, however, all screens overlay each other so unless you only use certain modes at certain times, parts of some screens will become (or start out) with 'garbage' on them.)
* 0: 40 x 24 x 2 text
* 1: 20 x 24 x 5 text
* 2: 20 x 12 x 5 text
* 3: 40 x 24 x 4 graphics
* 4: 80 x 48 x 2 graphics
* 5: 80 x 48 x 4 graphics
* 6: 160 x 96 x 2 graphics
* 7: 160 x 96 x 4 graphics
* 8: 320 x 192 x 4 graphics
* 9: 80 x 192 x 16 luminence-only graphics
* 10: 80 x 192 x 9 graphics
* 11: 80 x 192 x 16 hue-only graphics
* 12: 40 x 24 x 4-colored text
* 13: 40 x 12 x 4-colored text

* 14: 160 x 192 x 2 graphics
* 15: 160 x 192 x 4 graphics

COMMANDS:

Commands available in Atari BASIC for manipulating simple graphics include:
* PLOT x,y - plot a pixel
* POSITION x,y - position cursor
* COLOR c - set drawing color (c=color or character value)
* DRAWTO x,y - draw a line from cursor location (set with "POSITION", "PLOT", "DRAWTO" or "LOCATE")
* LOCATE x,y,r (where r is where result will be stored)
* SETCOLOR c,h,l (c=palette location, h=hue, l=lum)

COLORS:

Note: COLOR command colors are not identical to SETCOLOR command colors:
* COLOR 0 will draw using the background color, set with SETCOLOR 4,hue,lum
* COLOR 1 will draw using color "0", set with SETCOLOR 0,hue,lum
* COLOR 2 will draw using color "1", set with SETCOLOR 1,hue,lum
* COLOR 3 will draw using color "2", set with SETCOLOR 2,hue,lum

Except in GRAPHICS mode 10, where COLORs 0, 1, 2, and 3 must be POKEd into memory locations 704, 705, 706 and 707 (the player/missle graphics color locations). Examples of this will be presented in the BASIC usage files. (Sorry)

How do I make sound on the Atari

Remember, XFormer 2.5 doesn't support sound! (XF3.0 does)
But anyway, in Atari BASIC: SOUND c,p,d,v
* c=channel (0-3)
* p=pitch (0-255)
* d=distortion (0,2,4,6,8,10,12 or 14)
* v=volume (0-15)

The buzzer character is CHR$(253) aka [CONTROL]+[2] (NOT [CONTROL]+[G])

How do I move the cursor and edit?

The Atari "E:" device (standard input/output which is the "editor") allows the following characters for editing:

Key: AtASCII #: Use:
---------- -------- ----------
Atari none Turn inverse on/off (Atari 400/800 kybds)
Inverse [Triangle] none Turn inverse on/off (Atari XL/XE kybds)
CAPS none Turns caps-mode to lowercase (400/800 OS)
CAPS none Toggles caps-mode from upper to lower (XL/XE)
Sh-CAPS none Turns caps-mode to uppercase (all OSes)

Ct-CAPS none Turns caps-mode to [Control]-[Lock] (all)
Up ([^-]) 28 Move cursor up
Down ([^=]) 29 Move cursor down
Left ([^+]) 30 Move cursor left
Right ([^*]) 31 Move cursor right
Space 32 Move cursor right (overwrites w/Space char)
BackSpace 126 Move cursor left (deletes previous char)
Delete ([ShBkspc]) 156 Deletes a (logical) line (1-3 physical lines)
Insert ([Sh>]) 157 Inserts a physical line
Ct-Delete ([^Bksp]) 254 Deletes char under cursor, pulls rest left
Ct-Insert ([^>]) 255 Inserts space under cursor, pushes rest right
ClearScn ([^<]) 125 Clears screen
Bell ([^2]) 253 Sounds buzzer
TAB 127 Moves cursor to next TABstop
ClrTAB ([^TAB]) 158 Clears any TABstop under cursor
SetTAB ([ShTAB]) 159 Sets a TABstop under cursor
ESC 27 Sets ESCape (next edit char after is shown,
not done, non-edit chars shown (like normal))
RETURN 155 Sends End Of Line (moves cursor to lowerleft
of next line, accepts input)

Note: Inverse characters have values of the normal version of the characters plus 128. (The only non-viewable inverse character is inverse-ESC, or what would be the [ESC],[RETURN] combination. The character exists, but must be set into screen RAM by hand. Oh well, at least you still have 255 easily viewable characters! [grin])

How do I make the editor characters appear

As shown above, you must have an ESC sent before them.
* When simply entering text, type [ESC] then the edit key and the character for that edit key should appear.
* When entering text in a PRINT statement, you must have it send an ESC beforehand, so first type [ESC],[ESC] to make an ESCape character appear, then type [ESC] then the edit key and the character for that edit key should appear.
When the PRINT statement is executed, the first ESCape (which you typed as two [ESC]'s) will make the editor SHOW the following character (even if it is an edit character), then the character which you entered (with [ESC] and then the edit key) will make that character appear. This makes it difficult to align a set of PRINT statements which make a multi-line picture or menu which uses viewed edit keys.
It is probably best to have all of the lines in your program with the PRINT statements that can fit visible on the screen, then edit them (without putting any of the ESCape characters in, then when the picture looks like how you want it on the screen, move the cursor to on top of each edit-key character and press [Control]+[>] (Control-Insert). A blank space should appear under the cursor and the rest of the line should move right. Now, type [ESC],[ESC] and an ESCape edit-key character should appear where

the blank space was. When you are finished doing that for each line with those PRINTs in it, BE SURE TO ENTER THEM INTO THE PROGRAM BY PRESSING [RETURN] ON EACH OF THOSE LINES! Whew!

Set the memory location "766" to "1" with the command "POKE 766,1" to turn on the no-edit mode (ALL characters except End Of Lines will appear, even ClearScreens!) When you want to go back into normal mode, set the location back to "0" with "POKE 766,0".

What's with the colors changing?

THIS, MY FRIEND, IS THE FIRST EVER SCREEN SAVER! This is called "Attract mode" as was used on the Atari 2600 and Atari 400/800/XL/XE series (and probably on the 5200 and 7800 but I cannot confirm this). When a key hasn't been pressed for 7 or 9 (depending on OS, model, etc) minutes, the screen colors begin changing, thus protecting your TV or monitor from having a static image burned on it.
* To turn this mode off, press a key, or, if within a program, use the command "POKE 77,0" at least once every few minutes (IF the screen is active, otherwise turning it off would be kinda useless).
* To turn it on, wait 7 or 9 minutes without pressing a key or having location "77" set to "0", or set location "77" to "128" with "POKE 77,128", voila! instant attract mode!

How do I access 'devices' on the Atari?

The following commands are available to Atari BASIC's (and also variations on these are available in most other Atari languages!):
* OPEN #a,b,c,d$
Opens channel 'a' for access to 'd$' in mode 'b' with auxillary mode 'c'. Channel 'a' must be free or else a 'Channel already open' (129) error will occur. To explain the different "modes", here are simply some examples:
+ OPEN #1,4,0,"K:"
Input from keyboard
+ OPEN #2,8,0,"P:"
Output to printer
+ OPEN #3,12,0,"D:FILE"
Random access to disk
+ OPEN #4,9,0,"D:DATA"
Append-output to disk
+ OPEN #5,13,0,"R:"
Concurrent to RS232 (modem)
+ OPEN #6,6,0,"D:*.TXT"
Directory access to disk (reads directory of "*.TXT" mask)
* CLOSE #a
Closes channel 'a' (freeing it for use)
* GET #a,b
Reads a byte from channel 'a' and stores it in 'b'
* PUT #a,b
Puts byte 'b' onto channel 'a'

* INPUT #a,b$
Reads a string (up to 255 bytes and a REQUIRED 'end of line'
(character 155)) from channel 'a' and stores it in 'b$'
* INPUT #a,b
Reads a string (up to 255 bytes and a REQUIRED 'end of line'
(character 155)) from channel 'a' and stores the numeric value of
it in 'b'
* PRINT #a,[stuff]
Just like the normal BASIC PRINT statement, but sends the
information to channel 'a' (semicolons, comas, and mixed types are
of course allowed).
* STATUS #a,b
Reads the error 'status' of channel 'a' and stores it in 'b'
* XIO a,#b,c,d,e$
General I/O call. This a little complicated and may be expanded
upon in a future revision. Just be aware of the following:
+ a - command
+ b - channel to use (usually must be free)
+ c - auxillary mode 1
+ d - auxillary mode 2
+ e$ - file or device to act upon
Examples:
+ XIO 32,#1,0,0,"D:FILE,OLDFILE" renames file
+ XIO 33,#1,0,0,"D:OLDFILE" deletes file
+ XIO 34,#1,0,0,"D:GAMES" creates a directory in My- &
Sparta-DOS
+ XIO 35,#1,0,0,"D:NEWFILE" locks a file from over-write and
deletion
+ XIO 36,#1,0,0,"D:NEWFILE" UNlocks a locked file
+ XIO 40,#1,4,0,"D:PROG.OBJ" loads and runs a binary file (like
"L" in Atari and MyDOS)
+ XIO 40,#1,5,0,"D:PROG.OBJ" loads a binary file (like "L" in
Atari and MyDOS with the "/N" option)
+ XIO 41,#1,0,0,"D:GAMES" changes default directory that
drive/subdirectory (all calls to "D:" will now occur within
that drive/directory)
+ XIO 254,#1,0,0,"D2:" FORMAT a disk (in Atari DOS 2.5, this is
format 'enhanced', to format 'single' density, use XIO 253)
(in MyDOS, this is format, but not 'enhanced', use:
+ XIO 253,#[channel],1,0,"D[drive]:" for formatting a drive in
enhanced mode).
NOTE: 39 and 40 are the same. Also note the useage of AUX1 in the "XIO
40" example.

-- Getting Atari files to an IBM: --

1. How can I read Atari disks on my IBM?

Note: Someone please give more details or corrections here!
Thanks!

If you have double-density Atari disks, you can use the program "Util" on the IBM which can read double-density Atari disks. Please see the Atari 8-bit FAQ for more details.

If you have an Atari 1050 disk drive, you can use the program MULE to copy files, one file at a time, 20k chunks at a time, from the Atari to the IBM. You first must format a 180k disk on your IBM, the run MULE on your Atari to get a file onto the MULE disk, then run MULE on the IBM to get the file onto the IBM. Tedious, isn't it? MULE wasn't meant to be a fully-functional program, just a demo to show that this was even possible.

If you're fortunate to have a Black Box interface on your Atari, you can get an external IBM drive and the Black Box's add-on, the Floppy-Board and simply copy files from your Atari disks or hard drive(s) onto IBM disks via the floppy board, then load them up on your IBM.
2. Ok, I can't do any of that, now what?

You can use SIO2PC, which is a program for IBM's which turns your IBM into a set of Atari disk drives. You need the SIO2PC cable (which you can purchase, assembled or unassembled, or buy parts and build it yourself) and the SIO2PC software (available at UMICH). Connect your IBM to your Atari, load SIO2PC, and then run the program FILE2PC on the Atari to transfer files to the IBM's hard drive. Or instead create a disk image within SIO2PC and copy files from one disk (a real Atari floppy) to another (the SIO2PC image) with the Atari or MyDOS "C"opy command. If you want to extract files out of the SIO2PC disk image file and store them on your IBM's hard drive or floppies as single files, either again use FILE2PC or use S2PC, an IBM program which can extract files from or add files to MyDOS-compatible SIO2PC disk images!

You can use two modems (one on your PC and one on your Atari) to download files from your Atari 8-bit.

If you don't necessarily want files that you already have on your Atari 8-bit, you can download files from the huge collection available at FTP sites and Atari 8-bit supporting bulletin boards and save them onto your IBM.

If you have only one modem, so you can't connect both your Atari 8-bit and your IBM together via modems, you can do it via null-modem, OR you can upload files from your Atari to some bulletin board or account you have access to, and then connect the modem to your IBM and download the files.
3. Is there any easier way to get Disk Communicator (Atari disk image) files to and from SIO2PC disk images or PC Xformer XFD disk images other than using Disk Communicator 3.2 on my Atari! I mean, both files are disk images! They're both on my PC's hard drive!

[cry]

(AND NOTE: DiskComm. doesn't like SIO2PC a lot of the time
anyway!)

Yes! There's an IBM program out called "DCM2DSK". (Why "DSK" and
not "ATR"? To keep people from getting confused with the
ATR-8000(?))

There's also C source to a very similar program called "DCMTOATR"
which works on PC's (a PC executable version comes in the archive)
and Unix and probably any other system with a good C compiler.

-- Where to get or FTP files mentioned in this FAQ: --

+ PC Xformer 2.0 and 2.5 can be downloaded via FTP from:
o "ftp.clark.net":
Directory/file-path: systems/msdos/emulators/xf25.zip
(or xf2.zip)
o "atari.archive.umich.edu" FTP site:
Directory/file-path: atari/8bit/Xf2/xf25.zip (or
xf2.zip)
o Branch Always Software's Home page:
URL: www.halcyon.com/brasoft/
+ PC Xformer 3.0 can be purchased for $29.95 (prices may vary)
from:
o U.S.A.:
American Technavisions
510-352-3787, fax 510-352-9227
B & C Computervisions
408-986-9960, fax 408-986-9968
Mid Cities Computers
310-867-0626, fax 310-920-8933
Rising Star Computers
800-252-2787, fax 513-254-7970
Toad Computers
800-448-8623, fax 410-544-1329
o Germany:
Atari Bit Byter User Club
+49 02366-39623 (same for fax)
KE-Soft
+49 06181 87539, fax: +49 06181 83436
o United Kingdom:
Micro Discount
+44 021 353 5730, +44 021 352 1669
o or directly from Branch Always Software: (USA)
14150 N.E. 20th Street, Ste 302, Belleuve, WA 98007.
1-206-369-5513, fax 1-206-885-5893
e-mail: BraSoft@aol.com
+ Rainbow can be downloaded via FTP from:
o [not done]

+ The following programs are availabel at the
"archive.umich.edu" FTP site:
o SIO2PC: atari/8bit/sio2pc/*.* (all files are
SIO2PC/utility files)
o Mule: atari/8bit/Diskutils/mule.com (Atari), mule.exe
(IBM), mule.txt
o Util: atari/8bit/Utilities/myutil.zip (IBM)

-- The End --

AGAIN, PLEASE CHECK OUT THESE OTHER FILES:

+ ATARI 8-BIT FAQ
+ PC XFORMER DOCUMENTS
+ MYDOS DOCUMENTS
+ SIO2PC DOCUMENTS

THANX!

Contacts:

+ I (Bill Kendrick) can be contacted at:

o kendrick@zippy.sonoma.edu,
o or on the "comp.sys.atari.8bit" and
"comp.emulators.misc" newsgroups,
o or New Breed Software, 59 Palm Lane, Novato, CA
94945-2574 USA.

+ Darek Mihocka, the author of the PC Xformer can be contacted
at:

o BraSoft@aol.com,
o or on the "comp.sys.atari.8bit" and
"comp,emulators.misc" and other newsgroups,
o or Branch Always Software, 14150 N.E. 20th Street, Ste
302, Belleuve, WA 98007 USA.

+ Micheal Current, keeper of the Atari 8-bit FAQ files can be
contacted at:

o mcurrent@carleton.edu,
o or on the "comp.sys.atari.8bit" newsgroup.

PLEASE add questions and report any mistakes or bugs to me as
soon as possible! Thank you!!! ☺

3451. Re: Action!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-02 00:00:00 UTC
From: craig.s.thom@genie.com
Message-ID: <4797kv$4qg@rock101.genie.net>
Source record: 87823

Will Dwinnell <predictor@delphi.com> writes:

>I know that there is a programming system for the Atari 8-bits
>called Action! and I was wondering if anyone could give me a
>quick run-down on it? For instance, what mainstream languages
>is it most like? Is it compiled? Is it available on any other
>platform? Who developed/owns it? Thanks for any information you
>can provide. Oh, last: does it come on disk or cartridge?
>.
>Will

It is a procedure-oriented program. Maybe Pascal? Something like that.

It is compiled, but many of the functions are in the cartridge. If you use these functions, either the cartridge must be installed, or you must include substitute functions. It isn't as tough as it sounds.

It was developed by an independent developer and originally marketed by OSS. ICD then bought the materials from OSS and the rights from the developer. THEN ICD sold the whole bundle to Fine Tooned, which currently owns (and sells?) it.

It is a cartridge.
--
Craig S. Thom - (craig.s.thom@genie.com)
roadtrip@prairienet.org

3452. 2000 ATR PD/Shareware images for use with SIO2PC/APE/Xformer on one CD

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-02 00:00:00 UTC
From: "Ernest.R.Schreurs" <ernest@pi.net>
Message-ID: <479bkh$37k@neptunus.pi.net>
Source record: 87824

We are happy to announce the availability of the "POOLDISK" CD-rom
for the Atari XL/XE computer. This CD contains the contents of
over 2000 diskettes. Everything is stored in the ATR format as used
by SIO2PC and APE. This is also compatible with the format used by
the Xformer. There are some 250 Megabytes of ATR images on the CD.
To accomodate the Atari ST users, all images are also stored in the
XFD format as used by the ST-Xformer. This occupies another 250 Mb.
These disks include over 250 diskettes from ABBUC, and over 330 from
the BELLCOM PD library. There are also lots of disks from usergroups,
magazines and disk magazines. The Umich.edu 8-bit archive has also
been converted to the ATR format and is now stored in over 500 disk
image files. There are also some files not in ATR format on the disk,
for those that want to try and write an ISO-9660 driver for the XL/XE.
Until someone manages that, you need a PC or an Atari ST to act as
a server for your Classic Atari, or one of the emulators. The
remaining 100 meg of the CD is filled with 165 pictures from various
Atari 8-bit systems and peripherals. This CD is now available from us
for US $ 35, which includes shipping by the cheapest possible rate,
which may take over two weeks. Send a check drawn on an US bank to:
Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
Make checks payable to Ernest R. Schreurs. Do not fotget to mention
the mailing address, so we know where to send the CD to.
If you cannot send a check, US $ 35 in cash is acceptable too, but then
it is your own risk. If the money does not arrive, we will not know
that you sent any. If the check or the money gets here, we will ship
the CD as soon as possible. A few notes: some of the disks are in
German, Polish or Dutch. As far as we know, everything on the disk is
Public Domain or Shareware, except for the Pokey Magazines and the
Mega-Magazines, which are on the CD by permission, and are restricted
from further copying. You are responsible for whatever is copied off
the CD, if we accidentally placed anything on the CD that is not PD.
If the Jewel box cracks during shipping, this is your own risk. After
all, a new one costs under $1.
If you have any questions, send an E-mail to ernest@pi.net

3453. Re: Action!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-02 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <47b0cb$kn5@charm.magnus.acs.ohio-state.edu>
Source record: 87825

In article <47art6$1nt@stratus.skypoint.net>,
Scott Butler <sydtech@skypoint.com> wrote:
>Is it fast? Is it better than the best C for the Atari 8-bit?

Fast? Yes.
Better than C? Depends on what you want to do. Judging from your
list, though, I'd say Action is the way to go for you.

I'm a C fan, but C's main advantage is portability across platforms.
Since this isn't an issue for you, go with Action!

Your list is like a checklist of Action features. Not pie-in-the-sky
at all!
You will want to get the runtime library, though.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

3454. Bounty Bob Strikes Back - docs needed

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-02 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510103acbee7697238@[137.22.11.55]>
Source record: 87826

I just got ahold of a Bounty Bob Strikes Back cart. It didn't come with printed documentation. Do you have the doc's, and would you be willing to photocopy them for me? I can cover the costs.

Thanks!

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

3455. Current Notes

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-02 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510101acbee4e7db4a@[137.22.11.55]>
Source record: 87827

I received a new issue of Current Notes magazine the other day. The character of the publication is completely different from the past; not necessarily bad, just different.

More distressing was the complete lack of 8-bit support to be found. The 8-bit is mentioned in the masthead, so maybe they hope to include support in future issues.

Here's the new info:

Current Notes (Robert Boardman, Publisher)
559 Birchmount Rd. #2
Scarborough, ON M1K 1P8
Canada
tel: 416-261-5997
tel: 416-752-2744
URL:mailto:redfrog@io.org (Publisher)
URL:mailto:hcarson@io.org (Managing Editor)
Publisher: Current Notes (print magazine, published bi-monthly)
U.S. Rates: $25/1 yr, $46/2 yr. (US Funds)
Canada: $35/1 yr, $65/2 yr. (Cdn Funds)
Foreign: $48/1 yr, $90/2 yr. (US funds)

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

3456. FAQs on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-02 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510104acbee80195df@[137.22.11.55]>
Source record: 87828

Remember how I suggested that web page maintainers point to the 8-bit FAQ versions at smartpages.com? That was supposed to be the new, best-of-them-all FAQ archive. Well, that site has never updated the FAQs it carries since it opened up last spring. So, the versions that are there are getting stale. Until smartpages comes back to life, you may want to go back to using the FAQs at:

http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/top.html

which has been behaving nicely ever since I told everyone to use smartpages.com, argh...

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

3457. Frequently discussed topic

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-02 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Nov02.225745.17455@wariat.UUCP>
Source record: 87829

FAQ: How can I make my commercial boot disk (tape, cart)
into a load file or disk image?

This brings up something I've thought about that probably
has been done, but I am just unaware of it. It may require
some slight modification to the OS, but essentially, all
that need be done is:
1. Load the program from disk, tape, or cart.
2. Break into the BB monitor or some other PBI device that
has a monitor.
3. Dump all 64k to disk, program counter, stack pointer, A,
X, and Y. In other words take a 'snapshot' of the whole
computer, a 'cpu image' instead of a 'disk image.'
4. Write a program to load this image and run it on either
the real thing or an emulated machine.

This should take care of everything except banked carts.
I'm sure these could also be duplicated for use with an
emulator. The technology is here, long ago, just that I
don't know anyone who has done it. I can think of a few
people who would be able to do it, but either they have
already done it or don't want to do it. So, with the proper
software and hardware, one could produce a 'cpu image' and
forget all the copy protection that must occur before the
program is actually in and running. Except for carts. But
I'm sure an emulator could emulate banking and prevent
writes to cart area as well.

All this would be contrary to the interests of the producers
of the current trend of 'classic' games that are selling for
Macs, PCs, etc.

The above would violate copyrights, probably. The old way
of disassembly/reverse engineering is too laborious and
difficult. And Sony Bono and the Republican Congress will
probably make such activities illegal in the new US
copyright law.

So, I'm talking about copyright infringement again. I
started this trying to figure a way to END the questions
about making backups of one's personal commercial software.
The answer might be:
For now, if you want to run copy-protected commercial
software written for the Atari 8-bit, you can only do it on
the machine it was written for, using a disk/tape/cart
slot that it works with. When the software no longer works

and you can't buy it from a vendor, it is lost, the new
breed of programmers/producers will write you a new version
that works on the machines of today. For the future, try to
convince producers that their software is more valuable to
the consumer if it isn't copy protected.

PS. I read someplace Atari sued a cart copy company
successfully. The argument that won was that carts were
ROMs and not subject to failures like disks and tapes. Even
so, my experience has been worse with cart failures than any
other medium.

--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

3458. Atari For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-02 00:00:00 UTC
From: billa@sparki30.ih.att.com
Message-ID: <DHFB2y.MC0@ssbunews.ih.att.com>
Source record: 87830

Years ago I wrote Atari 800 software for Roklan Corp. in
Arlington Heights, IL. I've decided to get rid of all the
equipment, including code listings and source. If you want
assembly versions to perform:

- smooth horizontal and verticle scrolling using joystick
port inputs to determine direction
- program timing using verticle and horizontal blank interrupts
(horiz blank to change character sets on the fly!)
- disk sector read/write/manipulate/examine code
- cassette read/write/boot routines
- player/missile collision detection
- and more ....

this package may be for you.

This whole bundle goes to the highest bidder, shipping is extra.
Email or phone in your bid if you are interested.

Bill Anderson
(708) 979-6155

HARDWARE

Atari 800 with 48k memory with operators manual
Atari 810 disk drive
Atari 850 Interface with operators manual
Atari 410 cassette drive
Star SD-10 printer with operators manual
Various joysticks & power supplies

DOCUMENTATION

Atari 400/800 Assembler Editor User's Manual
Atari 400/800 Basic Reference Manual
Atari 400/800 Disk Operating System Reference Manual
Atari Program-Text Editor Manual
Atari Macro Assembler Manual
Atari Hardware Manual (2 copies)
Atari Operating System Users Manual (2 copies)
Atari Operating System Listing
Lance Leventhal - 6502 Assembly Language Programming
Lance Leventhal - 6502 Assembly Language Subroutines
Atari Basic (book)
Atari Assembler (book)
Mapping the Atari (GREAT book)

Inside Atari DOS (another GREAT book)

CARTRIDGES

Atari 400/800 Basic
Atari 400/800 Assembler Editor
Deluxe Invaders
GORF
Castle Hassle
Journey to the Planets
Lifespan

GAMES ON DISK

Anti-sub Patrol Chess Kangaroo QBert
Asteroids Climber Miner49R Qix
Avalanche Darts Missle Command Racer
Blaster Donkey Kong Ms Pacman Robitron
Breakout Football Necroman Shamus
CaterPig Frogger Pacman Starraiders
Caverns GORF Pole Position Wallwar
Centipede Galaxian Pole800 Wizard-of-WOR
Centurn Highway Preppie Zaxxon

USER DISKS

Amac Copy MPflip
Asm DOS 2.0 OS
ASM #1 DOS 3.0 Paide (great disk editor)
ASM #2 DTS PQini
Atari diagnostic disk Help S2font
Atari 800 sector copier Init Telecom
Basic Mac65 Visicalc
Bug65 Medit Wizexec
Convert MicroPainter

3459. Re: Action!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-02 00:00:00 UTC
From: gholder@emory.edu
Message-ID: <47cf44$iti@moe.cc.emory.edu>
Source record: 87831

sydtech@skypoint.com (Scott Butler) wrote:
>I'm a longtime PC programmer (C, BASIC, some ASM, Windows, VB, etc). I'm
>looking for a development platform for the Atari 8-bit - not assembler,
>
>Thanks for any and all feedback...
>
I don't know anything about it, but I gather from comments here from some of our European friends that there is a hot language available there which is in wide use by advanced developers. Can't remember its name or if it is PD or not. I do recall one of them claiming it was better than Action!. Perhaps one of them could chime in about it again.

Gary Holder

3460. Re: Action!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-02 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <47art6$1nt@stratus.skypoint.net>
Source record: 87832

James Hague (junkster@coho.halcyon.com) wrote:
: The important thing to realize about Action! is that it appears to have
: been designed from the start with tight code generation in mind. Features
: common in other languages, like recursion and structures, are absent, as
: they don't lend themselves to simple, general implementations on the 6502.
: The resulting code is very nice, IMO.

Is it fast? Is it better than the best C for the Atari 8-bit?

I'm a longtime PC programmer (C, BASIC, some ASM, Windows, VB, etc). I'm looking for a development platform for the Atari 8-bit - not assembler, but not BASIC, either. I'm thinking either Action or some version of C for the Atari. Here's what I want:

- tight, fast code. Could write games in it (w/some ASM, I guess)
- portability; I want to distribute standalone EXEs
- full-featured development environment, preferably integrated enough so that I can edit, comile, and debug from one place
- some sort of support for libraries
- decent support for Atari's special features - sound, graphics, etc.
- integration with assembler routines
- well-written docs with an index and some examples
- did I mention speed?

Is this pie-in-the-sky? Have I been spoiled by years of having nice tools on the PC platform? Which Atari 8-bit development package gets me closest to where I want to be?

Thanks for any and all feedback,
Scott

3461. Re: 8 bit programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-02 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Nov02.211535.8482@wariat.UUCP>
Source record: 87833

(Derek from uk wants to convert boot disks to .com files.)
Well, Derek, uhmmm... Well, well, well. Uhmmm... Many boot disks can be converted to com files. Some can't, at least readily or at all because the program loads over DOS. Many of this type get converted to files that you load with a 3 sector 'mini-DOS'. I would guess you want to convert some European boot disk games to .com files for use with XFormer. If these European disks are like the American couterparts, as I suspect they are, they are also copy protected, which means you can't do what you want to do, readily. I don't think your question is for 'budding' programmers, but for experienced 'crackers' and probably this is a fairly often asked question 'how do I convert my commercial, disk, tape or cart to a load file I can use with an emulator.' Maybe the answer should be in the FAQ, but it mostly involves questions of making copyright infringement (also known as piracy, rip-off, thievery, etc.) easier. Rick was talking about patches to boot disks similar to what you get when you un-protect a commercial backup with 'Chipmunk' or 'Black Patch'. In that vein, he suggested maybe passing around patches with some proof of ownership of a legit copy. I forgot. Oh, yes, the only reason someone would need a patch is if they own an original. If they owned a cracked copy (possessed?), they wouldn't need the patch.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

3462. QWK Reader

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-03 00:00:00 UTC
From: John Haines <john_haines@pointless.gen.nz>
Message-ID: <51103120207$6FC8@pointless.gen.nz>
Source record: 87834

I disagree with your statement rega4rding the 80 column for the Atari's.. I've spent the last 18 mths working on an 80 col qwk reader and although it don't work like the commercial ones it seems to work great,, rather than some people (not you especially) jumping up nd down wanting things allthe time, maybe people should either just ask...

Cheers from the bottom of the world...

* SIMPQWK80 * #1 * for Atari8's

3463. Erro Codes

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-03 00:00:00 UTC
From: John Haines <john_haines@pointless.gen.nz>
Message-ID: <51103120208$6FC8@pointless.gen.nz>
Source record: 87835

You asked about error codes, I'm sure someoneover there can give you a list but if not give me a bell in private mail or ring the only 8bit BBS in the southern hemisphere 9grin>.. - (As you might have guessed this is my first time into th comp.sys (internet etc) so please excuse if I out of line...

3464. Re: Bresenham's line drawing algorithm.

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-03 00:00:00 UTC
From: Robert Riebman <riebman@eskimo.com>
Message-ID: <DHG17s.9AD@eskimo.com>
Source record: 87836

If you are interested in a good description of Bresenham's line drawing algorithm, I was just reading on in a book called "Computer Graphics" by Donald Hearn and M. Pauline Baker (Prentice Hall, ISBN 0-13-161530-0). The book costs $64.00, but you can probably find it in a college library and xerox the chapter.

3465. Re: Bounty Bob Strikes Back - docs needed

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-03 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <47c5aq$36m@news.xmission.com>
Source record: 87837

Michael Current (mcurrent@carleton.edu) wrote:
: I just got ahold of a Bounty Bob Strikes Back cart. It didn't come with
: printed documentation. Do you have the doc's, and would you be willing to
: photocopy them for me? I can cover the costs.
:

What!?!?!?!? Photo-copy original (c) <copyrighted> documentation! That's
ILLEGAL, isnt it?!?!

<grin> -just ribbing ya!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3466. Re: Action!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199511030611.WAA22032@zippy.sonoma.edu>
Source record: 87838

In article <page-3110952121440001@page.vip.best.com>,
Chris Page <page@best.com> wrote:
>
>Action! was one of my favorite languages and development environments:

Action! still is one of my favorite development environments. :) I kind of
wish for MORE (and even have some plans, as if I could ever do it or something
hehe)

>It was sold by Optimized Systems Software, Inc. (OSS) and also copyright
>Action Computer Systems.

Fine Tooned Engineering now holds the rights to it.

>It comes on a cartridge that contains an editor, compiler, linker,
>debugger (monitor), and runtime library. Additionally, there is a disk
>available with utilities and a runtime system library that allows you to
>distribute software without requiring the cartridge.

The cartridge contains:

Editor - ATASCII-style editor with nice enhancements and more of a real
text-editor interface
Compiler - Compiles source to executable
Linker - There is no linker. There is, unfortunately, no grouping a la
"projects" or "make files" for Action!. So if you change one
thing, the ENTIRE PROGRAM gets recompiled.
Debugger - From what I've heard of other debuggers, this is a VERY poor
debugger. :) I never use it for many of it's features except
to set the editor/compiler options and to compile, run, exit to
DOS or return to the editor. ;)
Runtime - The "runtime library" is technically stored in the cart in the
form of statically-placed executable code. If you tell it to
do something like "print()" or "poke()", it jumps to somewhere
in memory, just like it normally would if you had DECLARED the
procedures/functions, but this place is ALWAYS the same. If you
save your executable, this stuff isn't stored as well (since it's
on the cartridge!) That's where a disk-based runtime package comes
in. It simply REDECLARES the runtime procs/funcs ("print()",
"poke()", etc.) as functions (or even blocks of executable code
(raw data)).

Action! is available from a few vendors. B&C is one of them, I *think*.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

[http://zippy.sonoma.edu/~kendrick/]
[Home of: New Breed Software, 21BJ, newdex, and soon WebBS!]

3467. Re: PC Xformer and large ATR files?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-03 00:00:00 UTC
From: Norbert Schulz <100273.305@CompuServe.COM>
Message-ID: <47ccfviou1@mhadf.production.compuserve.com>
Source record: 87839

There seems to be a problem. I use xfromer 3.x and also cannot
access "virtual" harddisks. (My 800XL can use it with sio2pc)

Norbert

3468. Re: MUX window and text

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199511030601.WAA21626@zippy.sonoma.edu>
Source record: 87840

James - I haven't even gotten a MUX setup yet! So no, as far as being a *networked*, client/server-based window system, it's not even STARTED. :)

Now, if you could send me a copy of that chat program in BASIC which comes with the MUX, I may be able to do something and send it to you - hopefully it might just work. :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[Home of: New Breed Software, 21BJ, newdex, and soon WebBS!]

3469. NEW 8 bit SOFTWARE

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-03 00:00:00 UTC
From: derek fern <derek@dfern.demon.co.uk>
Message-ID: <815394364snz@dfern.demon.co.uk>
Source record: 87841

Hello to all Atari 8 bit Users.

New Software in from Poland
Wloczkkij translates to VAGABOND.
Produced by AVALON
Music by Tomasz Liebich.
Story Line : Vagabond comes home after a big adventure. He only wants to rest
So he decides to settle in his big comfy chair, then the door bell rings.
Its an alien, his space ship has crashed on entering the earths atmosphere.
None of his passengers are hurt but they are scattered across the Earth
and have to be found before they are discovered by the Earth people.
You have to cope with flying witches, Indians from the big head tribe,
pirartes, fire and evil sharp toothed pacmans.

Recent reviews from Holland details in Twaug mag give this game a 9 out of 10
the graphics are brilliant "Sega Quality.
This game will be on display with many other new Polish titles at the AMS
Computer Show at Stafford Bingley Hall on Sat 11 th November.
--
derek fern

3470. Re: PC Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-03 00:00:00 UTC
From: Moose <omalley_m_mike@bt-web.bt.co.uk>
Message-ID: <47d78f$fop@pheidippides.axion.bt.co.uk>
Source record: 87842

Where did you get PC Xformer ??

Is it available for download anywhere on the Net ?

Could you EMail it to me (UUencoded) ?

Do you know of any other Atari Emulators for the PC that are available ?

Where do you get Atari games (from the Net ?) ?

Any help would be much appreciated.

Moose

3471. (no subject)

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-03 00:00:00 UTC
From: Moose <omalley_m_mike@bt-web.bt.co.uk>
Message-ID: <47d84s$fop@pheidippides.axion.bt.co.uk>
Source record: 87843
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Where can you get Atari / St emulators for the PC.?

I have checked out :
http://www.halcyon.com/brasoft/

and all they have is a :

Gemulator 95 Demo for current Gemulator users (coming soon)
PC Xformer 3.20 Atari 130XE Emulator DEMO (coming soon)

i.e. nothing is available yet, as of 2 minutes ago anyway.

What public domain / shareware Atari emulators are there for the PC ?

Where can you get them ?

Where can you get games for them (which will work with the emulators) ?

Moose

3472. Atari Emulators for PC - Where ???

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-03 00:00:00 UTC
From: Moose <omalley_m_mike@bt-web.bt.co.uk>
Message-ID: <47d874$fop@pheidippides.axion.bt.co.uk>
Source record: 87844
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Where can you get Atari / St emulators for the PC.?

I have checked out :
http://www.halcyon.com/brasoft/

and all they have is a :

Gemulator 95 Demo for current Gemulator users (coming soon)
PC Xformer 3.20 Atari 130XE Emulator DEMO (coming soon)

i.e. nothing is available yet, as of 2 minutes ago anyway.

What public domain / shareware Atari emulators are there for the PC ?

Where can you get them ?

Where can you get games for them (which will work with the emulators) ?

Moose

3473. Re: 2000 ATR PD/Shareware images for use with SIO2PC/APE/Xformer on one CD

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-03 00:00:00 UTC
From: ernest@pi.net
Message-ID: <NEWTNews.24618.815464205.ernest@pi-user.pi.net>
Source record: 87845

In article <47coaq$r2a@fbi-news.Informatik.Uni-Dortmund.DE>,
<rosans00@marvin.informatik.uni-dortmund.de> writes:
> Path:
news.pi.net!news.sara.nl!news.nic.surfnet.nl!howland.reston.ans.net!tank.news.p
ipex.net!pipex!news.mathworks.com!newsfeed.internetmci.com!EU.net!Germany.EU.ne
t!Dortmund.Germany.EU.net!Informatik.Uni-Dortmund.DE!marvin!rosans00
> From: rosans00@marvin.informatik.uni-dortmund.de (Thomas Rosanski)
> Newsgroups: comp.sys.atari.8bit
> Subject: Re: 2000 ATR PD/Shareware images for use with SIO2PC/APE/Xformer on
one CD
> Date: 3 Nov 1995 09:44:58 GMT
> Organization: CS Department, University of Dortmund, Germany
> Lines: 44
> Message-ID: <47coaq$r2a@fbi-news.Informatik.Uni-Dortmund.DE>
> References: <479bkh$37k@neptunus.pi.net>
> NNTP-Posting-Host: marvin.informatik.uni-dortmund.de
> X-Newsreader: TIN [version 1.2 PL2]
>
>
> Are the pictures (containing scanned photos of ATARI hardware) free to
> use or are they shareware?
> (I want to use one to place it on my web page (as an icon) and I want to
> converts some others to ATARI .MIC and overscan-pics)
>

All pictures in the pictures directory were made by ourselves. The pictures
are photo's of our own equipment. You are free to use the pictures for
whatever purpose you see fit, we still hold the copyright, but everyone can
use them free of charge. There are a few scan of Atari promotional material.
I suppose they hold the copyright for that. On the other hand, I do not think
they will be selling 1450 XLD's a lot, but we put those on the CD as a
collectors item.

3474. Re: Action!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-03 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <147600@cup.portal.com>
Source record: 87846

I almost made it through an Action! thread w/o commenting<g>. You can write stand alone programs without the runtime package, but you'd better have a memory map to do it. Just as a for instance, the Atari rainbow I put in with my disk transfer program was written in Action! By all means, go with the runtime package but is kind of a kick working around the routines in the cart or PD runtime package. You have to set up CIOV with something like PROC CIOV=$E456() then do all your setting up of the channel with pointers vs pokes. Your also limited in how many parameters you can pass to a PROC, two I think??? unless you as a minimum use the copy_parm or whatever its called in your runtime of choice. Once again, you'd need a memory map of whatever system you target but you should even be able to use Action! for a cross development system for any 6502 based system. It just spews out an object file compiled at just about any address you want. Contrast this with the Atari C implementations where they usually have the run time compiled at $2400 so you can use any DOS & maybe even an R:handler. Of course you can recompile the C's run time for another address, but it is nice to do it during the compile with Action!
Rick

3475. Re: 2000 ATR PD/Shareware images for use with SIO2PC/APE/Xformer on one CD

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-03 00:00:00 UTC
From: rosans00@marvin.informatik.uni-dortmund.de
Message-ID: <47coaq$r2a@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 87847

Ernest.R.Schreurs (ernest@pi.net) wrote a large text
about the ATARI XL/XE POOLDISK. (the text is not quoted)

I have got one POOLDISK CD-ROM (ABBUC JHV with computer fair, 10/28/95)
and I this this is really a good idea.
I am useing this POOLDISK CD with a PC and a SIO2PC-like interface
(called Turbo Link PC). I have direkt acces to the images stored on the
CD, and I can boot them on my ATARI 800 XL. It is really compfortable to use
(but it requires to run two computers). There are some programs for your
PC to make exchange atari <-> PC easier (for example APE (or APC ?), but
this program is shareware and the registration fee is quite high, so I
decided not to use it).
(as mentioned by Ernest.R.Schreurs, you can use all disk images with
the PCXformer without converting files)

I think, that this CD is really usefull (if you own a PC or ST).

Well, I a one question to the producer of the CD:

Are the pictures (containing scanned photos of ATARI hardware) free to
use or are they shareware?
(I want to use one to place it on my web page (as an icon) and I want to
converts some others to ATARI .MIC and overscan-pics)

Last, I have a suggestion:
Is it possible to produce (another) CD-ROM with full versions of comercial
programs? (like the PC yellow point). I do not mean illegal copys - I think
about a encription with registration password for every program.
(well, that requires to write a SIO2PC software that decriptes the encrypted
images "on the fly" and maybe to include the encryption allgorithmus into
PCXformer). I know that this may sound strange, and it will take much time
to get permission from many authors, programming en-/decryption allgorithmus
et.c, and I must admit, that I do not have the knowlegde and time to help

greetings to all ATARI 8-bit users....
--

___ Thomas Rosanski rosans00@marvin.informatik.uni-dortmund.de
/ ____________
_ / /_)____________) Meine WWW-Startseite mit einer Selbstdarstellung,
()_____) Infos ueber die Programmiersprache Beta, Tips zum
()_____) Internet, gelben Seiten, PGP-Kode und und und...
--___()____) http://sx1.hrz.uni-dortmund.de/userpages/toro/
(sorry, .sig is only available in german languange)

3476. 809-474-7607 ! Local Voice Personals/Live Chat! Code726

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-03 00:00:00 UTC
From: spotter@netcom.com
Message-ID: <spotterDHH16y.EI9@netcom.com>
Source record: 87848

```
You must be 18 years of age or older. As low as $0.23/min

Available 24 hours a day!

ALL LIFESTYLES welcome

comp.sys.atari.8bit
```

3477. For the 8-Bits..

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-04 00:00:00 UTC
From: tclark22@aol.com
Message-ID: <47h9oh$mi@newsbf02.news.aol.com>
Source record: 87706

Does anyone know where I can get a copy of stars3d.bas?

3478. Critters, Joe Walsh

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-04 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Nov04.094428.19213@wariat.UUCP>
Source record: 87707

I lost J. Walsh address. He wanted feedback on 'critters'. I don't see
that the things in your list to do would be terrifically enhancing to
me. The program looks good the way it is. Quite better than 'Akita
Life'. Really fast. I tried to get too many critters so they would eat
all the plants and exterminate themselves, but the critters can't eat
that fast. I had errors in the uucode again, but for some reason the
arc it produced worked. Lots of fun.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

3479. Anybody got Game Cheets or Walk Thous they would like to contribute?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-04 00:00:00 UTC
From: andrew.richards@tdb.vision.net.au
Message-ID: <331.504.617@tdb.vision.net.au>
Source record: 87708

```
* Crossposted from: TDB_PUBLIC

Howdi All

I am in the process of gethering up all these damm cheets that are floating
around so I can put them into a single program so they are easier to find!!
All I am asking is if someone has a cheet or walkthou (must be own work because
I will now take something you haven;t typed up yourself) they would like to
contribute, if you do so you will be nentioned and also will be sent a free
copy of the program when I get it together.
Either E-Mail me or Netmail me (E-Mail prefer)

Drew

Today I saw a pale horse with a pale rider.
The horses name was pestilence the riders name was death.

** Fidonet: 3:670/301 *****************
** E-Mail: Jaymz@tdb.vision.net.au ***

-+- Olms 2.02.b4 [RRTAF55M]
---
* Origin: Tassie DataBank, tdb.vision.net.au - +61-03-44-9762 (3:670/301)

---------------------------------------------------------------------------
Internet: andrew.richards@tdb.vision.net.au (Andrew Richards)
This message was processed by NetXpress from Merlin Systems Inc.
---------------------------------------------------------------------------
```

3480. Re: Wanted: Ballblazer XFD/DCM/ATR

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-04 00:00:00 UTC
From: circle@basenet.net
Message-ID: <47euhk$t5c@news.accessus.net>
Source record: 87849

```
In article <3097D0F0.167E@bioeng.ucsd.edu>, held@bioeng.ucsd.edu says...
>
>Back in the old days this was one of my favorites. I too have no means
>of getting the image to my PC as my old Atari floppy drive has gone
>kaput. Could I get a copy of this too?
>--
> held@bioeng.ucsd.edu
> ----------------------------------------
> | Here's me Here's your point |
> | |
> | o |
> | /|\ . |
> | / \ |
> | I can't find it |
> ----------------------------------------
> http://jagger.me.berkeley.edu/~held
I just ordered a copy from creative software ..it cost a whole buck.
:)
```

3481. Re: Problems with MULE

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-04 00:00:00 UTC
From: circle@basenet.net
Message-ID: <47eurb$t5c@news.accessus.net>
Source record: 87850

In article <47992m$72f@murphy.servtech.com>,
jeffk914@groucho.roc.servtech.com says...
>
>I've somehow managed to get UTIL to transfer MULE from my 8bit to the
>PC, and used DCMTOATR to convert it to an ATR file. It SORTA works
>(not all sound voices, seems a little squirrely on joystick input),
>until after you've chosen your character, at the point where it tries
>to land you on the planet "Irata". (Gotta love that name!) Anyways,
>the emulator proceeds to reboot. I saw someone else write about using
>it successfully under the emulator, are they some weird tricks that I
>don't know? I seem to be having a LOT of problems getting stuff to
>work, I wonder if any of them may be caused by using 3.2? I just
>bought it, so I've never used any previous versions...
>
>Also, is there a trick to make the reboot work as advertised?
>Supposedly, shift-F10 will toggle Basic on and off, but whenever F10
>is pressed alone, it ALWAYS reboots with Basic...
>
>Thanks!
>
>
as far a mule goes, I just bet that it is "trips revenge" as many old atarians know,
electronic arts had an obsession with screwing up disks so that they would barely
run.(kinda like cdroms today) it ticked me off then, and still does today.
I have several ea programs, and they all were and remain bug ridden. about
the only ones that worked were the "cracked " copies wher you didnt have to
satisfy some weird programing scheme that prevented cracking a program(none of
them ever did work) and making it run right.
good luck

3482. Re: Critters, Joe Walsh

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-04 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <xlBExpS.ransom22@delphi.com>
Source record: 87851

Russ Gilbert <Russ.Gilbert@apk.wariat.org> writes:

>I lost J. Walsh address. He wanted feedback on 'critters'. I don't see
>that the things in your list to do would be terrifically enhancing to
>me. The program looks good the way it is. Quite better than 'Akita
>Life'. Really fast. I tried to get too many critters so they would eat
>all the plants and exterminate themselves, but the critters can't eat
>that fast. I had errors in the uucode again, but for some reason the
>arc it produced worked. Lots of fun.

Heh. You lost my address, and when I tried to respond to one of
your emails, it bounced. Sheesh! :)
Anyway, thanks for letting me know that the program is OK enough
to leave alone. I've never heard of 'Akita Life,' but I'm glad Critters
is better than it, nonetheless. :)
Now, on to something of more wide-spread appeal . . .

-Joe
--

Joseph E. Walsh | Atari 8-Bit Computer User and Programmer Since 1982.
Ransom22@Delphi.com | Classic Traveller Player Since 1983.
(Stuck in the 80s) | Microsoft-Free and Loving It!

3483. New Issue of Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-04 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <xFInp5b.ransom22@delphi.com>
Source record: 87852

I received the latest issue of AC today. It's a disk issue. Here are my impressions of it:

Overall: I like it. But, like the last one, it took me less time to read than it took me to make the money to buy it. That's not uncommon in the world of magazines; it's a rare one indeed that takes me more than 10 minutes to read the articles I am interested in. I have one Role-playing-Game magazine that I read cover-to-cover; Business Week is like that for me, too. The rest of the magazines I subscribe to are a waste, and I eventually stop subscribing. Since AC is just about it for the Atari 8-bit community,I had hoped it would be one of the few magazines worth the cover price. I still hope it will become so. It's had a troubled start under the new owner, so I'll give it time. If it isn't better at the end of the second year under his leadership, though, I'll stop subscribing.

Editorial: I was saddened by the fact that the only editorializing done in this part of the magazine was to make apology for the lack of content and quality in this and previous issues. Rather than spending time on this, it would be nice if Mr. Wooley would editorialize about the state of the 8-bit community, or at least reminisce about the "glory days." The comment about keeping the magazine under 5 ounces (to keep postage costs down, presumably) was disheartening as well.

Letters: Like most magazines, little time and space was spent responding to letters. Most letters were merely copied to the page. I hate this practice in the magazine world. Again, AC can't be faulted for this - it's standard practice. The reason for this lack of response is that so many letters of the "you guys are great" type are published. For a loo er, look at what a letters column could (and, IMO, /should/) be, check out an issue of BoardWatch Magazine. The Editor, Jack Ricard, makes it into a forum with a flavor not unlike a UseNET thread.

Solution of the Month: Once again this column has the solution to an adventure I've no interest in. I realize this is a purely personal criticism. Might be that there are a ton of readers out there who are very interested in the solution to "Adventureland." I'm just not one of them.

The Garret: This was a neat, general-interest column. I read it and enjoyed it very much. I don't want to see the magazine filled with this sort of column, but I would love to see one similar column presented each issue.

Tube Baddies: This was a great review. It was balanced, in-depth, and well-written. This type of review is an absolute must for this publication, IMO. Two or three such reviews should be included per issue.

A-T-A-R-I: Another worthwile column. 'Twould be nice if it were not only included every issue, but expanded to two pages every other issue. Paul Alhart can cram good info into two-paragraph mini-essays, and I appreciate his taking the time and effort to do so.

Envelopes, Textpro, Atariwriter Plus: I read the first two paragraphs and lost interest. This is another purely personal preference, though, and I realize that. I have no problem printing envelopes, and have no lack of printers for my Atari that are capable of doing so. In addition, I /rarely/ print an envelope.

SmartOS: I read parts of this article, but didn't put much stock in it, what with the "A Bob Wooley VaprWare Project" disclaimer. What do I care about something that is going nowhere? It would be far more useful to take up that space with something that is complete, or which will definitely BE completed. Say, an article which has been completely written, but which must be spread across two or three issues.

Programming the 65816: Probably nice for those who hve 65816's, but I am not one of those people. So, again, this is a purely personal judgement. I didn't read much of it...just skimmed to see if there was anything relevant to me in it.

I like the magazine, and hope it continues forever. I just want it to improve. By giving my opinions here, I'm probably nixing my chances of ever getting anything published in it, but I think what I've said needed to be communicated.

-Joe
--

Joseph E. Walsh | Atari 8-Bit Computer User and Programmer Since 1982.
Ransom22@Delphi.com | Classic Traveller Player Since 1983.
(Stuck in the 80s) | Microsoft-Free and Loving It!

3484. Re: New Issue of Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-04 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <xJMGx5e.ransom22@delphi.com>
Source record: 87853

Joe Walsh <ransom22@delphi.com> writes:

>I received the latest issue of AC today. It's a disk issue. Here are
>my impressions of it:

I just tried te disk, and found a really bad error in it: the back
side,which contains the Brundles Demo, is supposed to be self-booting, but
it is not. It doesn't even have an AUTORUN.SYS file on it. I tried
running the various programs on that side, but they are all broken.
CUSTOMIZ.ER runs, but it doesn't actually customize anything, plus it
fills the screen with garbage. BRUNDLES.COM runs, but you only get the
title screen. BRDEMO4.EXE runs, but you can't use the joystick or any
other controller. If these things are "working as designed," it's a
very ineffective demo, but no fault attaches to AC. However, if one is
supposed to be able to play a level or two of this game, then either AC
or KESoft (or both) screwed up somehwere.
This really annoys me, because I had considered buying Brundles
on my next order from B&C (I spend about $250 per month on new Atari stuff
from ATV, B&C, and/or Toad). It would have been nice to see more of it
prior to purchasing it.

-Joe
--

Joseph E. Walsh | Atari 8-Bit Computer User and Programmer Since 1982.
Ransom22@Delphi.com | Classic Traveller Player Since 1983.
(Stuck in the 80s) | Microsoft-Free and Loving It!

3485. Re: 8 bit programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-04 00:00:00 UTC
From: derek fern <derek@dfern.demon.co.uk>
Message-ID: <815480829snz@dfern.demon.co.uk>
Source record: 87854

Reply to Russ Gilbert comments.
The reason I need to convert Boot Disks to ,com files is quite simple.
Over the last few years of being the only major UK dealer in Atari 8 bit
software I have managed to collect the rights to many 8 bit games including
many new Polish titles.
In 1995 we have developed with the help of CSS the ADDI interface, this unit
allows you to hook up to your 8 bit a standard 3.5 720k IBM type drive.
Or you can attach a 5.25 360k drive.
With the extra capacity offered by these units I now want to complie a 3.5
disk of the titles I have the publishing rights for.
The disk should contain at least 35 good Atari games under 5 menues, single
letter selectable.
I also need help transfering double sided multi disk games down to run on
the 3,5 inch system.
So if you no of any reformed pirates that can put their skills to good use
please ask them to give me a call.
My direct telephone number is 0121 353 5730 that is a U.K number.
--
derek fern

3486. Re: PC Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-04 00:00:00 UTC
From: derek fern <derek@dfern.demon.co.uk>
Message-ID: <815481275snz@dfern.demon.co.uk>
Source record: 87855

Respone to Moose
Re PCXFormer Software.

PCXFormer software version 3 is available as a PD disk from TWAUG
that stands for Tyne & Wear Atari User Group Po Box No 8 Wallsend.
Tyne & Wear. NE28 6DQ.
Or if you want the full comercial version contact me on 0121 353 5730
Micro Discount.
--
derek fern

3487. Re: New Issue of Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-05 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <RHEl5vp.ransom22@delphi.com>
Source record: 87709

James King <jeking@xmission.com> writes:

>Sounds like you and I read the exact same magazines. I subscribe to
>Boardwatch and actively visit their webpage. Do you have a PC or MAC?

I have access to a PC, and I used to use one all the time, but as
mentioned in a previous thread, I gave all that up (gave away all my PC's,
including a 286, a 386DX-40, and a 386SX-20 laptop), keeping only our
486DX2-50 w/32MB of RAM which is solely used by my SO, in order to pursue
only Atari 8-bits. I used to run a popular, single-line BBS on my 386DX-40.
But I shut it down and gave the computer away, as I said. Anyway, that
BBS was the reason I subscribed to Boardwatch - and now that I no longer
have a BBS, I have a subscription to boardWatch until 1998. D'oh! :)

>Same here.. I used to be heavy into Adventure gaming (just bought up the
>last copies of every InfoCom game in existance, but I just dont have the
>time these days to play them...

I still like adventure gaming, although I don't play much. I'd
like to see some Infocom or Scott Adams adventures' solutions in the pages
of AC. Since I am very much enamored of military simulations of late,
a "strategy session" type column on that type of game would be much
appreciated. Is anyone out there willing to write such for AC, fo te
er, for the benefit of we who are less knowledgeable about wargame
tactics? :)

>Yeah.. I too have no interest or desire to pursue the 65816 upgrade..
>Just not worthwhile to me. If I went with a 65816, I'd probably loose
>interest in the 8bit Atari altogether and JUST use my PC. I like my
>ram and OS upgraded XL/XE's just fine..

Since I gave up the PCs, it wouldn't make sense for me to upgrade
the processor in my 8-bit. I mean, if my philosophy is that I don't need
such over-powerful computers, that Atari8's are perfect for me, then I
have no room to argue for a 16-bit processor upgrade, do I? :)

-Joe
--

Joseph E. Walsh | Atari 8-Bit Computer User and Programmer Since 1982.
Ransom22@Delphi.com | Classic Traveller Player Since 1983.
(Stuck in the 80s) | Microsoft-Free and Loving It!

3488. Re: sio2pc help

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-05 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <147626@cup.portal.com>
Source record: 87710

> Does anyone have the cmplete version of sio2pc? With all the docs and
>help files?
You probably have everything there is if you have enough info to buy parts
& start soldering. Sorry, but if you're talking about Nick Kenedy's
ASCII art, that's as good as it gets.

> I built the cable but it isn't working.Is there a way to test it out?
For starters, you can use a volt Ohm meter to check all the pins for
what voltage they have on them. Preferably with the cable both hooked to
an IBM & not hooked up. This will tell if you wired the thing right.
Once hooked up to the IBM, let us know what the status line says
during boot ups.
If you need more help then that, it's almost not worth the postage/drive
to the post office. IMO: It would only cost you something like $.89
at your local Radio Shack to try a different design. You already have
all the parts and then some that you bought for you MAX232 version.
Let me know if you want to try a easier design.

> I really need help. The docs that came with the file is incomplete and
>very poorly written for the new user. I love the 8-bit computer and all
>the files I have for it. I just need help with testing the cable I built.
>I am going to build 4 cables and I baught all the parts for it.
I you really want me to straighten out
> Thanks for any help.
Join the club! I've found the only thing worse then everybody elses'
design/docs are ones done by me.
Rick

3489. 130XE and accessories for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-05 00:00:00 UTC
From: abiron@en.com
Message-ID: <47j78j$6tq@antares.en.com>
Source record: 87711

I have several items I'd like to unload:

Atari 130XE computer
Indus GT disk drive
Star-Gemini 10X 9-pin printer
Koala Pad drawing pad
Wico joystick
300bps modem (ooh, boy!)
12 cases of disks, including games, programming, art, and utils
5 1/4" disk notching tool
6 carts, including AtariGraphics
NEC JC-1215MA color monitor and cables

I'm asking $250 for the lot, but I'll take offers on the individual components as well. All the equipment has manuals except the monitor, which I may yet dig up.

BTW, I'm in Cleveland.

Thomas A. Kozak Lord Abiron Blacavar von Metz, House Darkyard
---

"Most people would sooner die than think; in fact, they do so."

Bertrand Russell

3490. Re: New Issue of Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-05 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <47h7me$2as@news.xmission.com>
Source record: 87712

Joe Walsh (ransom22@delphi.com) wrote:
:
: Editorial: I was saddened by the fact that the only editorializing done
: about keeping the magazine under 5 ounces (to keep postage costs down,
: presumably) was disheartening as well.

Yeah, It was fairly dull reading the editorial. Nothing like reading
apologies that you know are already mentioned (ie.. the cover alone read
volumes).

: er, look at what a letters column could (and, IMO, /should/) be, check out
: an issue of BoardWatch Magazine. The Editor, Jack Ricard, makes it into
: a forum with a flavor not unlike a UseNET thread.

Sounds like you and I read the exact same magazines. I subscribe to
Boardwatch and actively visit their webpage. Do you have a PC or MAC?
Their WEB page is excellent -- and identical copy of the magazine,
graphics and all.. updated every month -- the web page has the newest
magazine on it BEFORE it arrives at the newstands!

: Solution of the Month: Once again this column has the solution to an
: adventure I've no interest in. I realize this is a purely personal

Same here.. I used to be heavy into Adventure gaming (just bought up the
last copies of every InfoCom game in existance, but I just dont have the
time these days to play them...

:
: Programming the 65816: Probably nice for those who hve 65816's, but I am
: not one of those people. So, again, this is a purely personal judgement.
: I didn't read much of it...just skimmed to see if there was anything
: relevant to me in it.

Yeah.. I too have no interest or desire to pursue the 65816 upgrade..
Just not worthwhile to me. If I went with a 65816, I'd probably loose
interest in the 8bit Atari altogether and JUST use my PC. I like my
ram and OS upgraded XL/XE's just fine..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3491. Re: Action!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-05 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <47jb0j$76u@nic-nac.CSU.net>
Source record: 87713

In article <47art6$1nt@stratus.skypoint.net>,
Scott Butler <sydtech@skypoint.com> wrote:
>
>Is it fast? Is it better than the best C for the Atari 8-bit?

Yes and YES! The C's I've seen for Ataris are stand-alone assemblers and linkers (you need to use another editor.. save, load the compiler, compile, load the linker, link, etc.). What I've seen of C's for the Atari they're very lacking compared to normal ANSI C's. <:^[

(I wouldn't mind GNU C for Unix supporting 6502 or 65816 though :))

>- tight, fast code. Could write games in it (w/some ASM, I guess)

Yes, it's pretty tight and it's the 2nd fastest language, with ASM being THE fastest.

>- portability; I want to distribute standalone EXEs

Yep.. with realtive ease.

>- full-featured development environment, preferably integrated enough
> so that I can edit, comile, and debug from one place

Editor and compiler and monitor (weak debugging facilities) all together..

>- some sort of support for libraries

Duh. :) I mean, umm... of course!

>- decent support for Atari's special features - sound, graphics, etc.

Built-in.. and if you can do it in ASM, you can do it (even more easily) in Action!

>- integration with assembler routines

I suck at this, but yes.. if you know what you're doing. (include raw data as a routine, with ref's to variables, other procedures/funcs and stuff! :))

>- well-written docs with an index and some examples

Docs are pretty good - it took me quite a while to get the hang of it, but I didn't know C (although learning Action! made learning C MUCH easier than it would have been, even after knowing Pascal)

Inotherwords, you WANT Action! Go for it.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu

William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[Home of: New Breed Software, 21BJ, newdex, and soon WebBS!]

3492. 4 player games on atari 400/800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-05 00:00:00 UTC
From: "Steven E. Skaggs" <afn04314@freenet.ufl.edu>
Message-ID: <Pine.A32.3.91.951105164406.26046B-100000@freenet4.freenet.ufl.edu>
Source record: 87714
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Were there any games on the Atari 400 or 800 that used all 4 jostick ports?
Anybody got a list?

3493. Re: Frequently discussed topic

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-05 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <147641@cup.portal.com>
Source record: 87715

Well, you know I've been giving it some thought. I believe I can make a
something that would plug into an IBM printer port & copy cartridges.
There's still the moral dilemma of people making mutilple copies for
friends & every pc with the emulator they own. *BUT* at least they would
have to have the cart to make the copy in the first place so they would
have the right to make a back-up & maybe even run it on the emulator
as long as they weren't using it on a real Atari at the same time.
The rest of the problems like the illegal jump cartcopy makes I've
already addressed. I guess if you really want to run stuff made
with cartcopy you could just use the emulator in 800 mode. But sheesh!
damm carts are only $2-$5! It's something I don't need & if I did
make one, who in there right mind would buy it a fair price when you
could pick up a dozen carts for about the same money? Maybe a real die hard
fan of old games, but that's it. I'm still not a real emulator fan vs a
real Atari, but it would be neat if you could boot XF with a cart
plugged in a dongle & have a game come up! Maybe even some application
stuff like Atari Writer or Basic XL.
There's still a lot of stuff people can do with the images that they just
don't realize. For instance, load the things with the /N option then
do a binary save of the cart address space. You could then just strip
the first 6 bytes off & rename it BASIC.ROM for the emulator & it should
work. But I guess I really don't want to spend the time it would take to
hack every silly game people may want to play for 5 minutes & toss.
Rick

3494. Re: Erro Codes

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-05 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DHKz4z.F61@iglou.com>
Source record: 87716

In article <51103120208$6FC8@pointless.gen.nz>,
John Haines <john_haines@pointless.gen.nz> wrote:

>You asked about error codes, I'm sure someoneover there can give you a
>list but if not give me a bell in private mail or ring the only 8bit BBS
>in the southern hemisphere 9grin>.. - (As you might have guessed this is
>my first time into th comp.sys (inte rnet etc) so please excuse if I out
>of line...

I don't know if I would ever call a BBS in New Zealand, but you didn't
give the number!
--
"Goodness me, could this be industrial disease?" Dire Straits

3495. XFormer and DOS XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-05 00:00:00 UTC
From: pedxing001@aol.com
Message-ID: <47jok7$ijl@newsbf02.news.aol.com>
Source record: 87717

TO ALL:

I haven't been able to get anything of mine to run when I use DOS XE with
the emulator (XFormer 3.0a). Has anyone had success??

I have a few disk images of an xe-dos disk with games on them, but none
will run.
These games will run if they are kept on an image of a DOS 2.x disk.

-thanks
BOB Z.

3496. Re: Atari 8bit equip for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-05 00:00:00 UTC
From: Robert Hartley <hrtlss@community.net>
Message-ID: <47jiu7$p02@odin.community.net>
Source record: 87718

I am interested in buying one of your 1050 disk drives. Can you give me a price quote, please. Also, you wouldn't happen to have the game M.U.L.E., would you?

3497. Re: 4 player games on atari 400/800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-06 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <47jq8t$acs@news.xmission.com>
Source record: 87719
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Steven E. Skaggs (afn04314@freenet.ufl.edu) wrote:
:
: Were there any games on the Atari 400 or 800 that used all 4 jostick ports?
: Anybody got a list?

Mule, Space Invaders, Pole Position, and more -- but its been a LONG time
since I last used a 400 or 800 <sigh>

If only I could get my mits on a ROM upgraded, XE compatible Atari 800
-- I'd be in heaven! <grin>

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3498. Atari 130XE system for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-06 00:00:00 UTC
From: nuff@aol.com
Message-ID: <47k9r2$ole@newsbf02.news.aol.com>
Source record: 87720

```
ATARI 130 XE complete with TV Hookups
2 ATARI 1050 Disk Drive..... excellent shape!
Xetec P.R. Connection
Epyx Ergo Joystick
Magnavox amber screen monitor with speaker
Synfile+
Syncalc+
Printpower
and other disks and Misc. Software

Yours for only $100...... E-mail me at NUFF@AOL.COM
```

3499. Femdom In Search of Naughty Boys

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-06 00:00:00 UTC
From: vac@indirect.com
Message-ID: <DHLt1M.5KB@goodnet.com>
Source record: 87721
Cross-posted to: comp.sys.atari.8bit,alt.sports.baseball.ny-yankees

Seriously, this is a chance of a lifetime. I want all you naughty boys to contact me at once. Do not delay. Location is unimportant.

Let me know how you've been naughty and what type of corrective punishment you deem appropriate. It's time we clean up the net.

Anne

Anne Schoofs
vac@indirect.com Fax: 602 912 8823 Attn: RAS

3500. Re: Action!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-06 00:00:00 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <47kq3p$se3@cd4680fs.rrze.uni-erlangen.de>
Source record: 87722

sydtech@skypoint.com (Scott Butler) writes:

>- tight, fast code. Could write games in it (w/some ASM, I guess)
>- portability; I want to distribute standalone EXEs
>- full-featured development environment, preferably integrated enough
> so that I can edit, comile, and debug from one place
>- some sort of support for libraries
>- decent support for Atari's special features - sound, graphics, etc.
>- integration with assembler routines
>- well-written docs with an index and some examples
>- did I mention speed?

That's exactly what QUICK offers. There are even additional features like
mouse and digital sound support. For more info - mail me.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | Nuclear war against nature:
Harald.Schoenfeld@rzmail.uni-erlangen.de | France and China finally united

3501. fs: Atari 2600 system with Paddles

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-06 00:00:00 UTC
From: salimk@bnr.ca
Message-ID: <47lakf$ac7@bcrkh13.bnr.ca>
Source record: 87723
Cross-posted to: ga.forsale,att.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,alt.atari.2600

Atari 2600 system with power supply, paddle controllers, joy stick

$25 + s & h

Salim Khan
salimk@bnr.ca
Bell Northern Research Inc. Norcross, Georgia

Standard disclaimer applies ..... My employer has nothing to do
with my opinoins in this post, or for that matter anywhere.

3502. Re: Atari Emulators for PC - Where ???

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-06 00:00:00 UTC
From: John Hutchinson <jhutchin@ist.ucf.edu>
Message-ID: <47ldll$dag@news.cc.ucf.edu>
Source record: 87724
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Moose <omalley_m_mike@bt-web.bt.co.uk> wrote:
>Where can you get Atari / St emulators for the PC.?
>
>I have checked out :
> http://www.halcyon.com/brasoft/
>
>What public domain / shareware Atari emulators are there for the PC ?

None that I know of. Sheesh... if you want to make use of the
technological 'miracle' of running Atari software on a PC you
should be willing to spend a few bucks for it. Darek's Gemulator
is a remarkable piece of software and worth the asking price to
those who need, for whatever reason, this capability.

-Hutch-

3503. Re: 4 player games on atari 400/800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-06 00:00:00 UTC
From: lelie@smail.srl.ford.com
Message-ID: <lelie.73.000BCBBF@smail.srl.ford.com>
Source record: 87725
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <Pine.A32.3.91.951105164406.26046B-100000@freenet4.freenet.ufl.edu> "Steven E. Skaggs" <afn04314@freenet.ufl.edu> writes:
>From: "Steven E. Skaggs" <afn04314@freenet.ufl.edu>
>Subject: 4 player games on atari 400/800?
>Date: Sun, 5 Nov 1995 16:49:14 -0500

>Were there any games on the Atari 400 or 800 that used all 4 jostick ports?
>Anybody got a list?

How soon we forget. Atari's Astroids &, Basketball carts had 4 simotanious joystick modes. Thorn EMI's Hockey & Socker carts had it too. I can't remember, but I think some of the Atari Tennis carts did, I have one but can'tremember. The Thorn's were harder to work, but these were all fun. Now, remember Super Breakout cart could handle up to 8 (!) paddle controllers (two paddles fit one joystick port), but I never tried more than 6 (I didn't have enough paddles!).

I'm sure there were LOTS of others.

3504. Re: Atari Emulators for PC - Where ???

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-06 00:00:00 UTC
From: scruggs@cis.ohio-state.edu
Message-ID: <47lgfsINN5ji@saturn.cis.ohio-state.edu>
Source record: 87726
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <47ldll$dag@news.cc.ucf.edu> John Hutchinson <jhutchin@ist.ucf.edu> writes:
|Moose <omalley_m_mike@bt-web.bt.co.uk| wrote:
||Where can you get Atari / St emulators for the PC.?
||
||I have checked out :
|| http://www.halcyon.com/brasoft/
||
||What public domain / shareware Atari emulators are there for the PC ?
|
|
|None that I know of. Sheesh... if you want to make use of the
|technological 'miracle' of running Atari software on a PC you
|should be willing to spend a few bucks for it. Darek's Gemulator

If you wanna put up with LINUX there is indeed a freeware
ST emulator for the PC's. You need to supply your own
copy of the TOS however (2.06). It is called STonX.

Don't mind the whiny twat...

|is a remarkable piece of software and worth the asking price to
|those who need, for whatever reason, this capability.
NOT!

It costs more than some ST's... a significant flaw...

--
||| Windoze 95: Been there, done that, RETURNED IT...
/ | \

3505. Re: New Issue of Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-06 00:00:00 UTC
From: kendrick@cs.sonoma.edu
Message-ID: <199511062138.NAA00678@zippy.sonoma.edu>
Source record: 87727

Joe Walsh said something which caught my eye:
> [snip] BRUNDLES.COM [snip]

Oooh - is this demo available anywhere else? (Umich, some other archive, etc.)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[Home of: New Breed Software, 21BJ, newdex, and soon WebBS!]

3506. Re: 4 player games on atari 400/800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-06 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <47m0cc$f1s@blackice.winternet.com>
Source record: 87728

> jeking@xmission.com (James King) writes:
> Steven E. Skaggs (afn04314@freenet.ufl.edu) wrote:
> :
> : Were there any games on the Atari 400 or 800 that used all 4 jostick ports?
> : Anybody got a list?
>
>
> Mule, Space Invaders, Pole Position, and more -- but its been a LONG time
> since I last used a 400 or 800 <sigh>
>
> If only I could get my mits on a ROM upgraded, XE compatible Atari 800
> -- I'd be in heaven! <grin>
>
>>>>
Huh? ROM upgraded 800? You mean putting the XL/XE OS in
a 800? This would have to be a 'Hacked' ROM as the XL/XE uses the Adrs
for Joystick Ports 3 and 4 for the Banked Memory and OS Shadowed Memory.
Intriguing. Has anyone ever tried this?

Rich Mier

3507. LAST CALL - Atari 800 sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-06 00:00:00 UTC
From: billa@sparki30.ih.att.com
Message-ID: <DHMpGz.MH8@ssbunews.ih.att.com>
Source record: 87729

```
---------------------------------------------------------------------
LAST CALL !!! LAST CALL !!! LAST CALL !!! LAST CALL !!! LAST CALL !!!
---------------------------------------------------------------------

Years ago I wrote Atari 800 software for Roklan Corp. in
Arlington Heights, IL. I've decided to get rid of all the
equipment, including code listings and source. If you want
assembly versions to perform:

- smooth horizontal and verticle scrolling using joystick
port inputs to determine direction
- program timing using verticle and horizontal blank interrupts
(horiz blank to change character sets on the fly!)
- disk sector read/write/manipulate/examine code
- cassette read/write/boot routines
- player/missile collision detection
- and more ....

this package may be for you.

This whole bundle goes to the highest bidder, shipping is extra.
Email or phone in your bid if you are interested.

Bill Anderson
(708) 979-6155

HARDWARE
--------
Atari 800 with 48k memory with operators manual
Atari 810 disk drive
Atari 850 Interface with operators manual
Atari 410 cassette drive
Star SD-10 printer with operators manual
Various joysticks & power supplies

DOCUMENTATION
-------------
Atari 400/800 Assembler Editor User's Manual
Atari 400/800 Basic Reference Manual
Atari 400/800 Disk Operating System Reference Manual
Atari Program-Text Editor Manual
Atari Macro Assembler Manual
Atari Hardware Manual (2 copies)
Atari Operating System Users Manual (2 copies)
Atari Operating System Listing
Lance Leventhal - 6502 Assembly Language Programming
```

Lance Leventhal - 6502 Assembly Language Subroutines
Atari Basic (book)
Atari Assembler (book)
Mapping the Atari (GREAT book)
Inside Atari DOS (another GREAT book)

CARTRIDGES

Atari 400/800 Basic
Atari 400/800 Assembler Editor
Deluxe Invaders
GORF
Castle Hassle
Journey to the Planets
Lifespan

GAMES ON DISK

Anti-sub Patrol Chess Kangaroo QBert
Asteroids Climber Miner49R Qix
Avalanche Darts Missle Command Racer
Blaster Donkey Kong Ms Pacman Robitron
Breakout Football Necroman Shamus
CaterPig Frogger Pacman Starraiders
Caverns GORF Pole Position Wallwar
Centipede Galaxian Pole800 Wizard-of-WOR
Centurn Highway Preppie Zaxxon

USER DISKS

Amac Copy MPflip
Asm DOS 2.0 OS
ASM #1 DOS 3.0 Paide (great disk editor)
ASM #2 DTS PQini
Atari diagnostic disk Help S2font
Atari 800 sector copier Init Telecom
Basic Mac65 Visicalc
Bug65 Medit Wizexec
Convert MicroPainter

3508. Software Infinity

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-06 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510102acc4360d3e3c@[137.22.11.55]>
Source record: 87730

Has anyone had contacts with Software Infinity recently? They can't be reached by the old phone number.

Here was their last known info:

Software Infinity
642 Waring Ave
State College PA 16801-6611
USA
Vendor: commercial/PD/freeware/shareware

Thanks for any help,

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

3509. Re: 4 player games on atari 400/800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-06 00:00:00 UTC
From: jlodoen@shell.portal.com
Message-ID: <47mdjn$o3v@jobe.shell.portal.com>
Source record: 87731
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:

>Wizards of Wor.

"Wizard of Wor" is two players max. 4+ player games...

* means head-to-head play and need 4 ports, others take turns.

Asteroids *
Basketball *
Beamrider
Breakout (8 players)
Bristles
Dandy *
David's Midnight Magic
Decathlon
Jumpman
Jumpman Junior
Lords Of Conquest
M.U.L.E. *
Maze War *
Pitstop
Rack 'Em Up
Raster Blaster
Return of Heracles, The
Silicon Warrior *
Summer Games
Survivor *

3510. Re: Action!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-06 00:00:00 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <RBKFhV6.predictor@delphi.com>
Source record: 87732

Harald Schoenfeld <mppi76@cd4680fs.rrze.uni-erlangen.de> writes:

>That's exactly what QUICK offers. There are even additional features like
>mouse and digital sound support. For more info - mail me.

.
Is QUICK another programming language?
.
Will

3511. Re: 4 player games on atari 400/800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-06 00:00:00 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <RBDmBJ5.predictor@delphi.com>
Source record: 87733

"Steven E. Skaggs" <afn04314@freenet.ufl.edu> writes:

>Were there any games on the Atari 400 or 800 that used all 4 jostick ports?
>Anybody got a list?

.
I don't have a list, but Asteroids was able to handle 4 players at
once, with options for competitive or cooperative play.
.
Will

3512. 600xl with no color

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-06 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <47mij7$ee8@hopi.gate.net>
Source record: 87734

I have a 600xl that has no color, and it is not in the RF modulator,
I am wondering if there is possibly color RAM in the 600xl, or more
likely where is the circuit that handles color (is it chroma or lumina?)?

I need some schematics, or a service manual, or hopefully some testpoints
or components to check out. Any help will be greatly appreciated...
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

3513. Re: Problems with MULE

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-06 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <47lnoa$sgk@madeline.INS.CWRU.Edu>
Source record: 87735

In a previous article, circle@basenet.net (circlemaster) says:

>In article <47992m$72f@murphy.servtech.com>,
>jeffk914@groucho.roc.servtech.com says...
>>
>>I've somehow managed to get UTIL to transfer MULE from my 8bit to the
>>PC, and used DCMTOATR to convert it to an ATR file. It SORTA works
>>(not all sound voices, seems a little squirrely on joystick input),
>>until after you've chosen your character, at the point where it tries
>>to land you on the planet "Irata". (Gotta love that name!) Anyways,
>>the emulator proceeds to reboot. I saw someone else write about using
>>it successfully under the emulator, are they some weird tricks that I
>>don't know? I seem to be having a LOT of problems getting stuff to
>>work, I wonder if any of them may be caused by using 3.2? I just
>>bought it, so I've never used any previous versions...
>>
>>Also, is there a trick to make the reboot work as advertised?
>>Supposedly, shift-F10 will toggle Basic on and off, but whenever F10
>>is pressed alone, it ALWAYS reboots with Basic...
>>
>>Thanks!
>>
>>
>as far a mule goes, I just bet that it is "trips revenge" as many old atarians know,
>electronic arts had an obsession with screwing up disks so that they would barely
>run.(kinda like cdroms today) it ticked me off then, and still does today.
>I have several ea programs, and they all were and remain bug ridden. about
>the only ones that worked were the "cracked " copies wher you didnt have to
>satisfy some weird programing scheme that prevented cracking a program(none of
>them ever did work) and making it run right.
>good luck

I have a cracked copy of MULE here that runs perfectly on the 800xl, but
refuses to run on the emulator (unregistered version). It may be that
MULE is just too complex for the emulator, not that its a copy
protection thing.

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3514. Wanted: Misc. Atari 800 stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-07 00:00:00 UTC
From: clarkda@cs.purdue.edu
Message-ID: <47mhad$e07@mozo.cc.purdue.edu>
Source record: 87736

I am looking for the following items. I have a low budget, and if you're trying to get rid of stuff, I'll pay the shipping cost. Thanks in advance.

- Atari BASIC (or other basic) Cartridge
- Atari DOS
- 3-way conversion cable (the kind that plugs into the ibm-keyboard-style plug on the right and converts to three RCA plugs, two of which are audio and video for an old NEC color monitor)

-Doug

Douglas Andrew Clark - clarkda@cs.purdue.edu
Purdue University Computer Sciences

3515. Re: Action!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-07 00:00:00 UTC
From: bmcbrine@hakatac.port.island.net
Message-ID: <47ncld$k3p@hakatac.port.island.net>
Source record: 87737

In article <4797kv$4qg@rock101.genie.net>, <craig.s.thom@genie.com> wrote:
>
>It was developed by an independent developer and originally marketed by OSS.
>ICD then bought the materials from OSS and the rights from the developer.
>THEN ICD sold the whole bundle to Fine Tooned, which currently owns (and
>sells?) it.
>
>It is a cartridge.

How would I get one? New/Used? Documentation?
I don't use my atari save a few times when I pull it out and play some games but I also still think of interesting ideas for programs on it. I had several game concepts I never did get anywhere on. (not that i'm a bad programmer, just more like a non-programmer.. if that makes any sense) Anyway, I would like to perhaps try some programming on it again from my ideas and action is a good start. I know C, and 6502 asm (tho asm has faded somewhat) and action is straight forward, plus I've wanted one for a long time!

So, if anyone has an Action cart and book for sale then please let me know! Obviously, I'm not going to pay a lot for it, but I realise Action carts get sold pretty quickly when they become available... Actually, I haven't seen one on sale here for a long time... do they still exist?? :-)

l8r...
--
* Bill McBrine *** EMail: ragtag@hakatac.almanac.bc.ca (other address pending)
Interests: Atari8bit. Tandy 6000 (i have 3.1) * bmcbrine@{this doesn't work!?}
Amiga News and Devel's. Linux. Networking. Userfriendly Datamanagement Systems.
Disclaimer: I cannot be held accountable for my action or inaction...Can I?

3516. Into the Eagle's Nest

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-07 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Nov07.104522.21265@wariat.UUCP>
Source record: 87738

```
Into the Eagle's Nest:
Mission #1: Rescue the Prisoner
Blast my way thru doors and enemy. Get DEAD, only 50
hits ends my mission. Several tries, can't hack it. Go to
decoding room. Find $C9, $32 sequence. Change to $EA, $18.
Now have unlimited number of hits. Several attempts to
rescue prisoner. Shoot explosives, blow myself up. Find
prisoner. Run out of ammunition, DEAD. Stupid prisoner.
Gotta shoot him to get him to move out of the way. Several
tries, still haven't succeeded in the mission. Will keep
trying. End.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
*********************************************************************
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
*********************************************************************
```

3517. Re: Action!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-07 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510101acc566904025@[137.22.11.55]>
Source record: 87739

Bill McBrine writes (concerning Action!):

>How would I get one? New/Used? Documentation?

Action! is produced by Fine Tooned Engineering, and sold through vendors
such as B&C ComputerVisions (the main reseller for FTe's products) and
Computer Software Services.

Fine Tooned Engineering
PO Box 31270
Mesa AZ 85275-1270
USA
URL:mailto:ftooned@delphi.com
URL:mailto:f.tooned@genie.geis.com

B&C ComputerVisions
1725 De La Cruz Blvd Ste 7
Santa Clara CA 95050-3011
USA
tel: (408) 986-9960
FAX: (408) 986-9968
Phone Hours: Tue-Fri 10am-6pm
Retail Store Hours: Thu & Fri 10am-6pm, Sat 10am-5pm

Computer Software Services
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
URL:mailto:76702.1076@compuserve.com (Bob Puff)

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

3518. fs: Atari 5200/2600 adaptor

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-07 00:00:00 UTC
From: salimk@bnr.ca
Message-ID: <47oge0$mhv@bcrkh13.bnr.ca>
Source record: 87740
Cross-posted to: ga.forsale,att.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,alt.atari.2600

Atari 5200/2600 adaptor (plugs into 5200 to play 2600 games) in excellent condition.

$15 + s & h

Salim Khan
salimk@bnr.ca
Bell Northern Research Inc. Norcross, Georgia

Standard disclaimer applies ..... My employer has nothing to do with my opinoins in this post, or for that matter anywhere.

3519. Re: 600xl with no color

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-07 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <47olba$aul@blackice.winternet.com>
Source record: 87741

> cmwagner@news.gate.net (Chad Wagner) writes:
> I have a 600xl that has no color, and it is not in the RF modulator,
> I am wondering if there is possibly color RAM in the 600xl, or more
> likely where is the circuit that handles color (is it chroma or lumina?)?

>
>>>>
On the left-front, bottom of the CPU there is a small hole. Thru
this hole there is a small poteniometer (sc) for adjusting the color. What
happens alot is it goes intermittant, dirty. Try a little TV tunner cleaner and move
it back a forth a few times (about 1/4 turn in each direction). Correct adjustment
puts it close to the center.

Rich Mier

3520. Re: 4 player games on atari 400/800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-07 00:00:00 UTC
From: capsule@usa.nai.net
Message-ID: <capsule-0611952238070001@capsule.nai.net>
Source record: 87742
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Thorn EMI made a very cool Soccer cart that could be played by four people at once.

Matthew

3521. Re: Action!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-07 00:00:00 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <47neng$s34@cd4680fs.rrze.uni-erlangen.de>
Source record: 87743

Will Dwinnell <predictor@delphi.com> writes:

>Harald Schoenfeld <mppi76@cd4680fs.rrze.uni-erlangen.de> writes:

>>That's exactly what QUICK offers. There are even additional features like
>>mouse and digital sound support. For more info - mail me.

>Is QUICK another programming language?

Yes, we have just released the english version 2.2.

QUICK is more or less similar to Action, and is almost as fast as Action.
But it is much cheaper, as it is disk based and it always produces
stand alone programs.

Highlights are special commands for writing vbis and dlis without dealing with
the interrupt directly, using a mouse, displaying player/missile graphics,
playing digitized sounds and much more.

So you can do everything that can be done in Assembler, but it is much
easier - alomst as easy as BASIC.

Some programs that were compiled with QUICK are available at ftp.atari.archive.
umich.

--
Harald Schoenfeld (IRC Nick: Equinoxe) | Nuclear war against nature:
Harald.Schoenfeld@rzmail.uni-erlangen.de | France and China finally united

3522. Re: APE: request for comments

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-07 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1995Nov7.202842.64110@msuvx1.memphis.edu>
Source record: 87744

In article <47ln8c$3tc@tracy.nacs.net>, classics@nacs.net (Steven Tucker) writes:
> Rick Cortese has recently provided me with a cable that allows two way
> communication between a PC and Atari disk drive, kind of the oppisite of
> the Atari->PC SIO2PC cable.
>
> Would anyone be interested in seeing in APE, the ability to create disk images
> directly from floppy disks using this cable and a 1050 or other Atari drive?
>
> This would also include the capability to create images that are compatible with
> the copy protection emulation in APE. Games like Spy vs Spy, Ultima, etc that
> contain simple copy protection could easily be made into ATR/PRO images.
>
> Currently the only way to create PRO images is by hand, or with a small BASIC/ML
> program I wrote (which I cant seem to locate right now).
>
> Any comments, suggestions, etc are quite welcome.

YES!!! I'm desperate for a way to run the Alternate Reality games... I'd love to have
usable
images, or the aforementioned cable...

>
> Steve
> -- @ @ @ ------------------------------------ @ @ @
> @ @ @ Steven Tucker - classics@nacs.net @ @ @
> @ @ @ ------------------------------------ @ @ @
> Author of APE - The Atari Peripheral Emulator for 8 bit computers!
> Get your copy of APE today and unleash the power in your 8 bit computer!
>
> APE is available by FTP at archive.umich.edu and its mirrors, in the
> directory /Atari/8bit/Ape. Try gopher://gopher.umich.edu for faster access
>

3523. Free emulators (was Re: (no subject))

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-07 00:00:00 UTC
From: Eric Noss <enoss@planetx.bloomu.edu>
Message-ID: <Pine.SUN.3.91.951107115344.26108A-100000@planetx.bloomu.edu>
Source record: 87745
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On 3 Nov 1995, Moose wrote:

>
> Where can you get Atari / St emulators for the PC.?

If your taking about Gemulator or Janus, than you have to buy the cards
and the TOS chips.

>
> I have checked out :
> http://www.halcyon.com/brasoft/
>
> and all they have is a :
>
> Gemulator 95 Demo for current Gemulator users (coming soon)
> PC Xformer 3.20 Atari 130XE Emulator DEMO (coming soon)
>

The Gem 95 Demo is for those who have Gemulator 3(The DOS version). If
you wanted to try out Xformer than download 2.0 which is PD. It's not as
good as the commerical version but worth a good look.

BTW, I hardly ever believe those "coming soon" products which is
probably vaporware.

> What public domain / shareware Atari emulators are there for the PC ?
>
> Where can you get them ?

The only PD emulator is STonX, but you need Linux and a disk file of
TOS(which is the major controversy in comp.sci.atari.st right now).

> Where can you get games for them (which will work with the emulators) ?

I doubt if many games would work emulators except those that use GEM.
Someone did say you can run any game except for copy protected ones on
Gemulator 95, but this cannot be confirmed at this time.

Eric Noss

a.k.a

Mr. Maddog

3524. Re: 4 player games on atari 400/800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-08 00:00:00 UTC
From: archone@aloha.com
Message-ID: <47pi24$1ch@news.aloha.com>
Source record: 87746

Ali Baba could handle 16 players! :)

AND all 4 joystick ports.

3525. Re: 4 player games on atari 400/800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-08 00:00:00 UTC
From: jeep@tc.fluke.COM
Message-ID: <DHqD39.5qy@tc.fluke.COM>
Source record: 87747
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

"Steven E. Skaggs" <afn04314@freenet.ufl.edu> wrote:

> Were there any games on the Atari 400 or 800 that used all 4 jostick ports?
> Anybody got a list?

ATARI Basketball

--
jeep@tc.fluke.COM Dale Chaudiere (206) 356-5894
Fluke Corporation
P.O. Box 9090, M/S 273G
Everett, WA 98206 USA

3526. Re: 4 player games on atari 400/800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-08 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <147685@cup.portal.com>
Source record: 87748
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

>Steven E. Skaggs (afn04314@freenet.ufl.edu) wrote:
>:
>: Were there any games on the Atari 400 or 800 that used all 4 jostick ports?
>: Anybody got a list?
>
>
>Mule, Space Invaders, Pole Position, and more -- but its been a LONG time
>since I last used a 400 or 800 <sigh>

Wow... okay, I've seen Mule (M.U.L.E. to be precise :-)) use 4 sticks, but -- Space Invaders? Pole Position? In my experience, I've only ever seen Pole Position use ONE stick and Space Invaders a maximum of TWO. I'd love to know more about "what's supposed to happen," or "what you can do," using more than ONE/TWO sticks on those two games! How do you initiate, and what is, a more-than-two-player game of Space Invaders? And a more-than-ONE-player game of Pole Position?

Details, man, details!

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

3527. Re: 4 player games on atari 400/800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-08 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <147686@cup.portal.com>
Source record: 87749
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Writing about 4-stick games for the 400/800, Rob Funk writes:

>Wizards of Wor.

Wow again. As in my last posting, I've only ever seen Wizards of Wor use a maximum of TWO sticks. How do you get it to use more than two, and then what use is made of sticks 3 and 4? Do tell, please!

Oh, there's a game called Survivor that can use 1, 2, 3, or 4 sticks. You fly a spaceship around and shoot enemy guns off a floating framework while avoiding getting shot by them yourself. In a 1-player, 1-stick game, the single stick flies the ship in all directions AND FIRES in all directions. In a 2-player, 2-stick game, stick 1 controls the flying of the ship, and stick 2 controls the firing of the ship's guns, in all directions. In 3- and 4-player games, control functions are gradually divvied up so that with 4 sticks, one stick flies the ship in the "up" and "down" directions, another flies the ship "left" and "right," and the other two sticks share ship's-gun control in a similar manner.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

3528. Re: 4 player games on atari 400/800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-08 00:00:00 UTC
From: Lance Held <held@bioeng.ucsd.edu>
Message-ID: <30A0F06D.41C6@bioeng.ucsd.edu>
Source record: 87750
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

```
... and don't forget Super Breakout. Up to 8 players if you had enough
paddles.
--
held@bioeng.ucsd.edu
----------------------------------------
| Here's me Here's your point |
| |
| o |
| /|\ . |
| / \ |
| I can't find it |
----------------------------------------
http://jagger.me.berkeley.edu/~held
```

3529. Re: What is the ANTIC chip for?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-09 00:00:00 UTC
From: classics@nacs.net
Message-ID: <47rpvb$k56@tracy.nacs.net>
Source record: 87751

On 31 Oct 1995 04:19:13 GMT, DreamZS@ix.netcom.com (MARCEL GONZALEZ) wrote:

>Just two simple questions.. what is the ANTIC chip for and what does
>ANTIC mean? It is found on ATARI computers. Please let me know.

I believe ANTIC is the microprocessor responsible for drawing and maintaining
the screen display on the atari. I believe its a DMA device, which is why the
atari spends so little 6502 time updating the screen, unlike a PC.

As for what ANTIC stands for, I would look it up in a book but im too lazy. :)

I would guess: Atari NTSC Interface Circuit (Chip?)

Steve

-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @
Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.
!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

3530. Re: 8 bit programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-09 00:00:00 UTC
From: jack@threeindians.com
Message-ID: <DHrBps.CxE@mv.mv.com>
Source record: 87752

derek fern <derek@dfern.demon.co.uk> wrote:

>Reply to Russ Gilbert comments.
>The reason I need to convert Boot Disks to ,com files is quite simple.
>Over the last few years of being the only major UK dealer in Atari 8 bit
>software I have managed to collect the rights to many 8 bit games including
>many new Polish titles.
>In 1995 we have developed with the help of CSS the ADDI interface, this unit
>allows you to hook up to your 8 bit a standard 3.5 720k IBM type drive.
>Or you can attach a 5.25 360k drive.
>With the extra capacity offered by these units I now want to complie a 3.5
>disk of the titles I have the publishing rights for.
>The disk should contain at least 35 good Atari games under 5 menues, single
>letter selectable.
>I also need help transfering double sided multi disk games down to run on
>the 3,5 inch system.
>So if you no of any reformed pirates that can put their skills to good use
>please ask them to give me a call.
>My direct telephone number is 0121 353 5730 that is a U.K number.
>--
>derek fern

How about an unreformed pirate? ;-)

Crackerjack

3531. MUX Cart internal

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-09 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <47u3fr$s8n@news.xmission.com>
Source record: 87753

Just curious if anybodies ever consider mounting a mux cartridge on the INSIDE of a case.

Reason for this: I'd like to give my ALMOST 1 year old son an Atari XL to play on -- muxed into my network, but know that at this age, the cartridge will be a very appealing toy to play with, and I'd rather get it out of sight by mounting it interally somehow.

Anybody?

@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3532. Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-09 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <47u3kf$s8n@news.xmission.com>
Source record: 87754

After several months hiatus, I've decided to bring the Atari Connection BBS back! This time for good!

To find all the latest (and oldest) Atari 8bit (and PC) based files, call now!

801-969-1468
300-19.2k baud
24 hours, 7days week
over 250+ meg online
Networked messages
online games
text libraries

Running on a muxed 256k XL, 1meg MIO, Hayes Ultra 9600 modem at WARP speed!

@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3533. Re: What is the ANTIC chip for?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-09 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <47u3j0$n4q@news2.delphi.com>
Source record: 87755

classics@nacs.net (Steven Tucker) writes:

>I believe ANTIC is the microprocessor responsible for drawing and maintaining
>the screen display on the atari. I believe its a DMA device, which is why the
> atari spends so little 6502 time updating the screen, unlike a PC.

Actually, DMA just refers to the fact that Antic retrieves the screen
data from RAM as it draws the screen. A VGA card does the same. The
main difference between a PC and the 8-bit is that the screen is
relocatable in RAM on the 8-bit and that it uses system RAM instead of
Adapter RAM (which has its advantages too).

>I would guess: Atari NTSC Interface Circuit (Chip?)

Close. Alpha Numeric Television Interface Circuit.

>Steve

>-- @ @ @ ------------------------------------ @ @ @
> @ @ @ Steven Tucker - classics@nacs.net @ @ @
> @ @ @ ------------------------------------ @ @ @
> Video game playin, adventure addicted, chocolate craving, woman lovin,
> Limbaugh hatin, Trek watchin, all around lazy computer fart.
> !! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

What's wrong with Rush? <ducking>.

-Bry

3534. Spartados?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-10 00:00:00 UTC
From: <>
Message-ID: <47vtr5$bih@newsource.ihug.co.nz>
Source record: 87656

Hi,

Where could I find Spartados? It doesn't seem to be anywhere on the net.

Thanks,

Stefan

```
//-------------------------------------------------------------------------
// Life sucks and then you die!
// e-mail: stefan@ihug.co.nz
// fido: 2:244/1455.8
```

3535. Bristles unlimited lives

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-10 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <47uq7t$r6g@hopi.gate.net>
Source record: 87657

I hope to be providing simple hacks that an average user can do to their software, here is one on one of my favorite 8-bit games called Bristles by Award Winner, and I think published by First Star Software, the fix is easy:

offsets 5FB3-5FB5 are the patching area...

```
5FB0 BD
5FB1 7B
5FB2 03
5FB3 D0 4C
5FB4 47 F0
5FB5 A9 9F
5FB6 01
5FB7 8D
5FB8 BE
5FB9 06
```

I searched for the string "BD7B03D047A9018DBE06" with my PC...

The first column is the OFFSET, not address, second column is the original bytes, and the third column is the patch bytes, if necessary.

This will give you unlimited lives in Bristles... If I come up with another hack/trainer then I will post it here.

--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

3536. Koala Tablet

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-10 00:00:00 UTC
From: cj439@FreeNet.Carleton.CA
Message-ID: <DHuCEx.A80@freenet.carleton.ca>
Source record: 87658

I'm an Atari ST user. I just picked up a Koala Tablet, new in the box, with cartridge and manuals. Can it be used on an ST? The fellow has two more, which can probably be gotten quite cheaply, as they're in his way and he doesn't know what they're for. I don't either, for that matter. I just thought it might be useful for ST drawing programs, as it has the same plug as an ST mouse/joystick.

If you're interested, email me, or reply in the ST newsgroups, as I don't usually read this one.

--
Songshop Musical Productions: Imagine there's no countries,
Box 266, Shawville, Quebec : It isn't hard to do/Nothing to kill or die for,
J0X 2Y0 (819) 647-6022 : And no religions, too

3537. FS: Classic 8 Bit Atari HardWare: Listed Catalog!

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-10 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <481jb2$j03@kelly.teleport.com>
Source record: 87659
Cross-posted to: comp.sys.atari.8bit,pdx.forsale,or.forsale,pnw.forsale

```
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--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
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Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com

3538. FS: Classic 8 Bit Atari SoftWare: Listed Catalog!

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-10 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <481jj7$je6@kelly.teleport.com>
Source record: 87660
Cross-posted to: comp.sys.atari.8bit,pdx.forsale,or.forsale,pnw.forsale

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An Invitation to Programming 3:, Atari
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Antic Summer Computing, Vol.5 #2
Disk & Magazine.....$5.00 U.S.

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Hard Disks, Education
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Disk.....$5.00 U.S.

Antic June/July 1990 Vol.9 #2
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War, Adventure International
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Ghost Town, Adventure International

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Physics C: 1\Electromagnetic Waves Electricity 2\Electromagnetism & Current Electronics, Atari

Physics D: 1\Elements & Atoms Atomic & Nuclear 2\Using Nuclear Theory of Relativity, Atari

Pilot "Turtle Graphics Demo", Atari

Planet Miners, Avalon Hill

Rear Guard, Adventure International

Space Invaders, Atari

Statistics I, Atari

Strange Odyssey, Adventure
International

Voodoo Castle, Adventure International

Writing Programs One, Atari

Writing Programs Two, Atari

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Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com

3539. FS: Classic 8 Bit Atari References & Books: Listed Catalog!

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-10 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <481k05$jpg@kelly.teleport.com>
Source record: 87661
Cross-posted to: comp.sys.atari.8bit,pdx.forsale,or.forsale,pnw.forsale

I have the following computer books
for sale, most are for the Atari
8-Bit line of computers.

Title; Author; Publisher; Description;
Price

6502 Assembly Language Subroutines;
Lance A. Leventhal & Winthrop
Saville; Osborne/McGraw Hill; Source
& Reference for Assembly Language
Routines;.....$5.00 U.S.

Advanced ATARI BASIC Tutorial; Robert
A. Peck; Computer Direct;...$7.50 U.S.

Advanced Programming Techniques for
your Atari. Including Graphics & Voice
Programs; Linda M. Schreiber; TAB
Books; Comes with 55 Type in Programs.
.....$5.00 U.S.

An Invitation to Programming 2:;
Atari; SoftWare Manual for Writing
Programs;.....$5.00 U.S.

Atari 400/800 DiskGuide; John Taylor &
David A. Wilson; Osborne/McGraw-Hill;
.....$5.00 U.S.

Atari Basic; Bob Albrecht, LeRoy
Finkel & Jerald R. Brown; John Wiley &
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.....$3.00 U.S.

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Finkel & Jerald R. Brown; John Wiley &
Son.; Basic Reference;.....$5.00 U.S.

Atari Basic Reference Guide; Atari;
Quick Reference for Atari Basic.;
.....$7.50 U.S.

Atari Microsoft Basic Instruction
Manual; Atari; PhotoCopied and Bound
Manual;.....$5.00 U.S.

Atari Sound and Graphics; Herb Moore, Judy Lower, Bob Albrecht; Self Teaching Guide;.....$5.00 U.S.

Atari User's Guide; Mark Ellis, Robert Ellis & Larry Joel Goldstein; Brady Communicat Basic & Graphics for Atari 400/800/600XL/800XL/1200XL;$10.00 U.S.

Basic Atari Basic; James S. Coan & Richard Kushner; Hayden Book Comp Atari Basic Book for the 400, 800 and the XL Computers;.....$5.00 U.S.

Beyond Games. Systems SoftWare for your 6502 Personal Computer; Ken Skier; Byte Publishing;.....$7.50 U.S.

Bits, Bytes and Buzzwords; Mark Garetz; dilithium Press; Understanding Small Business Computers;...$5.00 U.S.

COMPUTE!'S FIRST BOOK OF ATARI GAMES; COMPUTE! Books; Type in Game Listings with info on Developing your own Games!;.....$5.00 U.S.

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Compute!'s Second Book of Atari; Compute! Books;.....$5.00 U.S.

Compute!'s Third Book of Atari; Compute! Books; Games, utilities, tutorials, & other helpful info. XL Compatible.....$7.50 U.S.

Computers for Kids; Sally Greenwood Larsen; Creative Computing Press; ClassRoom proven manual that effectively and easily teaches children to operate and Program the Atari;.....$5.00 U.S.

The Creative Atari; Small, Small &
Blank; Creative Computing Press;
.....$5.00 U.S.

Disk Operating System II; Atari;
Reference Manual, 100 Pages;
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DOS 3; Atari; An Introduction to DOS
3;.....$3.00 U.S.

Games Atari's Play; Hal Glicksman &
Kent Simon; DataMost; Learn
Programming the fun enjoyable way...
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Listings;.....$5.00 U.S.

Gemini-10X/15X Users Manual; Star
Micronics,; Manual for Gemini
Printers;.....$10.00 U.S.

The Home Accountant; Continental Soft
PhotoCopied and Bound Manual;
.....$1.00 U.S.

The Home Filing Manager Users Guide;
Atari; SoftWare Manual/Users Guide;
.....$5.00 U.S.

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Atari; PhotoCopied and Bound Manual;
.....$3.00 U.S.

HomePak; Russ Wetmore; Batteries
Included Manual for HomePak;
.....$5.00 U.S.

Inside Atari Basic; Bill Carris;
Reston Publishin A Fast, Fun and
Friendly Approach to the BASIC
Language!;.....$5.00 U.S.

Introduction to Computers and Data
Processing Shelly & Cashman; Anaheim
Publishi Class Room Text Book, not
necessarily about Atari Computers;
.....$3.00 U.S.

Machine Language for Beginners;
Richard Mansfield; COMPUTE! Books;
Personal Computer Machine Language
Programming for the Atari, VIC,
Apple, Commodore 64 and PET/CBM
Computers;.....$5.00 U.S.

Making it Count; Boeing Computer;
Student Manual/Introduction to
Computers & their Applications;
.....$3.00 U.S.

Mapping the Atari; Ian Chadwick;
COMPUTE! BOOKS; Comprehensive
sourcebook and memory guide for Atari
400/800;.....$5.00 U.S.

The Musical Atari; Hal Glicksman;
DataMost; Turn your Home Computer into
a Keyboard Organ;.....$7.50 U.S.

Music Construction Set; Will Harvey;
Electronic Arts; Just the Manual and
Reference Card;.....$5.00 U.S.

My First Alphabet; Atari; SoftWare
Reference;.....$3.00 U.S.

OS/A+; OSS; Manual for/Systems
Software for Apple and Atari
Computers;.....$5.00 U.S.

Paint; Alex Packer; Reston Publishing;
.....$5.00 U.S.

Program Design and Construction; David
A. Higgins; Prentice Hall In Book on
General Programming;.....$3.00 U.S.

Programmer's Reference Guide for the
Atari 400/800 Computers; David
Heiserman; SAMS; Good Reference;
.....$10.00 U.S.

User's Handbook to the 400/800
Computers; Jeffrey R. Weber & Stephen
J. Sczcecinski; Weber System's I Atari
Handbook;.....$5.00 U.S.

Your Atari Computer; Lon Poole with
Martin McNiff & Steven Cook;
Osborne/McGraw-H Guide to Atari
400/800 Personal Computers/
.....$5.00 U.S.

All interested Parties Reply in E-Mail
to: bensmith@teleport.com or call
(503)256-9974 Anytime. Call for faster
service! Customer pays Shipping &
Handling. Feel Free to Copy this List!
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com

3540. Atari Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-11 00:00:00 UTC
From: Michael Kling <kling@cis.picker.com>
Message-ID: <1995Nov11.080231.23823@picker.com>
Source record: 87662

Does anybody remember where I can get information on how
to hook an Atari Joystick to an IBM PC? Playing
Donkey Kong with PC-Xformer 3.20 is not that easy with
a Gravis Gamepad. I remember there was a site on the net
that had the schematics available on-line but I can't remember
where I saw it. If anybody can help please e-mail me
direct at

kling@cis.picker.com

Thanks

Mike Kling

3541. Re: Help mee!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-11 00:00:00 UTC
From: heller@cdnow.com
Message-ID: <482no0$4hq@netaxs.com>
Source record: 87663

Mariano Dominguez M. (mariano) wrote:
: Hello:
: I have a 65 XE atari computer,a XMM 301 modem (300 baud), and a XF551 drive, I
: bought an account from DGSCA to connect my atari to inernet,configure it as the
: internet providers told me, but when I use the dialup service, the modem don't
: detect the carrier tune, and the READY lights very dim, The modem Works fine in

It could be that the provider will not accept connection on modems
under 300 baud. You need to ask your provider what the minimum baud rate
is that they will allow you to connect at.

--
A. Karl Heller - Making the world safe once again. heller@cdnow.com
---
This email is sent by weight not by value. Some settling of
contents may have occurred during mailing and retransmission.
>>>>> HTTP://CDNOW.COM - BIGGEST FASTEST BEST <<<<<

3542. Re: WTB: Atari XEGS MINT System

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-11 00:00:00 UTC
From: heller@cdnow.com
Message-ID: <482ntq$4hq@netaxs.com>
Source record: 87664
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.classic

Matthew Martin (sibeling@u.washington.edu) wrote:
: Still looking for an Atari XEGS game system with keyboard and light gun in
: mint condition with boxes and docs. New would also be good.
:

I am as well... should include bughunt and FSII!

--
A. Karl Heller - Making the world safe once again. heller@cdnow.com
---
This email is sent by weight not by value. Some settling of
contents may have occurred during mailing and retransmission.
>>>>> HTTP://CDNOW.COM - BIGGEST FASTEST BEST <<<<<

3543. Re: MUX Cart internal

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-11 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <48144f$9oi@nic-nac.CSU.net>
Source record: 87665

In article <47u3fr$s8n@news.xmission.com>,
James King <jeking@xmission.com> wrote:
>Just curious if anybodies ever consider mounting a mux cartridge on the
>INSIDE of a case.

No, but this is a GREAT idea! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[Home of: New Breed Software, 21BJ, newdex, and soon WebBS!]

3544. Interested in an Atari 800 for $60?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-11 00:00:00 UTC
From: <>
Message-ID: <208_9511121611@panda.org>
Source record: 87666

From: summers@newt.CS.ORST.EDU (Benjamin C Summers)
Subject: Interested in an Atari 800 for $60?
Organization: Oregon State University, College of Engineering

I saw an Atari 800 computer with disk drive and tape deck unit all in the
box down at a local thrift store. Would anyone be interested in it for
say $60? If so, please let me know and I'll see if it's still
available. Shipping would be above and beyond the $60 and be paid by the
buyer. The unit would be tested to see if it's in working order before
the purchase becomes final. If you're interested, please let me know.
--
___ ___ ___ Benjamin C Summers
//_>>// << E-mail: summersb@ucs.orst.edu
//_>>//_ __>> WWW: http://engr.orst.edu/~summers/
Telephone: (541) 258-5930
--
|Fidonet: Benjamin C Summers 1:330/317
|Internet: Benjamin.C.Summers@Benjamin.C.Summers@*user@*site.*domain.org.org
| Standard disclaimer: The views of this user are strictly their own.
| PandA's Den BBS FidoNet < > internet gateway - email info@panda.org

3545. Interested in an Atari 800 for $60?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-12 00:00:00 UTC
From: summers@newt.CS.ORST.EDU
Message-ID: <483jc1$rcc@engr.orst.edu>
Source record: 87667
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,rec.games.video.classic,alt.games.video.classic,rec.games.video.marketplace

I saw an Atari 800 computer with disk drive and tape deck unit all in the box down at a local thrift store. Would anyone be interested in it for say $60? If so, please let me know and I'll see if it's still available. Shipping would be above and beyond the $60 and be paid by the buyer. The unit would be tested to see if it's in working order before the purchase becomes final. If you're interested, please let me know.

--

___ ___ ___ Benjamin C Summers
//_>>// << E-mail: summersb@ucs.orst.edu
//_>>//_ __>> WWW: http://engr.orst.edu/~summers/
Telephone: (541) 258-5930

3546. Re: 4 player games on atari 400/800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-12 00:00:00 UTC
From: SQJY33C@prodigy.com
Message-ID: <483vf6$se2@usenetz1.news.prodigy.com>
Source record: 87668

Zeppelin from synapse had a multi player option, I think one
person flew & the others were gunners.....

-
FRED EDWARDS SQJY33C@prodigy.com

3547. Re: SpartaDOS 4.22!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-12 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4844o4$fu3@news.xmission.com>
Source record: 87669

drake thomas (phd posi) (tdrake1@umbc.edu) wrote:
: Just wanted to inform the newsgroup that I just received my SpartaDOS X
: 4.22 upgrade chip in the mail from FTe and it works great. It will now
: check for the Sweet 16 65816 board if installed!
:

Yeah.. got mine on Friday. Now, what's the mod for SIO.SYS to get it to
work with the multiplexor? I cant seem to remember the tip/instruction
for accomplishing this.

In addition, what differences have YOU noticed? Shall we compare notes!
<grin>

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3548. Re: Interested in an Atari 800 for $60?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-12 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <4848ci$h60@stratus.skypoint.net>
Source record: 87670
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,rec.games.video.classic,alt.games.video.classic,rec.games.video.marketplace

Benjamin C Summers (summers@newt.CS.ORST.EDU) wrote:
: I saw an Atari 800 computer with disk drive and tape deck unit all in the
: box down at a local thrift store. Would anyone be interested in it for
: say $60? If so, please let me know and I'll see if it's still
: available. Shipping would be above and beyond the $60 and be paid by the
: buyer. The unit would be tested to see if it's in working order before
: the purchase becomes final. If you're interested, please let me know.

That's too much money, especially if it's an old 810 disk drive. I routinely find Atari 800s for $10 and under at the local Savers and Goodwills. Disk drives are a little harder to come by, but I'm pretty sure they price computer equipment by weight or something! :)

Check back in a couple of days. If you're lucky, it'll still be there (with all the pieces), and they'll have the whole thing marked down to $15 or less....

Scott

3549. Still stuck with Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-12 00:00:00 UTC
From: egittl1@zeus.towson.edu
Message-ID: <484f7j$5t7@sol.towson.edu>
Source record: 87671

I still don't understand the Emulators for the 8-bit Atari.
If this xformer program doesn't work so well why do people use it more if
APE allows you to hook up the diskdrive and use it on the PC?

Willthen new xformer (newest version) work with every atari program?
I would like to know which emulator is better for me....

very confused,
Evan...

3550. Re: Interested in an Atari 800 for $60?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-12 00:00:00 UTC
From: dwallace@wam.umd.edu
Message-ID: <484qbb$i1r@cville-srv.wam.umd.edu>
Source record: 87672
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,rec.games.video.classic,alt.games.video.classic,rec.games.video.marketplace

In article <4848ci$h60@stratus.skypoint.net>,
Scott Butler <sydtech@skypoint.com> wrote:
>
>That's too much money, especially if it's an old 810 disk drive. I routinely find
>little harder to come by, but I'm pretty sure they price computer equipment by weight
>or something! :)
>
>Check back in a couple of days. If you're lucky, it'll still be there (with all the
>pieces), and they'll have the whole thing marked down to $15 or less....
>
>Scott

A few weeks ago, I saw someone selling a Commodore-64 at a yard sale for $50;
that's JUST the C-64, no tape drive, disk drive, or software... I just didn't
have the heart to tell them... :-)

3551. Spartados for NON XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-12 00:00:00 UTC
From: <>
Message-ID: <483j61$ph6@newsource.ihug.co.nz>
Source record: 87673

Looks like I found a version of Spartados.
However, the thing doesn't work on my good, old Atari 800.
Any suggestions where to get some old, old version of this Software.
I'd really like to try the high speed with SIO2PC!!!

Stefan

//--
// Life sucks and then you die!
// e-mail: stefan@ihug.co.nz
// fido: 2:244/1455.8

3552. Re: MUX Cart internal

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-12 00:00:00 UTC
From: jbibber@gcomm.com
Message-ID: <bc7cb$ab2b.7e@inil.com>
Source record: 87674

What is a MUX cartridge? How does it work? What kind of network can
I hook it up to? What are it's features? Is there a FAQ somewhere?
Where can I get one?

John Bibber
jbibber@gcomm.com

3553. Re: Atari Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-12 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <485io5$hj6@charm.magnus.acs.ohio-state.edu>
Source record: 87675

In article <1995Nov11.080231.23823@picker.com>,
Michael Kling <kling@cis.picker.com> wrote:
>Does anybody remember where I can get information on how
>to hook an Atari Joystick to an IBM PC? Playing
>Donkey Kong with PC-Xformer 3.20 is not that easy with
>a Gravis Gamepad. I remember there was a site on the net
>that had the schematics available on-line but I can't remember
>where I saw it. If anybody can help please e-mail me
>direct at

You may me thinking of my site:
http://er4www.eng.ohio-state.edu/~funkr/Atari/
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

3554. Re: SpartaDOS 4.22!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-12 00:00:00 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <BLImSUw.ftooned@delphi.com>
Source record: 87676

Hi James,

Just one more thing... You will need to put the CONFIG.SYS file
on the Boot Drive of the MASTER System. Most MUX users have bee
n using 3.2Z or 3.3A and this won't present any problems with getting
configuration files confused.

Mike

3555. SpartaDos for PC Xformer needed

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-12 00:00:00 UTC
From: dickweed@bestbrains.com
Message-ID: <485raj$sk9@ixnews6.ix.netcom.com>
Source record: 87677

Hello,

I've been looking "high and Low" for a copy of SpartaDos that will run on the PC Xformer. I am told that a special version called "SpartaDos 3.2z" was made (originally for the Black Box) with the Ultraspeed I/O stripped out of it (which seems to hose the PC Xformer). None of my current versions of SpartaDos run on the Xformer: 3.2d, 3.2f or 3.2g

If ANYONE has this special version of SpartaDos which will run on the PC Xformer, please let me know where to get it. If you can send attachments, send the program as an attachment to: cooncat@ix.netcom.com.

Thanks .... Bill

3556. Re: Need: 2 Atari 800 games, "Quarxon" and "Caterpiggle"

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-12 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Nov12.095801.29985@wariat.UUCP>
Source record: 87678

```
(Gees. forgot the name already. Author of Quarxon and caterpiggle.)
B&C computervisions has the APX disks for $4 each (some discount for
more than 10). I see quarxon and caterpiggle in their list.
408-986-9960 (Santa Clara, CA. Ad says buy now as some titles are very
low in stock. Better to call, I think.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
*********************************************************************
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
*********************************************************************
```

3557. Equipment forsale

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-12 00:00:00 UTC
From: n9048506@cc.wwu.edu
Message-ID: <4867cf$7gd@henson.cc.wwu.edu>
Source record: 87679

Forsale:
Atari 800Xl with all the power cables
Atari XEGS with all the power cables
Atari 1050 Disk Drive with power cables and SIO Cable
Rana 1000 Double Density Disk Drive (No Sio Cable or Power Supply)
(The Rana 1000 uses the same cables and Power Supply as the Atari 1050 Drive)
Mario Bros. Cartrige and Seven Cities of Gold Game

Asking 70.00 Firm for Everything
I would prefer to have someone that close to washington state purchase this system. Shipping has the potential to be expensive the buyer will have to pay for the shipping -- no exceptions. Price is firm so e-mail me only if you want the system for 70.00 and are willing to pay shipping. This equipment is taking up limited space in my appartment and I want to get rid of it immediately. Payment options are: Prepay with a cashiers check to me at my work. I work for a credit union (which is listed with the bellingham chamber of comerace).
I can take a personal check but will have to wait 10 days to have the check clear. If interested please contact me, I will sell the system to the first person who replies -- no exceptions. Those are my terms

Michael Simpson n9048506@henson.cc.wwu.edu

3558. Good home needed

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-12 00:00:00 UTC
From: fracture@ix.netcom.com
Message-ID: <484266$sc4@ixnews5.ix.netcom.com>
Source record: 87680

I have *TONS* of Atari stuff that I'm willing to give away to a good home. Included are: 130xe, 4 drives (1 has been bit writer modified), carts up the kazoo, modem.... the whole 9 yards. Send E-mail to WRANDALL@wellesley.edu. I live in the Boston area. You must pick it up (bring a truck!)

3559. Found new game: his SO

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-12 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <485cck$852@link.xs4all.nl>
Source record: 87681

r >From: Joe Walsh <ransom22@delphi.com>
r >Subject: Critters - where's the new version?
r >Date: Sun, 15 Oct 95 14:10:58 -0500
r >
r > For those who have been using Critters, I apologize for not having
r >a new version this weekend. Since Carole has discovered the joys of Atari
r >8-bit gaming, we've been busy. So, for the first time in a month, I'm
r >not spending my weekend programming. I hope to have a new version out
r >next week.

You have the best excuse their is for leaving what ever hobby you might have.
Go and play with the wife. It's fun (I heard, don't have a wife and am still
trying to convince the woman of my dreams).

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3560. Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-12 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <485ccm$855@link.xs4all.nl>
Source record: 87682

```
b >From: bosco@yab.com ()
b >Subject: Atari Classics & Current Notes
b >Date: 16 Oct 1995 07:55:31 GMT
b >
b >Me and a few friends of mine were wondering about the status of Atari
b >Classics & Current Notes. Both mags have seemed to have dropped from the
b >face of the Earth.
b >
b >BTW - If there was a third issue of Atari Classics, could someone send me
b >Bob Wooley's e-mail address? No one in the Phoenix area got their copy.

I've been wondering about Atari Classics too. The "March/April 1995" issue
was the last one I received. Bob's address is: rwoolley@ix.netcom.com

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3561. Re: Atari Classics & Curr

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-12 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <485ccm$857@link.xs4all.nl>
Source record: 87683

```
r >From: Joe Walsh <ransom22@delphi.com>
r >Subject: Re: Atari Classics & Current Notes
r >Date: Mon, 16 Oct 95 20:17:10 -0500
r >
r > If there's a demand for it, I'd be willing to write a few articles
r >for the electronic mag. I can do the type of stuff I've had published
r >before (basically opinion pieces), articles on assembly language progamming
r >(since I am just now learning it myself, I may have a good perspective
r >for those who also want to learn), possibly other stuff.
r > The more content carried by whatever means available, the better,
r >is the way I see it. :)

Why not write articles for the paper magazines? Why electronic only?

Re: online magazine.

I like to hold the paper in my hand. And it's MUCH easier to look an article
up in a paper mag as it is on a floppy or printout. It's hard enough trying to
find something in my stack of print outs.

PLEASE publisher, keep these things on paper.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3562. extension --> remote cont

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-12 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <485ccn$859@link.xs4all.nl>
Source record: 87684

k >From: Kit Kimes <kimes@iwtqg.att.com>om!news
k >Subject: Re: WTB: Joysticks and Infocom Games
k >Date: Wed, 18 Oct 1995 19:54:55 GMT
k >
k >#==========Mike Jewison, 10/16/95==========
k >#
k >#Also, years ago Atari marketed Remote Controlled Joysticks. I have a
k >#little project which would make use of a pair of these thingies -
k >#anyone have a pair they'd be willing to part with at non-Terry Ortman
k >#prices?
k >
k >Geez, Mike, you really like to put the presure on don't you? :-)
k >
k >Anyway, the same sticks work for the Atari 2600 as for the 8bit
k >computers so you might want to post in the rec.games.video.classic or
k >rec.games.video.atari also.
k >
k >I saw a pair of these no too long ago, but I can't remember where.
k >
k >Kit Kimes

[Brainstorm mode ON]

MAybe somebody could come up with a remote controll device that would
eliminate the need for extension cords. You just plug the receiving end into
you joystickports and your favorite joystick/joypad/trackball/pabbles/mouse
into the sending end.

This might even work on SEGA computers and all others that use Atari style
joystickports.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3563. Re: Atari BBS`s

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-12 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <485ccn$85b@link.xs4all.nl>
Source record: 87685

```
j >From: jeking@xmission.com (James King)ail
j >Subject: Re: Atari BBS's
j >Date: 22 Oct 1995 05:22:01 GMT
j >
j >How many of you actively call Atari 8bit based BBS's??
j >
j >Just curious if its even worth the effort of reviving the Atari
j >Connection BBS.
j >
j >Any comments?

I do. I call Becotel atleast once a week. I call CSS BBS every once in a
while. But I like CTH BBS a lot. Lot's of new and nice software.

I've even tried to call your BBS (it was already down).

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3564. pin info of 600xl ???

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-12 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <485ccn$85d@link.xs4all.nl>
Source record: 87686

a >From: arnol@stack.urc.tue.nl (Arno van Loenen)
a >Subject: pin info of 600xl ???
a >Date: 22 Oct 1995 16:08:41 GMT
a >
a >I want to build an interface which can be controlled by my 600xl, but I
a >haven't got any info on the pins of the ports. Who could help me out , it
a >would really be appreciated !!!
a >
a >Arno van Loenen

Howdy Arno

I'm no electronics dude but...

Do you need the pin outs of ALL ports?
If nobody else answers, try to find:

- Mapping the Atari
- Atleast one of the FAQ's here has the pin outs
- become a member of "Stichting Pokey" (37.50 guilders per year. Text is in Dutch.)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3565. Alt Reality Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-12 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <485ccn$85f@link.xs4all.nl>
Source record: 87687

e >From: egittl1@zeus.towson.edu (Evan Gittler)edu!zeus.towson.edu!egittl1
e >Subject: Alt Reality Dungeon
e >Date: 23 Oct 1995 23:22:09 GMT
e >
e >I was looking for Alternate reality the Dungeon for the Atari 800Xl.
e >
e >I bought this game many years ago from the company but found out that the
e >game did not totally work (the Basilisk's lair did not work properly).
e >
e >I was wondering if anybody could tell me where I could find this game and
e >how much.

Howdy Evan

Try American Technavision they sell both the Dungeon and the city of 5 bucks each. (See Vendor/Developer list aka FAQ (one of the 4 or 5))

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3566. USRobotics 9600 Sportster

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-12 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <485cco$85h@link.xs4all.nl>
Source record: 87688

D >From: DAG.HUGDAHL@flight.org (DAG HUGDAHL)
D >Date: 22 Oct 95 17:10:00
D >Subject: USRobotics 9600 Sportster
D >
D > I just picked up one of these modems (relatively cheaply) the other
D >day to use with my 800XL. I have a P:R:Connection and was wondering what
D >a good AT initialization code/settings to store in the modem would be to
D >take advantage of this modem's features.
D >
D > Thanks!
D > -Dag-

Sorry but... you need hardware handshaking (or a super clean phone line) with
everything over 4800 baud and the P:R:Connection doesn't isn't able to
do hardware handshaking. The Old MIO is (with some software by Len Spencer),
the new MIO2 will but hasn't come out yet. The BlackBox will. Contact CSS
either via phone or via Email (76702.1076@compuserve.com).

If we can get Bob Puff to rewrite the BB software to do 57k6, Erhard Puetz
will develope some hardware (that 'll fit underneath the 6551) to make the
6551 run that fast. (according to the specs (according to Erhard) the 6551
was built to run at speeds up to 115k bps.)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3567. Atari XE?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-12 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <485cco$85j@link.xs4all.nl>
Source record: 87689

g >From: grendel@bluefin.net (Nick Plante)
g >Subject: Atari XE?
g >Date: Tue, 24 Oct 1995 18:15:12
g >
g >Hi, I was recently over to a friends' house and noticed that they had an Atar
g >XE computer hooked up to a television gathering dust in some remote corner of
g >their house... I asked him about it, thinking it might be an ST (sorry - i
g >know next to nothing about Atari computers except for the fact that my family
g >has a 400 and 800 tucked away in a closet at home), but he said it was an XE,
g >and he asked me if i wanted to buy it for a couple bux. I told him i'd get
g >back to him... So now, the questions : What in the smeg is an Atari XE? It
g >looked like it was just a cartridge-based game machine with a keyboard (which
g >would be sorta cool, cause i could play all of my 2600 games in it <GRiN>)..
g >Is it worth anything? Worth purchasing? I own two PeeCee klones and an Amiga
g >2000 right now, I just like playing around with different platforms, so I kin
g >of wanted to pick up an Atari ST, but... can someone tell me exactly what an
g >XE is and why I should buy it? Is it a computer or a game machine? Does it
g >have an OS? Any help would be appreciated... thanks.
g >
g >NiCK

It's the "latest" version of the 400/800 series. It will run 98% of th software
that'll run on the 400/800. For the other 2 percent, some "translator" software
will do the trick (unless it's on of the really nasty once which need the
old OS in ROM). Which brings us to t subject of OS's. All computers have an
O.S. except the Atari Jaguar (the super game system)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3568. Atari Classic lives

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-12 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <485cgg$8an@link.xs4all.nl>
Source record: 87690

```
Howdy folks

Atari Classics lives. I received my copy last monday (Nov 5th)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS I've seen better/more interesting issues of AC

---
* PabQwk 2.0 *
```

3569. Re: Spartados for NON XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-12 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <147875@cup.portal.com>
Source record: 87691

Stefen; If you really want to try high speed I/O on an 800 with a
SIO2PC cable, I really recomend APE. It works perfectly with MyDOS
& the speed is just as good as you'd expect from SD in Ultra Speed.
Rick

3570. SpartaDOS 4.22!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-12 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <483p3g$efp@news.umbc.edu>
Source record: 87692

Just wanted to inform the newsgroup that I just received my SpartaDOS X 4.22 upgrade chip in the mail from FTe and it works great. It will now check for the Sweet 16 65816 board if installed!

FTe also included an Addendum to the SpartaDOS X Reference Manual for versions 4.19 and higher, the XEP80.SYS, using BASIC XE with X, using modified XF551 disk drives, using MAC/65 with SpartaDOS X, using Atariwriter Plus with X, and few more tid-bits and things.

Anybody out there with an older SpartaDOS X cartridge can't go wrong with the upgrade. For those who don't use SpartaDOS X then you don't know what you are missing! Sorry, Bill! :)

(Yes, I too, use MyDOS from time to time!)

Tom

--
-=-
Thomas Drake |From an 80-column Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-3 backbone, nothing but 'Net!

3571. Re: Still stuck with Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-12 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <485j2i$hk3@charm.magnus.acs.ohio-state.edu>
Source record: 87693

In article <484f7j$5t7@sol.towson.edu>,
Evan Gittler <egittl1@zeus.towson.edu> wrote:
>I still don't understand the Emulators for the 8-bit Atari.
>If this xformer program doesn't work so well why do people use it more if
>APE allows you to hook up the diskdrive and use it on the PC?

One fact should alleviate your confusion:
APE is not an emulator.

I know of four emulators of the 8-bits:
ST-Xformer (for the ST)
PC-Xformer (for MS-DOS)
Rainbow (for the Mac)
Atari800 (for Unix)

APE is basically an extension of the SIO2PC idea:
The Atari uses the PC as a peripheral.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

3572. Re: SpartaDOS 4.22!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-12 00:00:00 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <BnOESy8.ftooned@delphi.com>
Source record: 87694

James King <jeking@xmission.com> writes:

>Yeah.. got mine on Friday. Now, what's the mod for SIO.SYS to get it to
>work with the multiplexor? I cant seem to remember the tip/instruction
>for accomplishing this.

Hi Jim,

SDX 4.22 will only work on the Slave Computer. You will need to change
DEVICE = SIO.SYS to DEVICE=SIO2.SYS in your Config.Sys File, and won't
be able to specify USE OSRAM. Change that to USE NONE on a 64K machine,
or USE BANKED on a 130XE or better. If you are using a 130XE with SIO2.SYS
and USE BANKED, you will not be able to use BASIC XE. On a 256K machine
this is not a problem (with BXE).

Hope this helps, Mike

3573. Re: Free emulators (was Re: (no subject))

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-13 00:00:00 UTC
From: desnogue@alto.unice.fr
Message-ID: <487m2n$ba7@malibu.unice.fr>
Source record: 87606
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <Pine.SUN.3.91.951107115344.26108A-100000@planetx.bloomu.edu>, Eric Noss
<enoss@planetx.bloomu.edu> writes:
[some stuff deleted]
|> > Where can you get games for them (which will work with the emulators) ?
|>
|> I doubt if many games would work emulators except those that use GEM.
|> Someone did say you can run any game except for copy protected ones on
|> Gemulator 95, but this cannot be confirmed at this time.

I could run Sentinel on STonX (after correcting a little bug in
the 68k emulator and after removing the disk protection scheme...);
the mouse does not work since the IKBD is used to get absolute mouse
position. I could also run Frontier (though I did not try to use the
game; I just can say I saw the ship and the dome).

In its current state STonX can run the games that don't:
- make FDC direct access (protections for instance);
- change the default working of the IKBD.
The problem of the IKBD could be worked out but I seriously doubt one
could write a perfect FDC emulator since the different computers don't
access their drives the same way (I seriously doubt you can portably
read a whole track...).

Laurent

3574. Re: New Atari User very late

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-13 00:00:00 UTC
From: mdb@le.ac.uk
Message-ID: <487pn0$ibk@hawk.le.ac.uk>
Source record: 87607

I received my copy this morning. I was looking forward to finding out when
the next AMS was, and found out it was on the Saturday just gone....argh!!!

--

Mike Broadhurst, University of Leicester, England, UK Email : mdb@le.ac.uk
Editor of Engage/SciFi Zone, The Babylonian Times and X-Filed!

3575. Re: SpartaDOS 4.22!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-13 00:00:00 UTC
From: snyder10@rs1.tcs.tulane.edu
Message-ID: <487m2j$1228@rs10.tcs.tulane.edu>
Source record: 87608

Quoting jeking@xmission.com

j >Yeah.. got mine on Friday. Now, what's the mod for SIO.SYS to get it to
j >work with the multiplexor? I cant seem to remember the tip/instruction
j >for accomplishing this.

The thing you really need to do is set the USE to NONE...(stock systems)
Other than that, the new sio2.sys works like a champ when used with
a MUX. Oh yeah, you can only use SDX on the slaves...but hey, that's
not a problem.

j >In addition, what differences have YOU noticed? Shall we compare notes!
j ><grin>

Oh, a few...check out the formater...

Mike

---
* PabQwk 2.0 #9 * a Classic die-hard and proud of it!

3576. Re: MUX Cart internal

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-13 00:00:00 UTC
From: snyder10@rs1.tcs.tulane.edu
Message-ID: <487m2k$122q@rs10.tcs.tulane.edu>
Source record: 87609

Quoting jbibber@gcomm.com

j >What is a MUX cartridge? How does it work? What kind of network can
j >I hook it up to? What are it's features? Is there a FAQ somewhere?
j >Where can I get one?

The MUX carts (by CSS) allow you to link up to 8 8-bit systems together with access to common divices...printers, diskdrives and hard drives. With the right software in place, the slaves can chat with each other and or pass needed information amongst themselves. I've used a 4 slave MUX set-up to run reg. at a number of local conventions... Simple, cheap and does the job very well.

---
* PabQwk 2.0 #9 * Save me from having to do another CON!

3577. Re: HELP: ATARI 800XE as a terminal for PC Linux 1.2.13

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-13 00:00:00 UTC
From: Christopher Brett Strong <strong@cadesm54.eng.utah.edu>
Message-ID: <Pine.SUN.3.91.951113132106.2839A-100000@cadesm54.eng.utah.edu>
Source record: 87610

> I'm not na expert in ATARI stuff and I need your help. I have an ATARI 800XE
> and I'd like to connect it as a terminal to my PC runing under Linux.
> One of the problems is, that the wire should be about 5-6m long. That means I
> should use RS-485 and ATARI doesn't heve this interface. Any ideas what should
> I do? (from both sides. Software and Hardware)
>

I would avoid using RS-485. RS-232 can _easily_ go six meters. Just use
an 850 interface or one of the more recent commerical products (P:R:, BB,
MIO) and some good quality cable. I frequently use >100 foot runs of RS232
with no problems at all. As far as software goes, use whatever you like.

For 40 col work, 850 Express! is still good. Otherwise, BobTerm or
Chamelon all function. You may have to edit your /etc/termcap to add a
specific 800XE entry, unless you use a terminal emulator (ie VT100).

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
//_//\ _\
/K-9/ \/_/ "Speak 'Friend' and enter"
/___/_____\

"If the mean don't get you, the variance will." -- James 1. Rieger

3578. Re: Bristles unlimited lives

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-13 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Nov13.172053.23003@wariat.UUCP>
Source record: 87611

```
(C. Wagner is collecting cheats. I'll save him from posting these 3.
The 'Kid Grid' one may be a little hard for some.)
INTO EAGLE'S NEST:
This gives unlimited number of hits. You can still run
out of ammunition or hit explosives. Search for byte
sequence $C9 $32 and change to $EA $18.

STEALTH (DARK TOWER, LANDSCAPE):
Gives unlimited number of 'attempts' to fly at tower.
Search for $C6 $E5 and change to $E6 ($E5 stays same.)

KIDGRID:
This one is different. You have to know the address to
alter.
Address Original Change to
Speed of action:
$2B5A $1B $22(increase to slow)
# of Kids to start:
$3A72 $2 $8 or more
# of Stuns per round:
$2B82 $8 $10 or more
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
********************************************************************
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
********************************************************************
```

3579. Re: Atari Classics & Curr

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-13 00:00:00 UTC
From: Joe Walsh <ransom@connect.iconnect.net>
Message-ID: <Pine.BSD/.3.91.951113185836.25369B-100000@connect.iconnect.net>
Source record: 87612

On 12 Nov 1995, Mathy Van Nisselroy wrote:

> r >From: Joe Walsh <ransom22@delphi.com>
> r >Subject: Re: Atari Classics & Current Notes
> r >Date: Mon, 16 Oct 95 20:17:10 -0500
> r >
> r > If there's a demand for it, I'd be willing to write a few articles
> r >for the electronic mag. I can do the type of stuff I've had published
> r >before (basically opinion pieces), articles on assembly language progamming
> r >(since I am just now learning it myself, I may have a good perspective
> r >for those who also want to learn), possibly other stuff.
> r > The more content carried by whatever means available, the better,
> r >is the way I see it. :)
>
> Why not write articles for the paper magazines? Why electronic only?
>

As I said in the original posting, I have written for paper
magazines before. Also, I have offered to write for AC, but have as yet
gotten no reply from Bob Wooley.
I feel no need to restrict myself, nor anyone else, to writing
only for paper magazines.

-Joe

Joseph E. Walsh | Atari 8-Bit User and Programmer Since 1982
ransom@iconnect.net | Classic Traveller Referee Since 1983
Stuck in the '80's | Microsoft-Free and Loving It! :)

3580. Re: The WEDGE

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-13 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <487evk$51@news.xmission.com>
Source record: 87613

craig.s.thom@genie.com wrote:
: jeking@xmission.com (James King) writes:
:
: If what you really want is the equivalent of what SETVER does for MS-DOS
: machines, then it is trivial. Just write $32 to $0700. SETVER doesn't
: change any functionality, it just causes DOS to return a different version
: number when asked.

Yeah, an Atari equivalent of the MSDOS setver would probably work under
my scenario.

Now I'm no programmer. How do I "write $32 to $0700"??

[grin]
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3581. Re: Atari BBS`s

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-13 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <487h04$fkv@news.tcd.net>
Source record: 87614

Just found a server for the Internet. What other areas should I
get involved?

See you on the IAN Net!

3582. Wanted: CTIA chip

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-13 00:00:00 UTC
From: billa@sparki30.ih.att.com
Message-ID: <DHzrv1.Lv1@ssbunews.ih.att.com>
Source record: 87615

Hopefully, there are some hardware types out there that can point to,
or supply, a CTIA chip for my Atari 800. I have used a buddies 800
to isolate the problem to the CTIA.

Please return email or call with specifics such as shipping and
price.

Thanks in advance,

Bill Anderson
(708) 979-6155

3583. Atari 130XE system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-13 00:00:00 UTC
From: nuff@aol.com
Message-ID: <48703q$a88@newsbf02.news.aol.com>
Source record: 87616

For Sale:

Atari 130XE Adult Driven
Two 1050 Disk Drives
Xetec P.R. Connection - Allows use of standard printers
Epyx Ergo Joystick
Magnvox Amber Monitor w/speaker
Various programs

$100..... E-mail Nuff@AOL.COM or Call
(913)780-6036

Chuck..........

3584. Re: 4 player games on atari 400/800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-13 00:00:00 UTC
From: Christopher Brett Strong <strong@cadesm54.eng.utah.edu>
Message-ID: <Pine.SUN.3.91.951113180811.4628C-100000@cadesm54.eng.utah.edu>
Source record: 87617
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

> Were there any games on the Atari 400 or 800 that used all 4 jostick ports?
> Anybody got a list?

Gads...let me think. There were a bunch at first. I know MULE and
Survivor used all four ports, so did a game of mine, and I think a couple
programs from Atari. It has been too long.

The Corvus HD used ports three and four for it's disk interface.

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm (801) 582-6301 CI$: 71777,2331
//_//\ _\ decRAD: CSTRONG CADE: strong@eng.utah.edu
/K-9/ \/_/
/___/_____\

"If the mean don't get you, the variance will." -- James 1. Rieger

3585. Cheats faq

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-13 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <488lv1$1kem@navajo.gate.net>
Source record: 87618

Here is the latest revision to the cheats FAQ, it contains about 5 new
cheats.

Cheats, hints, hacks, and trainers for Atari 8-bit computer software
maintained by Chad Wagner <cmwagner@gate.net>
November 13, 1995

Please backup your original software before making these modifications,
because I will not be liable if you fail to patch your software properly.
By applying these patches you are agreeing to accept responsibility for
damage to software and hardware.

You can currently get this FAQ from the following locations...

ftp://ftp.gate.net/pub/users/cmwagner/faq/cheats.faq

Please submit anything that you may have that falls under the purpose of
this FAQ. You can e-mail your submissions to cmwagner@gate.net.

I did not think of the possiblity that some users may have boot disks and
some may have load files, there is now a type field which tells you how my
copy of this program was. Since all references given are offsets, unless
otherwise stated. If you can't find the byte sequences at the offsets given
then try doing a search on the patterns given.

Title: Bristles
Developer: Award Winner
Publisher: First Star Software
Submitter: Chad Wagner <cmwagner@gate.net>
Type: binary load file

Memory map

040A Current player number, apparently used to keep track of up to four
players, and most of the games counters use this as an index counter
for each of the players lives, and other game play information.
037B Lives left, indexed by $040A, for each player.
074E Time left counter for current player.
599D How many lives to increment per level completed.

Unlimited lives

5FB0: BD
5FB1: 7B
5FB2: 03

```
5FB3: D0 4C
5FB4: 47 F0
5FB5: A9 9F
5FB6: 01
5FB7: 8D
5FB8: BE
5FB9: 06
```

This is an easy modification, it only requires 3 bytes to be changed, starting at offset 5FB3. Essentially you are changing the code at this location to JMP $9FF0, which is normally where the program branches to if the memory location $037B is not zero, basically you are making it jump there whether you have no lives left or not, and the counter will just roll over if you die and have no lives left. You will still die when time runs out, but it is very brutal, since it will keep killing you, because it can't break out of play mode due to this modification.

No decrementing of lives*

```
4497: AE
4498: 0A
4499: 04
449A: DE EA
449B: 7B EA
449C: 03 EA
449D: AD
449E: 4E
449F: 07
```

This modification requires 3 bytes to be changed, starting at offset 449A. This essentially NOP's out the DEC $037B code, causing lives not to be decremented when you die. You will still die when time runs out.

No incrementing of lives*

```
5998: BD
5999: 7B
599A: 03
599B: 18
599C: 69
599D: 02 00
599E: 9D
599F: 7B
59A0: 03
59A1: A9
59A2: FF
```

Unlimited time*

```
41D3: AD
41D4: 4E
41D5: 07
```

41D6: D0 EA
41D7: 5B EA
41D8: AD
41D9: 05
41DA: D0
41DB: 29
41DC: 0B
41DD: C9
41DE: 0B

This modification requires 2 bytes to be changed, starting at offset 41D6.
This NOP's out the branch, which causes the program to branch to a routine
which zero's out all counters and let's the lifes gone routine kill the
game. This allows unlimited time to be played, but the border will be
flashing, as normal, once you go below 400 or so ticks.

Title: Moon Patrol
Developer: Williams
Publisher: Williams
Submitter: Chad Wagner <cmwagner@gate.net>
Type: binary load file

Memory map

0023 Lives left counter

No decrementing of lives*

014C: C6 EA
014D: 23 EA
014E: A5
014F: 27
0150: 85
0151: 32

This modification requires 2 bytes to be changed, starting at offset 014C.
This essentially NOP's out the DEC $23 code, causing lives not to be
decremented when you die.

No incrementing of lives*

3014: E6 EA
3015: 23 EA
3016: 20
3017: 36
3018: 83
3019: A2
301A: 00

This modification requires 2 bytes to be changed, starting at offset 3014.
This NOP's out the INC $23 code, causing lives not to be incremented.

Comments

I have tested this and it does definately give you unlimited lives, but I
don't know if you get extra lives in Moon Patrol, I don't recall it, and
for some odd reason the game starts much faster (it normally plays a tune
before you can play), so this might not necessarily be the lives counter,
but it definately gives you unlimited lives. I also do not know how it
handles multiple players, since this is not swapped with another memory
location nor is it indexed, so I am guessing this modification breaks
something related to checking if lives zero or decrease lives routines.

This version of Moon Patrol looked like a 5200 conversion, so it is possible
that Williams converted it from the 5200, or someone else did.

Title: Root Beer Tapper
Developer: ?
Publisher: ?
Submitter: Chad Wagner <cmwagner@gate.net>
Type: binary load file

Memory map

001A Current player playing.
001C Lives left, indexed by $001A.

No decrementing of lives*

0501: D6 EA
0502: 1C EA
0503: F0 EA
0504: 03 EA
0505: 4C
0506: 36
0507: 42

This modification requires 4 bytes to be changed, starting at offset 0501.
This will NOP out the DEC $1C,X code, and the branch-if-equal (BEQ) code.

No incrementing of lives*

16F2: F6 EA
16F3: 1C EA
16F4: D8
16F5: 20
16F6: E0
16F7: 4E

This modification requires 2 bytes to be changed, starting at offset 16F2.
This will NOP out the INC $1C,X code.

Title: Into Eagle's Nest
Developer: ?
Publisher: ?

Submitter: Russ Gilbert <Russ.Gilbert@apk.wariat.org>
Type: ?

Unlimited number of hits*

Search for byte sequence $C9 $32 and change to $EA $18.

This gives unlimited number of hits. You can still run out of ammunition or
hit explosives.

Title: Stealth
Developer: ?
Publisher: ?
Submitter: Russ Gilbert <Russ.Gilbert@apk.wariat.org>
Type: ?

Unlimited number of attempts to fly to tower*

Search for byte sequence $C6 $E5 and change to $E6 ($E5 stays same).

Gives unlimited number of 'attempts' to fly at tower.

Title: Kid Grid
Developer: ?
Publisher: ?
Submitter: Russ Gilbert <Russ.Gilbert@apk.wariat.org>
Type: ?

You have to know the address to alter. (I guess he means you have to
load it into an assembly monitor and change it. -cmw)

Address Original Change to
Speed of action:
$2B5A $1B $22(increase to slow)
# of Kids to start:
$3A72 $2 $8 or more
# of Stuns per round:
$2B82 $8 $10 or more
---
* denotes recommended patches by the editor of this document
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

3586. The WEDGE

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-13 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4862f6$bdq@news.xmission.com>
Source record: 87695

Is there a way to modify the WEDGE so it can be used on versions of SpartaDos other than 3.2d?

To expand on this -- how about al those other programs that ONLY work on 3.2d and/or are SpartaDos version specific? About a setver.com type program to fool programs into thinking their running a different version of Sparta?

@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3587. Re: The WEDGE

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-13 00:00:00 UTC
From: craig.s.thom@genie.com
Message-ID: <486a59$c5a@rock101.genie.net>
Source record: 87696

jeking@xmission.com (James King) writes:

>To expand on this -- how about al those other programs that ONLY work on
>3.2d and/or are SpartaDos version specific? About a setver.com type
>program to fool programs into thinking their running a different version
>of Sparta?

If what you really want is the equivalent of what SETVER does for MS-DOS
machines, then it is trivial. Just write $32 to $0700. SETVER doesn't
change any functionality, it just causes DOS to return a different version
number when asked.
--
Craig S. Thom - (craig.s.thom@genie.com)
roadtrip@prairienet.org

3588. Re: 4 player games on atari 400/800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-13 00:00:00 UTC
From: jgoodman@tiac.net
Message-ID: <jgoodman-1311950036170001@supercell.tiac.net>
Source record: 87697
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

"Steven E. Skaggs" <afn04314@freenet.ufl.edu> wrote:
> Were there any games on the Atari 400 or 800 that used all 4 jostick ports?
> Anybody got a list?

Asteroids with 4 people was kind of fun.

--
John V. Goodman
jgoodman@tiac.net

3589. Re: updated Atari emulator web site

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-13 00:00:00 UTC
From: Christopher Brett Strong <strong@cadesm54.eng.utah.edu>
Message-ID: <Pine.SUN.3.91.951113132604.2839B-100000@cadesm54.eng.utah.edu>
Source record: 87698
Cross-posted to: comp.emulators.misc,comp.sys.atari.st,comp.sys.atari.8bit

```
> The Branch Always Software web site has just been considerably updated.
> I've added new pictures of the Gemulator and PC Xformer programs and
>
> http://www.halcyon.com/brasoft/
```

How do I get a password to enter the PC Xformer upgrade section? I am a registered user, and have asked for one in the past with no reply.


```
\ oo Christopher B. Strong InterNet strong@ee.utah.edu
\____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
//_//\ \_\
/K-9/ \/_/ "Speak 'Friend' and enter"
/___/_____\
-----------
"If the mean don't get you, the variance will." -- James 1. Rieger
```

3590. Re: updated Atari emulator web site

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-13 00:00:00 UTC
From: johnh@newberry.microserve.com
Message-ID: <488jln$jml@crash.microserve.net>
Source record: 87699
Cross-posted to: comp.emulators.misc,comp.sys.atari.st,comp.sys.atari.8bit

In article <Pine.SUN.3.91.951113132604.2839B-100000@cadesm54.eng.utah.edu>,
Christopher Brett Strong <strong@cadesm54.eng.utah.edu> wrote:
>
>> The Branch Always Software web site has just been considerably updated.
>> I've added new pictures of the Gemulator and PC Xformer programs and
>>
>> http://www.halcyon.com/brasoft/
>
>How do I get a password to enter the PC Xformer upgrade section? I am a
>registered user, and have asked for one in the past with no reply.

I have asked too. And still can't get in.

John Hileman

3591. Re: The WEDGE

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-13 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <487s8k$pd1@charm.magnus.acs.ohio-state.edu>
Source record: 87700

```
In article <487evk$51@news.xmission.com>,
James King <jeking@xmission.com> wrote:
>craig.s.thom@genie.com wrote:
>: jeking@xmission.com (James King) writes:
>:
>: If what you really want is the equivalent of what SETVER does for MS-DOS
>: machines, then it is trivial. Just write $32 to $0700. SETVER doesn't
>: change any functionality, it just causes DOS to return a different version
>: number when asked.
>
>Yeah, an Atari equivalent of the MSDOS setver would probably work under
>my scenario.
>
>Now I'm no programmer. How do I "write $32 to $0700"??

In Basic, "POKE 1792,50". In Sparta X, do the same thing but with a
space instead of a comma.

Or use this Basic program to make a binary that will do it:
(I'm a little rusty here, so watch me for any mistakes. I have a
feeling Sparta will try to execute this, too...)

10 OPEN #1,8,0,"D:SETVER32.COM"
20 PUT #1,255:PUT #1,255:REM This is a binary-load file
30 PUT #1,0:PUT #1,7:REM Start address is $0700
40 PUT #1,0:PUT #1,7:REM End address is also $0700
50 PUT #1,50:REM Data = $32
60 CLOSE #1
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr
```

3592. Re: Help mee!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-13 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <4878jn$jin@hopi.gate.net>
Source record: 87701

In article <482no0$4hq@netaxs.com>, A. Karl Heller <heller@cdnow.com> wrote:
> It could be that the provider will not accept connection on modems
>under 300 baud. You need to ask your provider what the minimum baud rate
>is that they will allow you to connect at.

Wasn't the XM301 an Bell 103 modem? Most newer modems support it, but I
believe it can be disabled and CCITT standards only used. Not to mention
I know I can configure my modem with a minimum speed, but I would at the
very least give a message stating a "policy", rather than not accepting
carrier at all. But I am a nice guy. <grin>
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

3593. Re: extension --> remote cont

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-13 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <4878ro$15lt@hopi.gate.net>
Source record: 87702

In article <485ccn$859@link.xs4all.nl>,
Mathy Van Nisselroy <mathniss@link.xs4all.nl> wrote:
>MAybe somebody could come up with a remote controll device that would
>eliminate the need for extension cords. You just plug the receiving end into
>you joystickports and your favorite joystick/joypad/trackball/pabbles/mouse
>into the sending end.

Sega Genesis had a dual port infra-red remote game pads, and they REALLY
sucked hard.

>This might even work on SEGA computers and all others that use Atari style
>joystickports.

Sega does use that familiar 9-pin port, but it is not totally the same, if
I remember right. I know it doesn't matter when it comes to most Atari
products, except the 7800, which used negative voltages for it's two
buttons.
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

3594. Re: Atari XE?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-13 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <48794b$813@hopi.gate.net>
Source record: 87703

In article <485cco$85j@link.xs4all.nl>,
Mathy Van Nisselroy <mathniss@link.xs4all.nl> wrote:
>will do the trick (unless it's on of the really nasty once which need the
>old OS in ROM). Which brings us to t subject of OS's. All computers have an
>O.S. except the Atari Jaguar (the super game system)

The final statement is hard to believe, considering most game consoles have
a API, BIOS, or OS (whatever you want to call it). I don't know much about
the Jaguar, but I seriously doubt it doesn't have some sort of OS. For
common routines, and other things. Such as some sort peripheral interface
routine, or some sort of gamepad routine, and probably many cheap built-in
video routines, like text on the screen, or something like that.
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

3595. SpartaDos for PC Xformer needed

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-13 00:00:00 UTC
From: aj445@cleveland.Freenet.Edu
Message-ID: <487aj7$r7@madeline.INS.CWRU.Edu>
Source record: 87704

Hi ,

*I've been looking for a version of SpartaDos (3.2z) which will work with the PC Xformer. Standard version WON'T run on PC Xformer, due to the "Ultra Speed I/O" feature. 3.2z version, created for the CSS Black Box, is supposed to be the only version that will work. If you can get me a copy of this, or tell m wherer Ican download it, I'd be much obliged ...

Bill

cooncat@ix.netcom.com

3596. Re: SpartaDOS 4.22!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-13 00:00:00 UTC
From: gmaguire <gmaguire@pennet.net>
Message-ID: <487crq$i34@crash.microserve.net>
Source record: 87705

Hi Mike,

I would like to order a SDX upgrade. Can you give me details on ordering,
price address etc..

GM

3597. Re: updated Atari emulator web site

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-14 00:00:00 UTC
From: Michael Kling <kling@cis.picker.com>
Message-ID: <1995Nov14.160159.7829@picker.com>
Source record: 87619
Cross-posted to: comp.emulators.misc,comp.sys.atari.st,comp.sys.atari.8bit

I have also asked and have not got a reply. Please e-mail if
you get a response. I own Pc-Xformer 3.20

Mike Kling

e-mail

kling@cis.picker.com

3598. Re: Frequently discussed topic

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-14 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <489rv8$h3p@susscsc1.rdg.ac.uk>
Source record: 87620

In article 17455@wariat.UUCP, Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:
>FAQ: How can I make my commercial boot disk (tape, cart)
>into a load file or disk image?
>
>This brings up something I've thought about that probably
>has been done, but I am just unaware of it. It may require
>some slight modification to the OS, but essentially, all
>that need be done is:
>1. Load the program from disk, tape, or cart.
>2. Break into the BB monitor or some other PBI device that
> has a monitor.
>3. Dump all 64k to disk, program counter, stack pointer, A,
> X, and Y. In other words take a 'snapshot' of the whole
> computer, a 'cpu image' instead of a 'disk image.'
>4. Write a program to load this image and run it on either
> the real thing or an emulated machine.

This has been done. The program is called "The Freezer" and I think it
was done by the person who made Transdisk (C.Gibbons?). He also did
some stuff with cartridge copying and tape copying. He repeatedly
mentioned that these were programs were for "backup purposes only".
I think The Freezer was basically the normal OS with a routine hiding
in the keyboard monitor that looked for a press of the a specific
console key combination as well as a SHIFT-CTRL-ESC combination.
As this was loaded into the OS RAM bank, then any messing around with
PORTB would kill it as would any rogue writing to the OS (just to ensure
the RAM bank wasn't in place). There might be some other way in which
it could have been defeated I guess. Perhaps killing the OS keyboard
monitor and installing your own? Anyway this all of the top of my head.
The long and short of it is that it did create a boot disk copy of the
entire system and it didn't work for anything using any extra memory banks
(including the OS RAM of course).

If anyone has the specific details then please post away - this is all from
my own murky memory banks.

- Jg

3599. Re: Looking for Ataria 800 kyebord and 810 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-14 00:00:00 UTC
From: Christopher Brett Strong <strong@cadesm54.eng.utah.edu>
Message-ID: <Pine.SUN.3.91.951114085740.6719A-100000@cadesm54.eng.utah.edu>
Source record: 87621

> I have an Atari 800 and the RETURN key does not work. I am interested
> in acquiring a working keybord. I am also intereted in a working 810

The keyboard on the 800 is wasy to fix. If the [RETURN] key is the ONLY key that is broken (check backspace and shift), then you should CAREFULLY remove the keycap and clean the contacts with a contact brush (such as used on relays) or a swap with some 99% Isopropanol (aka Isopropoyl Alcohol, sold in drug stores. DO NOT USE 70% (rubbing alcohol)).

If that fails, try bending the contacts closer together (CAREFULLY), or resoldering the connections on the MB. The keyboard should be easy to fix...that is why they last so long.

If some other keys are found to be nonfunctional, check the cable to the keyboard. Is it firmly attached on both ends? Next check the filter caps tied to the connector on the motherboard. Last, try replacing the 4051 chips. Assuming your POKEY is working properly (sounds like it is), the repair should be simple.

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
//_//\ _\
/K-9/ \/_/ "Speak 'Friend' and enter"
/___/_____\

"If the mean don't get you, the variance will." -- James 1. Rieger

3600. Corvus Hard Disk on 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-14 00:00:00 UTC
From: Christopher Brett Strong <strong@cadesm54.eng.utah.edu>
Message-ID: <Pine.SUN.3.91.951114090456.6719B-100000@cadesm54.eng.utah.edu>
Source record: 87622

I need some help...I am searching for an operators manual for the Corvus disk system.

I have the Corvus drive, and digging through my collection produced the Atari interface, the Atari software and the manual for that software.

What I am missing is the MASTER manual for the drive. The one that talks about how to format the thing, shows the position of the switches, etc. It has been twelve years since I ran one, so it is a bit foggy.

Can anybody out there give me a hand? I am willing to pay $$ for you time to get me a photocopy. Thanks,

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
//_//\ _\
/K-9/ \/_/ "Speak 'Friend' and enter"
/___/_____\

"If the mean don't get you, the variance will." -- James 1. Rieger

3601. Avatex 1200hc modems

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-14 00:00:00 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <48a662$269@cxc1.cl.msu.edu>
Source record: 87623

The Avatex line of modems were popular in the hay day of Atari 8-bit, so I'm hoping someone here can help me. I need to know the purpose of each dip switch on the back of the Avatex 1200hc modem. I couldn't get the thing to work at all until I set them all up (off) with the 8th switch down (on).

Any help would be appreciated.
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

3602. Looking for Ataria 800 kyebord and 810 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-14 00:00:00 UTC
From: rife@aarlo.moffitt.usf.edu
Message-ID: <48a553$j2m@mother.usf.edu>
Source record: 87624

I have an Atari 800 and the RETURN key does not work. I am interested in acquiring a working keybord. I am also intereted in a working 810 or equivalent disk drive. If anyone has any collecting dust and you would like to get rid of, please let me know.

I have a diabled friend who is taking college courses and doing term papers on a typewriter. I would like to set him up with this old 800 I received, except the keybord and disk drive does not work. I figured an 800 is better than a typewriter any day. Any sources for replacement parts for the keyboard or a replacement disk drive would be appreciated. Thanks.

3603. Re: The WEDGE

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-14 00:00:00 UTC
From: craig.s.thom@genie.com
Message-ID: <48b7gc$ged@rock101.genie.net>
Source record: 87625

snyder10@rs5.tcs.tulane.edu (Mike Todd) writes:

>First thing, the address to be updated is $0701 (1793). $0700 should remain
>as is, "S" for SpartaDOS... $0701 is the version number in hex, $32
>for 3.2, $42 for 4.2 etc.

Yikes. You are right, of course.

My only excuse it that it has been a few years. and to think, I documented
a lot of this.
--
Craig S. Thom - (craig.s.thom@genie.com)
roadtrip@prairienet.org

3604. Looking for a couple of old games...

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-14 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <48attt$kv4@sarin.cs.pdx.edu>
Source record: 87626

I'm looking for a couple of 8-bit games...

Pogo Joe--a Q-bert like diagonal jumping game, only with many different-shaped boards and different kinds of monsters.

Mountain King--a scrolling platform game somewhat like Pitfall II on the 2600.

Anybody want to sell these, or know where I could get them (before I start making long-distance calls)?

Thanks!!

---Alex

3605. Re: Frequently discussed topic

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-14 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1995Nov14.202019.643@signus.demon.co.uk>
Source record: 87627

J. F. Goodwin (smrgoodw@reading.ac.uk) wrote:
: As this was loaded into the OS RAM bank, then any messing around with
: PORTB would kill it as would any rogue writing to the OS (just to ensure

Not necessarily, I wrote a similar utility a while back (probably 10
years ago). There is a strange querk with PORTB, as we all know PORTB
is used to enable or disable the RAM area under the OS. Any RAM based
OS could be disable by a game writing to PORTB, but if you changed
PORTB to output using PBCTL, the enable / disable bit became
reversed (I'm only letting on now for obvious reasons). The result was
that a game thinks that it is re-enabling the ROM OS, but is actually
enabling the RAM OS - wierd! (try it yourself)

--
David Firth <david@signus.demon.co.uk>

3606. Re: Looking for Ataria 800 kyebord and 810 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-14 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <48b76t$qtr@blackice.winternet.com>
Source record: 87628

> rife@aarlo.moffitt.usf.edu (Mike Rife) writes:
> I have an Atari 800 and the RETURN key does not work. I am interested
> in acquiring a working keybord. I am also intereted in a working 810
> or equivalent disk drive. If anyone has any collecting dust and you
> would like to get rid of, please let me know.
>
> I have a diabled friend who is taking college courses and doing term
> papers on a typewriter. I would like to set him up with this old 800 I
> received, except the keybord and disk drive does not work. I figured
> an 800 is better than a typewriter any day. Any sources for replacement
> parts for the keyboard or a replacement disk drive would be appreciated.
> Thanks.
>
>>>>
About the 810 Disc Drive: What I've found on many 810's,
especially if they haven't been used for a long time, is that the Side Board
looses it's ground to the chasis. There is a "L" shaped bracket that screws
on to the board (2 screws) and 1 screw to the chasis. Loosen and retighten
these screws. Better yet, remove the 2 on the side board and put a 'Star'
washer under them.
The 2nd most common problem is the interface chip mounted on
the side board at the rear (socketed). A LM/CA 3086 chip. If that goes you
won't be able to talk to it, Device Not Available, NAK or something like that.
The cause: unpluging the SIO cable with the power supply plugged into the
810. Doesn't even have to have the transformer pluged into a AC socket,
about 10 % of the time this chip will get blown. Don't even ask! I am not
about to descripe how or why it happens. This can also happen on 1050's
but not near as often.

Rich Mier

3607. Re: The WEDGE

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-15 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <48batn$sjn@news.xmission.com>
Source record: 87629

Mike Todd (snyder10@rs5.tcs.tulane.edu) wrote:

: First thing, the address to be updated is $0701 (1793). $0700 shoul remain
: as is, "S" for SpartaDOS... $0701 is the version number in hex, $32

I dont suppose you'd consider creating this program? I created the last
entry that was provided, but it only locks up my machine.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3608. Re: The WEDGE

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-15 00:00:00 UTC
From: johng@vanbc.wimsey.com
Message-ID: <48c3bg$4es@wolfe.wimsey.com>
Source record: 87630

James King (jeking@xmission.com) wrote:

: To expand on this -- how about al those other programs that ONLY work on
: 3.2d and/or are SpartaDos version specific? About a setver.com type
: program to fool programs into thinking their running a different version
: of Sparta?

Have any ove you ever used MIOCACHE ? It is significantly speeds
operations on BBS Express PRO, but only works with 3.2. Now that 3.3a is
out, I cant use it with MIOCACHE, it says only worls with 3.2. I tried
modifying $700 to $32 but it still doesnt see it as 3.2 :/ 3.3 is
nice, but 3.2c & MIOCACHE is much faster on my bbs for now :)

(The Last Hope BBS - (604) 460-1195)

3609. Re: The WEDGE

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-15 00:00:00 UTC
From: snyder10@rs6.tcs.tulane.edu
Message-ID: <48ct5g$u6k@rs10.tcs.tulane.edu>
Source record: 87631

Quoting jeking@xmission.com

j >I dont suppose you'd consider creating this program? I created the last
j >entry that was provided, but it only locks up my machine.

Sure, not really a problem...

Mike
---
* PabQwk 2.0 #9 * 130XE - blazing away at 1.79mh

3610. Re: Atari Classic lives

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-15 00:00:00 UTC
From: un55@rzstud1.rz.uni-karlsruhe.de
Message-ID: <48c11g$a3v@rzstud1.rz.uni-karlsruhe.de>
Source record: 87632

In article <485cgg$8an@link.xs4all.nl>,
Mathy Van Nisselroy <mathniss@link.xs4all.nl> wrote:
>
>Atari Classics lives. I received my copy last monday (Nov 5th)

I got my copy around that date too.

>PS I've seen better/more interesting issues of AC

It's not as bad as I've expected after reading a few prior posts on this
subject.

-Marek

Marek.Tomczyk@stud.uni-karlsruhe.de
Marek Tomczyk

3611. Re: Wanted: CTIA chip

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-15 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DI3EE0.4CB@jackson.napervilleil.attgis.com>
Source record: 87633

#==========na8130100-Anderson, 11/13/95==========
#
#Hopefully, there are some hardware types out there that can point to,
#or supply, a CTIA chip for my Atari 800. I have used a buddies 800
#to isolate the problem to the CTIA.

If the problem is a CTIA chip and you need to replace it, get the GTIA
chip instead. I replaced the one in my upgraded 400 long, long ago
with no ill effects.

I think they are still available from BEST or B & C. I don't have their
address but it is posted fairly regularly. Just keep reading
this newsgroup.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM
"Patience is waiting without worrying"

3612. fs: 5200/2600 Atari Aadaptor

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-15 00:00:00 UTC
From: salimk@bnr.ca
Message-ID: <48db0k$gks@bcrkh13.bnr.ca>
Source record: 87634
Cross-posted to: ga.forsale,rec.games.video.marketplace,rec.games.video.misc,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,alt.atari.2600

Atari 5200/2600 adaptor (plugs into 5200 to play 2600 games) in excellent condition.

Salim Khan
salimk@bnr.ca
Bell Northern Research Inc. Norcross, Georgia

Standard disclaimer applies ..... My employer has nothing to do with my opinoins in this post, or for that matter anywhere.

3613. Re: Need: 2 Atari 800 games, "Quarxon" and "Caterpiggle"

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-15 00:00:00 UTC
From: Christopher Brett Strong <strong@cadesm54.eng.utah.edu>
Message-ID: <Pine.SUN.3.91.951115091957.12757C-100000@cadesm54.eng.utah.edu>
Source record: 87635

> Has anyone out there heard of "Quarxon" and/or "Caterpiggle"? If you
> happen to have a copy of either of these games please drop me a piece of
> mail at scottlu@microsoft.com. They shipped through the old "Atari
> Program Exchange" program that Atari ran.
>
> I wrote these games, but years ago I gave away *all* my Atari equipment &
> software, something I regret doing. Oops. I'd like to get copies of these
> to run with PC XFormer 3.x.

Well, I remember both from the APX catalog. I don't know what I own (I am
an Atari collector), but I seem to recall I have Caterpiggle. And as you
are the copyright owner, I suppose it would be okay to send you a copy <g>.

I will check my collection and let you know.

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
//_//\ _\
/K-9/ \/_/ "Speak 'Friend' and enter"
/___/_____\

"If the mean don't get you, the variance will." -- James 1. Rieger

3614. Re: Wanted: CTIA chip

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-15 00:00:00 UTC
From: Christopher Brett Strong <strong@cadesm54.eng.utah.edu>
Message-ID: <Pine.SUN.3.91.951115092231.12757F-100000@cadesm54.eng.utah.edu>
Source record: 87636

> Hopefully, there are some hardware types out there that can point to,
> or supply, a CTIA chip for my Atari 800. I have used a buddies 800
> to isolate the problem to the CTIA.

Yikes, a CTIA. I would reccomend that you replace the chip with a GTIA,
unless you are a collector. CTIA's are rare beast anymore. The GTIA
has additional graphic modes, and yes....they are pin-compatible.

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
//_//\ _\
/K-9/ \/_/ "Speak 'Friend' and enter"
/___/_____\

"If the mean don't get you, the variance will." -- James 1. Rieger

3615. DataSoft's Mercenary

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-15 00:00:00 UTC
From: tom.smith@sdcs.org
Message-ID: <9511151554.0MCY200@sdcs.org>
Source record: 87637

Has anyone here done any exploring in the futuristic graphic
adventure/flight simulator MERCENARY, by DataSoft? This was a very
well done program that came out in the late 80's and was marketed as a
joint Commodore/Atari format (Atari on side B). I would like
to compare notes via E-mail on its mysteries...

Tom.Smith@sdcs.org

3616. Re: Spartados for NON XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-15 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DI2G8G.4tu@iglou.com>
Source record: 87638

In article <483j61$ph6@newsource.ihug.co.nz>, <stefan@ihug.co.nz> wrote:
>Looks like I found a version of Spartados.
>However, the thing doesn't work on my good, old Atari 800.
>Any suggestions where to get some old, old version of this Software.
>I'd really like to try the high speed with SIO2PC!!!
>
>Stefan
>
The only versions of Spartados that work with a 400/800 are version 1 and the Spartados X (SDX) cartridge. I don't know if Spartados 1 is available anywhere, but you can get SDX from Fine Tooned. Look for the Atari 8-Bit Vendors List which is frequently posted in this newsgroup.

--
"Goodness me, could this be industrial disease?" Dire Straits

3617. Re: Bristles unlimited lives

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-15 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1995Nov15.175938.64877@msuvx2.memphis.edu>
Source record: 87639

Here's a little code I ran across years ago for Alternate Reality: The Dungeon.... Got to any guild in which you are an associate member, then just type "666" and check your coins, gems, etc. You'll find yourself suddenly quite rich. (A deal with the Devil, maybe? <G>)

In article <1995Nov13.172053.23003@wariat.UUCP>, Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:

> (C. Wagner is collecting cheats. I'll save him from posting these 3.
> The 'Kid Grid' one may be a little hard for some.)
> INTO EAGLE'S NEST:
> This gives unlimited number of hits. You can still run
> out of ammunition or hit explosives. Search for byte
> sequence $C9 $32 and change to $EA $18.
>
> STEALTH (DARK TOWER, LANDSCAPE):
> Gives unlimited number of 'attempts' to fly at tower.
> Search for $C6 $E5 and change to $E6 ($E5 stays same.)
>
> KIDGRID:
> This one is different. You have to know the address to
> alter.
> Address Original Change to
> Speed of action:
> $2B5A $1B $22(increase to slow)
> # of Kids to start:
> $3A72 $2 $8 or more
> # of Stuns per round:
> $2B82 $8 $10 or more
> --
> Russ Gilbert, user of the UniBoard System @ wariat.org
> E-Mail: Russ.Gilbert@apk.wariat.org
> **
> APK Public Access UNI* Cleveland, (216)-241-7541
> Ohio first telnet/FTP/IRC/MUD/Internet access BBS
> E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
> **

3618. Re: extension --> remote cont

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-15 00:00:00 UTC
From: Christopher Brett Strong <strong@cadesm54.eng.utah.edu>
Message-ID: <Pine.SUN.3.91.951115200237.16615B-100000@cadesm54.eng.utah.edu>
Source record: 87640

```
> MAybe somebody could come up with a remote controll device that would
> eliminate the need for extension cords. You just plug the receiving end into
> you joystickports and your favorite joystick/joypad/trackball/pabbles/mouse
> into the sending end.
>

The Atari joysticks were discontinued because they did not work very
well. As I recall, somebody did a project like this a while back with
limited success. Perhaps an IR adapter? IBM did a version of the PC-junior
keyboard like that...
\ oo Christopher B. Strong InterNet strong@ee.utah.edu
\____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
//_//\ \_\
/K-9/ \/_/ "Speak 'Friend' and enter"
/___/_____\
-----------
"If the mean don't get you, the variance will." -- James 1. Rieger

k
```

3619. Re: Interested in an Atari 800 for $60?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-16 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <48e3b3$4ui@ccshst05.cs.uoguelph.ca>
Source record: 87641
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,rec.games.video.classic,alt.games.video.classic,rec.games.video.marketplace

```
: I saw an Atari 800 computer with disk drive and tape deck unit all in the
: box down at a local thrift store. Would anyone be interested in it for
: say $60?

That's way too much. You can get used 1040ST's with a built in 3
1/2 drive + mouse for $100 these days. Where do these stores get off?
It's like many of the people on the CoCo list are running them.

>> Mark <<

--
================================================================================
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"... does whatever a spider can!"
================================================================================
```

3620. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-16 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_816564030@rtfm.mit.edu>
Source record: 87642
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

Revised 7-Nov-95

NEW ---- All Repair Shops are now listed here. ---- NEW

---- All Print and Disk Magazines are now listed here. ----

Additions/suggestions/comments/corrections are needed! Please send to:

Michael D. Current
URL:mailto:mcurrent@carleton.edu

Where to get the latest copy of this list:

The home of many FTP archives, automatically updated monthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev

The World Wide Web hypertext version, automatically generated monthly:
URL:http://www.smartpages.com/faqs/atari-8-bit/vendev/faq.html
URL:http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html

WWW "flat hypertext" versions, automatically generated monthly:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
URL:http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.vendev.html

Usenet newsgroups where this list is automatically posted monthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also send for this list by mail.
URL:mailto:mail-server@rtfm.mit.edu message says:
send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

Conventions
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All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" shareware/freeware/PD developers should also be listed.
```

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, public domain software/freeware/shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No product can be developed by more than one developer. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information is given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of the more prominent sources I use. Current Notes magazine; Atari Classics magazine, published by Jim Hood and Bob Woolley; and The Atari 8-Bit Omnibus, published by David A. Paterson.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

8-Bit Magazin (disk magazine)
See: Powersoft

8-Bits Forever (book)
See: GFH Marketing

A.B.B.U.C. e.V.
c/o Wolfgang Burger
Wieschenbeck 45

45699 Herten
Germany
Developer: various hardware and software (also schematics, mailbox,
disk magazine, repair-service, helpline addresses, meetings)
Publisher: Diskmagazin (disk magazine)
Repair Shop.

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

AMC-Verlag
Bluecherstr. 17
W-65195 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension),
STEREO Blaster (several versions), STEREO Blaster PRO, Herbert I, Herbert II,
other games

American Techna-Vision (Ralph Maddox)
Mail Order:
15338 Inverness St
San Leandro CA 94579-2016
USA
Sales Office:
1903 Fairway Dr
San Leandro CA 94577-5632
USA
tel: (510) 352-3787
FAX: (510) 352-9227
URL:mailto:rmax99@ix.netcom.com
Vendor: new hardware, commercial software
Repair Shop. 1050 Disk Drives only

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

ANG Software
Ridderkerksestraat 60
3114 RK Schiedam

The Netherlands
tel/FAX: +31-10-4271732
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip),
t-shirts with Atari 8-bit game motives on them

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Artacyis Publications (James Catalano)
639 W Grace St Apt 336
Chicago IL 60613-4005
USA
tel: (312) 248-6065
Developer: over 60 original game titles

AS
See: Mirage

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape
sets each in: Reading, Spelling, Math, Economics, Physics, Psychology,
U.S. History, World History, Digital Electronics)

Atari 8-Bit Alive
c/o Damon Walker
RR 1 Box 62
Salem NJ 08079-9714
USA
tel: (609) 299-4667
URL:mailto:b.walker26@genie.geis.com
Fidonet: Node 1:266/52
Publisher: Atari 8-Bit Alive (print magazine)
bimonthly, $2.79/issue, or $8/three issues

Atari 8-Bit Omnibus (publication)
See: David A. Paterson

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR

United Kingdom
URL:mailto:mbitdc9306@newi.ac.uk (David Wyn Davies)
Developer: Swift Spreadsheet (Standard or New), Loopz, Helter Skelter

Atari Classics
5507 Langford Ct
Concord CA 94521-1614
USA
URL:mailto:75126.3446@compuserve.com
URL:mailto:RWoolley@ix.netcom.com (Bob Woolley)
URL:mailto:j.hood9@genie.geis.com (Jim Hood)
Publisher: Atari Classics (print magazine)
bimonthly, 6/yr 1 Year 2 Years 3 Years
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: shareware/freeware/PD

Atari Video Club
c/o Dan Iacovelli
1411 N 36th Ave
Melrose Park IL 60160-2726
USA
tel: (708) 345-4127
Vendor: games

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA

tel: (310) 430-5433
tel: (310) 596-6123
URL:mailto:d.mcalliste2@genie.geis.com
Developer: hardware and software for model railroading applications

Avatar (Ulf Petersen)
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/418260 (ISDN)
tel: +49/4381/418261 (ISDN)
tel: +49/4381/418262 (ISDN)
FAX: +49/4381/418243
URL:mailto:ulf%antic@cle.de
FIDO: Ulf Petersen@2:240/4060.22
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II
Publisher: User-Mag (disk magazine)
bi-monthly

Subject: B

B&C ComputerVisions
1725 De La Cruz Blvd Ste 7
Santa Clara CA 95050-3011
USA
tel: (408) 986-9960
FAX: (408) 986-9968
Phone Hours: Tue-Fri 10am-6pm
Retail Store Hours: Thu & Fri 10am-6pm, Sat 10am-5pm
Vendor: new/used hardware, commercial/PD/freeware/shareware

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
URL:mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
URL:mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Branch Always Software
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
URL:mailto:brasoft@halcyon.com
URL:mailto:brasoft@genie.geis.com
MSN: BRASOFT
URL:http://www.halcyon.com/brasoft/
Developer: ST Xformer 3.0 (for Atari ST), PC Xformer 3.2 (for MS-DOS or
Windows 3.1), Xformer cable. Coming soon: PC Xformer 4.0 for Windows 95.

Bravo Sierra Computers
c/o Ben Smith
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
URL:mailto:bensmith@teleport.com
Vendor: used hardware/software

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA

tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Pl N
Minneapolis MN 55427-2259
USA
Developer: various software

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Games Plus
1839 E Chapman Ave
Orange CA 92667-7774
USA
tel: (714) 639-8189 Noon-6pm Tue-Fri, Noon-3pm Sat
FAX: (714) 538-1707
URL:mailto:aturco@netcom.com (Art Turco)
Vendor: commercial software

Computer Software Services
See also: Bob Puff
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
URL:mailto:ddjt62c@prodigy.com
Service: converts disks from Atari to IBM PC 3.5" for SIO2PC/PC Xformer
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk Shell (for MS-DOS)

Current Notes
559 Birchmount Rd. #2
Scarborough, ON M1K 1P8
Canada
tel: 416-261-5997
tel: 416-752-2744
URL:mailto:redfrog@io.org (Robert Boardman, Publisher/8-Bit Computing)
URL:mailto:hcarson@io.org (Howard E. Carson, Managing Editor)
Publisher: Current Notes (ISSN 8750-1937, "at least 6 times per year")
U.S. Rates: $25/1 yr, $46/2 yr. (US Funds)
Canada: $35/1 yr, $65/2 yr. (Cdn Funds)
Foreign: $48/1 yr, $90/2 yr. (US Funds)

Subject: D

Daisy Dot Software
c/o Roy Goldman
2440 S Jasmine St
Denver CO 80222-6313
USA
Developer: Daisy-Dot III

Nir Dary
19185 Castlebay Ln

Northridge CA 91326-1046
USA
tel: (818) 831-2353 evenings only
Developer: PAL/NTSC Upgrade

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue
See also: The AGDA Group
1623 W 4th St
Mansfield OH 44906-1701
USA
tel: (419) 529-9797 1pm-5:30pm EST M-F
URL:mailto:dataque.1@genie.geis.com
URL:mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM, Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit, Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

D.G.S.
See also: Lance Tatman
62 Thomson Ave.
Balby
Doncaster
England DN4 0NU
United Kingdom
tel: +44-302-855-026 (10am - 7pm GMT/BST only)
URL:mailto:dx107@cleveland.freenet.edu
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio
Publisher: News-Paper (print magazine)
UK: #6.00 / 4 issues
Europe: #8.00 / 4 issues
USA: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues

Discount Video Too
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (407) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software

Diskmagazin (disk magazine)
See: A.B.B.U.C. e.V.

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983 or (301) 656-8620
URL:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Evangelo's Software
Angelo V.
27 Stiles St.
Elizabeth, NJ 07208
United States
tel: (908) 558-9518
Vendor: comercial software

Subject: F

Far North Computers
59 College Rd., #217
Fairbanks, AK 99701
United States
tel: (907) 456-3700
Vendor: hardware, software

Fine Tooned Engineering
PO Box 31270
Mesa AZ 85275-1270
USA
URL:mailto:ftooned@delphi.com
URL:mailto:f.tooned@genie.geis.com
Developer: Action! Language Cart, Action! Runtime Libraries Disk, Action! Language Toolkit Disk, BASIC XE Language Cart, BASIC XL Language Cart, BASIC XL Runtime Libraries Dsk, BASIC XL Language Toolkit Disk, X-Press! Terminal Super/Cart, Flashback! HD Backup Software, MAC/65 Language Cart, MAC/65 Language Toolkit Disk, MIO 130XE Extender Card, Atari 850 Style Modem Cable, The MARS 8 Enhancement Board, Newell 256KXLE Memory Board, Newell 65XE 1MB Memory Board, Newell 130XE Memory Board, Newell 800/1200 XL Memory Brd, Omnimon! OS Upgrade for 800, Omnimon! OS Upgrade for XL/XE, Omniview 256K OS Upgrade, Omniview XL/XE OS Upgrade, P:R: Connection, Atari 850 Style Printer Cable, RamRod OS RAM/ROM Card for 800, Ramrod Triple OS for XL/XE's, R-Time 8 Clock Cart, Sweet 16 Upgrade Board ('816), SpartaDOS 3.2, SpartaDOS X Super-Cart, SDX Upgrade ROM, US Doubler

David Firth
URL:mailto:david@signus.demon.co.uk
Developer: Atari Emulator for Unix and Amiga - 0.1.8
URL:ftp://ftp.demon.co.uk/pub/emulators/Atari800-0.1.8.tar.gz
(158.152.1.44)

John Foskett
26 Auckland Rd.
Kingston-Upon-Thames
Surrey
England KT1 3BG
United Kingdom
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures), Jurrasic

Futura (disk magazine)
See: North of Scotland Atari User Group (NOSAUG)

Subject: G

Games+
610 North Alma School Rd.

Chandler, AZ 85224
United States
tel: (602) 890-0556
Vendor: new/used hardware, new/used software

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Richard Gore
79 Sprotbrough Rd.
Sprotbrough
Doncaster
England DN5 8BW
United Kingdom
tel: (0302) 784642 after 7pm(GMT) weekdays, any reasonable time weekends
URL:mailto:chmrig@leeds.ac.uk
Vendor: commercial software
Developer: Arena, Bubble Zone, Jawbreaker, Mousekattack, GTracker,
Super Print Lab XE, Yorky 256K Memory Upgrade, Golf Tour 95

Subject: H

Historically Brewed (print magazine)
See: Historical Computer Society

Historical Computer Society (David A. Greelish)
2962 Park St., #1
Jacksonville, FL 32205
United States
URL:mailto:historical@aol.com
Publisher: Historically Brewed (print magazine)
6 bimonthly issues: $18 ; or $2 for a sample issue

Horizon Computers
601 South Broadway, Suite B
Denver, CO 80209
United States
tel: (303) 777-8080
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,

Interface Control Application Software (INCA), 8 channel Logic Analyser

---

Subject: I

IB Computers
10980 S.W. Mulewood Dr.
Portland, OR 97225
United States
tel: (503) 297-8425
Vendor: closeout hardware

IceSoft
c/o Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
URL:mailto:bruck@brachot.jct.ac.il
Developer: Ice-T 2.0 XE, 1.1

Subject: J

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC
Vanickova 5
16900
Praha 6-Strahov
Czech Republic
Developer: Turbo Tape, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
URL:mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

KARIN
ul. Przemyska 11a
02-361 Warszawa
Poland
tel: (0-49)-(0-22)-659-70-42
-659-34-13
-22-23-31
FAX: -659-34-14
Vendor: commercial software
Developer: KARIN MAXI Disk Drive
Repair Shop: all Atari computers

K-Products
P.O. Box 22122 A.M.F.
Salt Lake City, UT 84122
United States
tel/FAX: (801) 967-7400
BBS: (801) 967-8738
Vendor: used hardware
Developer: BBS Express! Professional, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,
Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, BBS Express! Professional Update Disks V4.0b,
KPI Hard Disk Drive Interface
Repair Shop.

Nick Kennedy
300 South Vancouver Ave.
Russellville, AR 72801
United States
tel: (501) 967-3843
Developer: SIO2PC

KE-Soft
c/o Kemal Ezcan
Frankenstrasse 24
63477 Maintal
Germany
tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, The Brundles
Publisher: Zong (print magazine)
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States

Vendor: PD/freeware/shareware

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

LACE (London Atari Computer Enthusiasts)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London
England SW16
United Kingdom
URL:mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
URL:mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

Chris Liam
URL:mailto:lamcw@aston.ac.uk
URL:http://www.aston.ac.uk/~lamcw/emulators.html
Developer: Rainbow (for Macintosh)

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando, Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge with 64KB or 128KB RAM with battery), Centronics interface: Microprint, all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044, Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa,

Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus,
Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika,
Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change,
Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck,
Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb,
Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums),
Chaos Music Composer, Geometria (education), Kurs Fizyki (education),
Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor)

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
URL:mailto:e.halliwell@genie.geis.com
URL:mailto:ehalliwe@emh.kunsan.af.mil
Developer: FlickerTerm 80 (beta), ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, Maze-War 3D

Subject: M

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL 60148-2059
United States
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

Mega Magazine (Freddy Offenga, a.k.a. Frankenstein)
P.O. Box 164
8800 AD Franeker
The Netherlands
URL:mailto:offen300@hio.tem.nhl.nl
Publisher: Mega Magazine (disk magazine) -- freeware

Micro Discount (Derek Fern)
265 Chester Rd.
Streetly
West Midlands
England B74 3EA
United Kingdom
tel: 0121 353 5730 4pm-8pm Mon-Fri
FAX: 0121 352 1669
URL:mailto:derek@dfern.demon.co.uk
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger, Menu Print

Mirage / AS
ul. Gen. Abrahama 4
03-982 Warsaw
Poland
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

Moonsoft
See: Black Moon Systems

More Than Games (Rick Detlefsen)
8207 Briarwood Lane
Austin, TX 78757-7642
United States
URL:mailto:74766.1561@compuserve.com
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (not a retail outlet)
Santa Rosa, CA 95407
United States
FAX: (707) 527-0674
URL:mailto:mytek@genie.geis.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software
c/o Bill Kendrick
59 Palm Lane
Novato, CA 94945-2574
United States
URL:mailto:kendrick@zippy.sonoma.edu
URL:http://zippy.sonoma.edu/~kendrick/nbs/
Developer: demos: Bob Test, Color Bars, Cells, DAN15, DAN9A, Didi 7, DollMan, Happy Mondays, James Brown, Knives and Forks, Stimpy, T-1000. games: Balloonier, Boom!, Chicken, Cooltris, Elevator, Hopper, Platform, Puzzle, Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: Colorizer 1.1, DigiPlay Menu, Equation

News-Paper (print magazine)
See: D.G.S.

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

North of Scotland Atari User Group (NOSAUG)
P.O. Box 10001
Peterhead
Scotland AB42 6ZN
United Kingdom
Publisher: Futura (disk magazine)
$3 cash or #2 IMO for sample issue

Northwest Phoenix Atari Connection (N.W.P.A.C.)
P.O. Box 67511
Phoenix, AZ 85082
BBS: (602) 278-8505 (Phoenix Atari User Group System)
Publisher: Nybbles & Bytes (print magazine)
bimonthly, $10 / yr (6 issues)

NOVAtari
c/o Geoff DiMego

8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Nybbles & Bytes (print magazine)
See: Northwest Phoenix Atari Connection (N.W.P.A.C.)

Subject: P

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
United Kingdom
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!
Publisher: New Atari User (print magazine)
(bi-monthly) Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
USA/Canada - Surface #17.00 #32.00
USA/Canada - Air Mail #23.00 #42.00
Other countries as USA/Canada

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
URL:mailto:itsmarver@aol.com
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300
Repair Shop.

David A. Paterson
P.O. Box 342
Cote-St-Luc, QU H4V 2Y5
Canada
URL:mailto:d.paterson2@genie.geis.com
Developer: CardStax
Publisher: Atari 8-Bit Omnibus

US$5 for 1994 edition

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Pokey Magazine (print magazine)
See: Stichting Pokey

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St.
Winter Springs, FL 32708
United States
URL:mailto:potter@escmail.orl.mmc.com
URL:mailto:74030.2020@compuserve.com
URL:mailto:jdpotter@genie.geis.com
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post (Harald Schoenfeld)
Postfach 1640
D-75006 Bretten
Germany
URL:mailto:Harald.Schoenfeld@rzmail.uni-erlangen.de
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Quick, Quick Support Disk 1, Screen Aided Management (SAM),
SAM Budget, SAM Utility Extensions Disk, SAM Designer, Quick Ed, Minesweeper,

Glaggs It!, Rubber Ball, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Powersoft
c/o Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840
Vendor: hardware, commercial/PD/freeware/shareware
especially recent software and hardware from Poland (Avalon etc.)
Publisher: 8-Bit Magazin (disk magazine)

Bob Puff
See also: Computer Software Services
See also: Wordmark Systems
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
United States
URL:mailto:76702.1076@compuserve.com
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, Taskmaster, Parallel Printer Port, TurboLoader kit

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
tel: (504) 388-5248
FAX: (504) 388-5263

URL:mailto:tom@ready.rsip.lsu.edu
URL:http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software systems design, developement, and coding; Media conversion from magnetic to optical and imaging; Consulting on system purchases and requirements; Film production from short to feature length

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Ronnie Riche
See also: Dale Wooster
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

San Jose Computer
moving?
tel: (408) 995-5080

Shadow SoftWare
URL:bensmith@teleport.com
BBS: (503) 761-9074
Developer: Carina (BBS software)

Software Infinity
642 Waring Ave
State College PA 16801-6611
USA

Vendor: commercial/PD/freeware/shareware

STAK Atari (print magazine)
See: Revista STAK Atari

Stichting Pokey (Fred Meijer)
Postbus 425
NL-2920 AK Krimpen ad IJssel
The Netherlands
Vendor: commercial software
Publisher: Pokey Magazine (print magazine)
37,50 guilders / year (6 issues, bimonthly)

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Paul Sungenis
URL:mailto:pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: (074) 969 169
URL:mailto:sup8pdct@closer.brisnet.org.au
URL:ftp://203.4.149.98/8bit
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

Lance Tatman
See also: D.G.S.
844 Kern St.
Richmond, CA 94805
United States
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Developer?: education related

Toad Computers
570 Ritchie Hwy
Severna Park MD 21146-2925
USA
tel: (800) 448-8623 Orders
tel: (410) 544-6943 Voice
FAX: (410) 544-1329 FAX
BBS: (410) 544-6999 BBS
FAX: (410) 544-0098 FAXBack
URL:mailto:info@toad.net
URL:ftp://ftp.toad.net/
URL:http://www.toad.net/
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
URL:mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven Tucker
tel: (216) 237-5308
URL:mailto:classics@nacs.net

Developer: APE - The Atari Peripheral Emulator (UMich Archive: 8bit/Ape/)

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
England NE28 6DQ
United Kingdom
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #16.00 plus the following postage:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00
6 copies #11.00
Europe 1 copy #2.20
Europe 6 copies #12.50
Elsewhere 1 copy #2.50
Elsewhere 6 copies #14.00

Subject: U

UltraBasic
10 East 10th St.
Bloomsburg, PA 17815
United States
Vendor: commercial software

User-Mag (disk magazine)
See: Avatar

Subject: V

Video 61
22735 Congo St. N.E.
Stacy, MN 55079
United States
tel: (612) 462-2500 24hrs
Vendor: new/used hardware, new/used software (mostly game-related)

Video Magic
c/o Frank M. Polosky

P.O. Box 9542
Pittsburg, PA 15223
United States
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Subject: W

Dale F. Wooster
See also: Ronnie Riche
7113 W. Pasadena
Glendale, AZ 85303
tel: (602) 846-1575
United States
Developer: TextPRO v5.20x Docs.
printed manual: $12
2-disk set containing program, modules, macros, docs: add $4
2-disk set of more support files: add another $4
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, Bobterm 1.2 and several others

Wordmark Systems (Charles Marslett and Bob Puff)
See also: Bob Puff
URL:mailto:chasm@bix.com (Charles Marslett)
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Developer: MYDOS 4.53

Subject: Z

Zong (print magazine)
See: KE-Soft

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731
United States
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

3621. Re: DataSoft's Mercenary

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-16 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <48f4ao$krn@susscsc1.rdg.ac.uk>
Source record: 87643

In article 0MCY200@sdcs.org, tom.smith@sdcs.org writes:
>Has anyone here done any exploring in the futuristic graphic
>adventure/flight simulator MERCENARY, by DataSoft? This was a very
>well done program that came out in the late 80's and was marketed as a
>joint Commodore/Atari format (Atari on side B). I would like
>to compare notes via E-mail on its mysteries...

I spent many hours exploring Mercenary and it's companion The Second
City. These originated from the UK programmer Paul Woakes who published
them under the name "Novagen" over here, I believe.

I also bought the Mercenary Survivor's (?right word) Pack which had
a lot of interesting information in. It's ages since I've played the
game, but I'd be willing to discuss it via e-mail. My address is
"J.F.Goodwin@reading.ac.uk".

I was sad to discover that the sequel to Mercenary, "Damocles" was not
released for the Atari 8-bit and there was a Mercenary III as well
something like "The *blurb* Conspiracy". However, The Second City
was like playing a different game and was a *whole* load more difficult.

- Jg

3622. Anyone need 800 & 810 for parts

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-16 00:00:00 UTC
From: garcia@cisnet.com
Message-ID: <48e0oj$f5k@cisnews.cisnet.com>
Source record: 87644

e mail me with offer

3623. Re: 4 player games on atari 400/800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-16 00:00:00 UTC
From: rpinnega@spartan.ac.BrockU.CA
Message-ID: <1995Nov16.140839.13230@spartan.ac.BrockU.CA>
Source record: 87645
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

```
: > Were there any games on the Atari 400 or 800 that used all 4 jostick ports?
: > Anybody got a list?

Super Breakout could handle up to 8 players -- since of course two
paddles fit into each joystick port.

Rob, Canada
```

3624. Re: Idea for making decent multitasking possible

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-16 00:00:00 UTC
From: Evan Samuel <esameul@iamerica.net>
Message-ID: <48endd$nst@ns3.iamerica.net>
Source record: 87646

Some time ago, I upgraded my Atari 800's 6502 cpu with a 65c816. This
is a full 16 bit cpu with 6502 instruction subset. It provide me with a
larger more flexiable instruction set. Memory addressing to 16Meg. This
upgrade is 99.5% compatible with all Atari programs. The remaining .5% was
software using the undocumented op codes in the 6502. The 65c816 powers up
in 6502 emulation mode, and can be switch via software to native mode (16 bit
data and 24 bit addressing). At the time I was attempting to expanded
the memory, increasing the clock speed, but I never completed that project.
I looked into the possiblity of using this cpu in the XL, and XE
computers. This would required a little more work because they use modified
6502c cpu's.
If you are interested in this modification, email me at
<esameul@iamerica.net>.

NOTE: If you want to multitask, the 65c816 would do a much better job with
minimun work.

3625. Re: Please help w/atari monitor!

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-16 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Nov16.134326.15652@wariat.UUCP>
Source record: 87647

I don't think you can use a sc1224 Atari monitor on anything but a ST.
The ST group might be able to tell you.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

3626. FS: computers & much more

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-16 00:00:00 UTC
From: krakovej@zgi.com
Message-ID: <krakovej-1611951449260001@massmac.zgi.com>
Source record: 87648

>>>>>>>>>>>>>>>>>>F O R S A L E<<<<<<<<<<<<<<<<<<

Cash is good, but I'll consider trades. I'm looking for video games or
electronic toys.

I'd prefer buyers to pick up (Seattle area), but I'll mail if needed
(buyer pays shipping).

Any resonable offer accepted. BIG discounts for bulk buyers.

B-Box, M-Manual, C-Cartridge, D-Original disk

Atari 8-bit items - $30 for the group or individual offers

1027 daisy printer - direct connect -$10
sx212 modem -direct connect/RS232 w/ M -$7
P:R: connection (gives 2 serial, 1 parallel port) -$10
Ape face printer interface -$5
1050 disk drive w/ M -$15
Centipede B,M,C -$2
AtariWriter B,M,C -$2
Assembler editor C -$2
2 kid games B,M,D -$2

Commodore Items - $45 for the group or individual offers
---
(2) Commodore 64 computers w/ dust cover -$15 each
(2) 1541 disk drive - $15 each
printer interface -$5
lots of manuals and books -$5
about two dozen programs (games/utils) w/ B&M -$10

Atari ST items - $300 for the group or individual offers

520ST w/ 2.5 megs, mouse and manual -$40
monitor master (color/mono switch) -$5
SLM804 Laser printer w/ extra drum, 2 interfaces, manuals & box - $150
1224 color monitor (don't know if works, never used it) -$20
spectre GCR w/ ROMS w/ M,B,D -$30
ST syncro express - $10
(2) Mega 30 hard drives - $60 each
shoebox drive w/ ICD, 30 & 60 meg disks - $80
16 MHz accelerator (creative microsystems) - $15

software-B,M,D - $5 each or $40 for the group
Ultrascript type collection

Warship
Red Strom Rising
F-15 Strike Eagle
World Games
Jewels of Darkness
Sub Battle
Silicon Dreams
Flight Sim II
Harrier Strike Mission
Silent Service
Leader Board Birdie
Bridge 5.0
Drakkhen
Chronoquest
Barbarian
Battletech

Software- M,D -$4 each or $30 for the group
Turbo ST
Terrorpods
Falcon
Exodus - Ultima III
Skyfox
Space Ace
Captain Blood
Forbidden Quest
Major Motion
The Pawn
Xevious
Space Quest
Shanghai
Championship Baseball
Super Cycle

Software- D -$3 each or $15 for the group
Desktop Publisher
Crimson Crown
Blacklamp
Chopper X
Do - Topos
Hacker II
about 50 disks from various Atari mags.

TI 99/4A items - $20 for the group or individual offers

TI 99/4A computer -$10
Speech modual -$10
Lots of manual & books -$10
About 15 programs (games/kids learning tools) -$10

HP items -$25 for the group or individual offers

HP portable 110 computer w/ manuals -$20
built in - MS-DOS, Lotus, MemoMaker, Modem
Portable printer and cassette drive w/ carring case -$20

Misc items -$25 for the group or individual offers

Casio TB-1 Midi Thrubox -$10
Mac external floppy drive -$10
Ritemann dot matrix printer w/ lots of ribbons and manual -$15
Dynax DX-15 printer w/ manual -$10

Monitors -$25 for the group or individual offers
I d rather not ship monitors, as for condition, I remember some work some
don t, sold as is

Sysdyne RGB -$10
IBM 5151 - $5
Magnavox (color composite) -$10
Samsug (mono composite) -$5
Atari 1224 color monitor -$20

Thanks,
Jonathan
krakovej@zgi.com

3627. Atari Cartridges Wanted:

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-16 00:00:00 UTC
From: Christopher Brett Strong <strong@cadesm54.eng.utah.edu>
Message-ID: <Pine.SUN.3.91.951116114600.18712C-100000@cadesm54.eng.utah.edu>
Source record: 87649

I am looking to purchase the follwing Atari items:

Cartridges:
Educational System Master Cartridge
Video Easel
Computer Chess
Mailing List
TeleLink II
RealSports Soccer
Microsoft Basic II (Cartride)
Star Trux
The Last Starfighter
Pengo
Atari Graphics (with Light Pen)
Skywriter
Track and Field
Battlezone
Foot Fight
Crystal Castles
Mario Brothers

Plus the following hardware
Atari 822 Printer
Atari 835 Modem

And the following prototype stuff:
Top cover for 1090.
1400XL
1200
1200XLS

If anyone out here can help me, please email me at strong@ee.utah.edu

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
//_//\ _\
/K-9/ \/_/ ||| "Speak 'Friend' and enter"
/___/_____\ / | \

"If the mean don't get you, the variance will." -- James 1. Rieger

3628. Re: Frequently discussed topic

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-16 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <48gfmj$oam@blackice.winternet.com>
Source record: 87650

> Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:
> (Two fellows from UK talk about PORTB and RAM/ROM enable and a prg.
> called 'freezer'.)
> All I could find about something called 'freezer' is a little
> modification that ties into pin 11 of GTIA and MMU with a chip of some
> kind. The idea was/is to be able to cold start and boot a program and
> leave extended RAM (RAMdisk) intact. This 'freezer' that makes a cpu
> image on a boot disk. Anybody know any more about it? Like where it
> is?
> --
>>>>
Yes, I have it installed in my 320K XE, haven't used it (the Mod)
in years. Someplace on my hard drive I should have the complete DOC's.
It made the OS think that the Cart had been changed or something
like that and forced a Cold Boot. The 'Freezer' they were talking about is
some program I've never seen nor heard of.

Rich Mier

3629. Pepper's 300 Cart Auction !!! Update #1

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-16 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A32.3.91.951116185156.37073A-100000@fn1.freenet.edmonton.ab.ca>
Source record: 87651
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

```
Welcome to Peppers 300 Cart Auction

**************************************************************************
This Auction Contains Commons to ER's of
Sega Master (3) Leisure-Vision (Arcadia)(5)
Atari 2600 (87) TRS-80 (3)
Atari 5200 (10) Vic - 20 Carts (30)
Atari 7800 (7) Vic - 20 Cassettes (10)
Colecovision (23) Apple II Disks (2)
Commodore 64 (6) Unknown Cassettes (5)
Intellivision (36) Atari 400/800 Disks (52)
Handheld (2) Atari 400/800 Cassettes (19)
**************************************************************************
- Rules -
**************************************************************************
Shipping 1St 2.00 \ 2,3,4th = .50 ea \ 5 and up =.75ea

-----> .U.S.FUNDS ONLY.. <-----

I reserve the right to change, delete, or refuse
any trade offer or bid / activity within the auction.

Bidders Have 10 Days to send Payment

----> Minimum Bid is $2.00 on Each Item. $1.00 increments
afterwards.

TRADES Will be given First Priority
See Below for My Want List

Deadline Is Dec 2 5:00 pm MDT after this time
a ONCE - TWICE - SOLD part 2 auction will occur
as to ensure fairness to all bidders (1-2 days)

I will Updates biders by E-Mail free! ;)

##########################################################################################
Codes: SW - Shrinkwrapped
"""""" C - Cart
I - Instructions
B - Box
O - Overlays
##########################################################################################
Type Rarity Code Bid Bidder Status
##########################################################################################
Sega Master Games
```

##

Power Base Converter Minimum bid +20.00
Miracle Warriors CB
Phantasy Star -Scratches on cart- CB

##
ATARI 2600
##
Ghostbusters (blue label) ER C +2.00 cameron
Laser Volley (Taiwan) ER C +2.00 cameron
Ocean City Defender ER C +2.00 cameron
Pengo ER C +2.00 cameron
Q*Bert CX26150 ER C +2.00 cameron
Boxing/La boxe (Label Plaque) ?? C +2.00 cameron
Demon Attack (blue label) Scratched C +2.00 cameron
Pole Positn (ripped label) ?? C +2.00 cameron
21 Video Olympics R C +2.00 cameron
51 Blackjack R C +2.00 cameron
61 Basic Math R C +2.00 cameron
Air Raiders (M-Network) R C +2.00 cameron
California Games R C +2.00 cameron
Commando Raid R C +2.00 cameron

Cookie Monster Munch
"Child life" written on cart R C +2.00 cameron

Crackpots R C +2.00 cameron
Decathlon R C +2.00 cameron
Dolphin R C +2.00 cameron
Donkey Kong Jr. R C +2.00 cameron
Frostbite R C +2.00 cameron
Gyruss R C +2.00 cameron
Midnight Magic R C +2.00 cameron
Millipede R C +2.00 cameron
Mr. Do - Corner of label missing R C +2.00 cameron
Oink R C +2.00 cameron

Oscar's Trash Race
"Child life" written on cart R C +2.00 cameron

Plaque Attack R C +2.00 cameron
Pressure Cooker R C +2.00 cameron
Private Eye (sticker on box) R CB +2.00 cameron
Robot Tank R C +2.00 cameron
Seaquest R C +2.00 cameron
Sky Jinks R C +2.00 cameron
Snoopy & the Red Baron R C +2.00 cameron
Sorcerer's Apprentice R C +2.00 cameron
Stampede R C +2.00 cameron
Star Wars - Jedi Arena - R C +2.00 cameron
Summer Games R C +2.00 cameron

Survival Run R C +2.00 cameron
Taz R C +2.00 cameron
Title Match Pro Wrestling R C +2.00 cameron

Track & Field with Controller Controller
Label in rough shape (stained) R & Cart +2.00 cameron

Venture R C +2.00 cameron
Winter Games R C +2.00 cameron
Wizard Of Wor R C +2.00 cameron
Amidar U C
Atlantis U C
Barnstorming U C
Boxing U C
Brain Games (No end label) U C
Chopper Command U C
Codebreaker U C
Cosmic Ark U C
CrossBow U C
Crystal Castles U C
Dig Dug U C
Donkey Kong (CX26143) U C
Dragster U C
Fishing Derby U C
Freeway U C
Gorf U C
Grand Prix U C
Ice Hockey U C
Kaboom! U C
Kangaroo U C
Keystone Kapers U CI
Kung-Fu Master U C +2.00 cameron
Mario Bros U C
Maze Craze U C
Megamania U C
Reactor U C
River Raid U C
Skiing U C
Smurf R.I.G.C (Scratch label) U C
Solar Fox U C
Solaris U CI
Space War U C
Spider Fighter U C
Tutankham U C
Video Pinball U C
Word Zapper U C
Zaxxon U C
Defender C SW
Surround C C
Tennis C C

SuperCharger Package (2 tapes & SuperCharger/pkg deal)
"""

SuperCharger \
2 Communist Mutants From Space R Case > +2.00 cameron
1 Phaser Patrol R Case/

##
ATARI 5200 - Untested -
##
Centipede ?? C
Galaxian ?? C
Jungle Hunt ?? C
Mario Bros ?? C
Pac-Man ?? C
Realsports Football ?? C
Space Invaders ?? C
Star Raiders ?? C
Star Wars Return of the Jedi ?? CBI (New) +10.00 C645228
Super Breakout ?? C

##
ATARI 7800
##
Centipede ?? C
Donkey Kong ?? C
Galaga ?? C
Ms. Pac-Man (rough shape) ?? C
One on One ?? C
Pole Position II ?? C
Xevious (ripped label) ?? C

##
COLECOVISION
##
XONOX CART
Artillery Duel/Chuck Norris ER C +50.00 Minimum
(Excellent condition)

Buck Rogers Planet Of Zoom R C +2.00 cameron
Defender R C +2.00 cameron
Heist (Completely Faded Label) R C +2.00 cameron
Pitfall II R C +2.00 cameron
River Raid R C +2.00 cameron
Burgertime U CB +2.00 WAGJ94B
Ken Ustom Blackjack/Poker U C
Pepper II U C
Subroc U C
Time Pilot U C
Victory U C
WarGames U C
Cabbage Patch Kids A.I.T.P. C C
Carnival C C +2.00 WAGJ94B

Donkey Kong Jr. C C
Looping C C
Mr. Do C C +2.00 Multisync
Q*Bert C C
Rocky Super Action Boxing C C
Smurf Rescue in Gargamels Castle C C +2.00 WAGJ94B
Space Fury C C
Space Panic C C

##
COMMODORE 64
##
Clowns (Cart) ?? C
Gateway to Apshai (Cart) ?? C
International Soccer (Cart) ?? C
Kids on Keys (Cart) ?? C
Radar Rat Race (Cart) ?? C
Voice Messenger (Cart) Not tested ?? C +2.00 Multisync

##
INTELLIVISION
##
Big League Baseball ER CBIO +2.00 simon17
Championship Tennis ER C +2.00 cameron
Commando ER CB +10.00 steve
Dig Dug ER CBI +10.00 steve
Hover Force ER CI +2.00 simon17
Melody Blaster ER CBIO +2.00 cameron
Mr Basic Meets Bits & Bytes ER SW +2.00 cameron
Scooby Doo's Maze Chase ER SW +2.00 cameron
Super Pro Decathlon ER CI +10.00 steve
Super Pro Football ER CBI +2.00 cameron
Thunder Castle ER C +2.00 simon17
Truckin - With Map - ER CIO +2.00 simon17
World Cup Soccer ER C +2.00 cameron
Checkers Dames -Same as Checkers R CBIO +2.00 cameron
Chess (White label) R CI +2.00 cameron
USCF Chess (Purple label) R CB +2.00 simon17
Math Fun R CBIO +2.00 cameron
Vectron R CBIO +2.00 cameron
Word Fun R CBIO +2.00 simon17
AD + D Treasure of Tarmin U SW +2.00 simon17
Bump N Jump U C +2.00 simon17
Las Vegas Roulette U CBIO
Microsurgeon U C
Motocross U CBI 1 overlay
Pitfall U C
Lady Bug ? C

Intellivoice Package Deal (3 games and Voice Synthesis/pkg deal)
~~~~~~
~~~~~~

B-17 Bomber (Complete) U \
Bomb Squad (Complete) U \
Space Spartans (Complete) U / +2.00 Multisync
Voice Synthesis Module U /

Intellivision Package (6 games/pkg deal)
Box and Instructions are in French
~~~~~~
Astrosmash/L'Astrosmash \
Auto Racing/La Course Automobile \
Major League Baseball/Le Baseball De La Ligue Majeure \
NFL Football/Le Football NFL / +2.00 Multisync
Skiing/Le Ski /
Space Armada/La Flottte E L'espace /

##
Handheld - This is MGA'S LCD handheld by Micro Games of America
##
Ms. Pac-Man with instructions (takes 2 AA batteries) +2.00 Multisync
Pac-Man (takes 2 AA batteries) +2.00 Multisync

##
Leisure-Vision (Compatible with Emerson Arcadia)
##
3D Bowling (Leisure-Vision) #13 CBI +2.00 Multisync
Alien Invaders (Leisure-Vision) # 8 CB
Baseball (Leisure-Vision) #15 CBIO
Crazy Gobbler (Leisure-Vision) # 1 CB +2.00 Multisync
Jungler (Leisure-Vision) # 4 C +2.00 Multisync

##
TRS-80 - Not Tested -
##
Astro-Word Search (Cassette with instructions) +2.00 Multisync
Canyon Climber (Cart) +2.00 Multisync
Color Baseball (Cart)

##
Vic - 20 - Not Tested -
##
Alien (Cart) ?? C +2.00 Multisync
AstroBlitz (Cart) ?? C +2.00 Multisync
Avenger (Cart) ?? C
Black Hole (Cart) ?? CB +2.00 Multisync
Choplifter (Cart) ?? C
Cosmic Cruncher (Cart) ?? C
Cosmic Jailbreak (Cart) ?? C +2.00 Multisync
Crossfire (Cart) ?? C +2.00 Multisync
Garden Wars (Cart) ?? C +2.00 Multisync

Ghost Manor/Spike's Peak
Xonox Double Ender (Cart) ?? C +5.00 Multisync
~~~~~~

Gorf (Cart) ?? C
Hes Writer (Cart) ?? C
Home babysitter (Cart) ?? C
Jawbreaker II (Cart) ?? C
Jupiter Lander (Cart) ?? C

Machine Language -
- Monitor Cartridge (Cart) ?? C

Omega Race (Cart) ?? C
Personal Finance (Cart) ?? C
Pin Ball (Cart) ?? C
Pole Position (Cart) ?? C
Radar Ratrace (Cart) ?? C
Raid On Fort Knox (Cart) ?? C
Sargon II Chess (Cart) ?? C
Sea Wolf (Cart) ?? C +2.00 Multisync
Super Smash (Cart) ?? C +2.00 Multisync
Terraguard (Cart) ?? SW +2.00 Multisync
The Count (Cart) ?? C
The Sky is Falling (Cart) ?? C
VideoMania (Cart) ?? SW
Visible Solar System (Cart) ?? C

3D Maze (Cassette) ??
Arcadia (Cassette) ?? with case
Catcha Snatcha (Cassette) ?? with case
City Bomber Minefield (Cassette) ??
Frantic (Cassette) ?? with case
Neutron Zapper (Cassette) ?? with case
New York Blitz (Cassette) ??
Vegas Jackpot (Cassette) ??
Vic Planets (Cassette) ??
Wacky Waiters (Cassette) ?? with case

****
Apple II Disks - Untested -
****
Compu-Spell SW
The Snapper (Disk and instructions)

****
Unknown all from (Dragon Data Limited) - Untested -
****
Dragon Mountain (Cassette with Instructions)
Madness & Minotaur (Cassette with Instructions)
Mansion of Doom (Cassette with Instructions)
Quest (Cassette with Instructions)
Stalag/Eno (Cassette with Instructions)

****
Atari 400/600XL/800/800XL/1200XL/1400XL Disks - Untested -
(Mainly for 400/800 computers)

```
**************************************************************************

Basics of Animation (shrinkwrapped) 32K
Bishop's Square/Maxwell's Demon (complete)48K
Bug Off (complete)
Caverns of Mars (complete) 16K
Chicken (shrinkwrapped) 16K
Cohen's Towers (complete)
Compu-Math Decimals (complete) 48K
Digger Bonk/Bean Machine (complete) 24K
Disk Utilities (complete) 32K
Dodge Racer (complete) 32K
Drelbs (complete) 32K
Dsembler (complete) 24K
Dunion's Debugging tool (complete) 16K
Ghost Encounters (box & disk) 16K
Gorf (complete) 24K
Graphic Generator (complete) 32K
Graphics Machine (complete) 48K
Home Filing Manager (shrinkwrapped)
Horizontal & vertical Scrolling (complete) 24K
Jawbreaker (shrinkwrapped) 16K
Jeepers Creepers (complete) 32K
Journey to the Planets (complete) 32K
Juggles House (complete) 16K
Juggles Rainbow (Shrinkwrapped) 16K
Juno First (complete) 32K
Kid Grid (shrinkwrapped) 16K
Microsoft Basic Cross-Reference Utility (complete) 40K
Page Flipping (complete) 32K
Phobos (complete) 16K
Phoenix Lair (complete) 48K
Picnic Paranoia (complete) 16K
Player Missile Graphics (complete) 24K
Preppie! II (complete) 32K
Rainbow Walker (complete) 32K
Serpentine (complete) 24K
Shape N Color (complete)
Simon Sez (complete)
Sky Blazer (complete) 48K
Snake Byte (complete) 48K
Sneakers (complete) 48K
Space Eggs (shrinkwrapped) 48K
Space Games (shrinkwrapped) 32K
Stellar Shuttle (complete) 32K
Supersort (complete) 24K
Survivor box & disk 32K
Tax Dodge (complete) 32K
Teletari (shrinkwrapped) 32K
The Memory Map Tutorial (complete) 32K
```

Threshold (Shrinkwrapped) 40K
Track Attack (complete) 32K
Twerps (complete) 48K
Zaxxon (complete) 32K
==========
Atari 400/800 Cassettes - Untested -
==========

An Invitation to Programming (complete) 8K
Anti-Sub Patrol (complete)
Arena 3000 (complete)
Astro Chase (complete) 32K
Black 'Em (complete)
Black Jack Tutor (complete)
Bug Off (shrinkwrapped)
Bumper Ball (complete) 16K
Compu-Math Decimals (shrinkwrapped) 32K
Energy Czar (complete) 16K
Intruder (complete) 16K
Jawbreaker (shrinkwrapped) 16K
Juggles' House (complete) 16K
Juggles' Rainbow (shrinkwrapped) 16K
Mailing List (shrinkwrapped) 24K
Protector (shrinkwrapped) 32K
Salmon Run (complete) 16K
States & Capitals (complete) 16K
Upper Reaches of Apshai (complete) 32K

****
Want List:
****

Intellivision:

Congo Bongo
Draughts
Fathom
Spiker Super Pro Volleyball
Stadium Mud Buggies
Super Cobra

I'm also looking for many ER Atari 2600 Carts...Send me your trade list
.........Thanks and Good Luck!

_/_/_/_/ _/_/_/_/ _/_/_/_/ _/_/_/_/ _/_/_/_/ _/_/_/_/ Classic Video Game
_/ _/ _/ _/ _/ _/ _/ _/ _/ _/ Collector/Trader
_/_/_/_/ _/_/_/ _/_/_/_/ _/_/_/_/ _/_/_/ _/_/_/_/ Atari / Intv
_/ _/ _/ _/ _/ _/ _/
_/ _/_/_/_/ _/ _/ _/_/_/_/ _/ _/@freenet.edmonton.ab.ca

3630. How to fix 400 membrane-type keyboard?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-16 00:00:00 UTC
From: fyip@hpcc01.corp.hp.com
Message-ID: <1530004@hpcc01.corp.hp.com>
Source record: 87652

I have a 400 with keys that does not respond. Yes, it is the membrane-type keyboard. How do you fix it?

Thanks!

Doug

3631. Re: Please help w/atari monitor!

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-16 00:00:00 UTC
From: Christopher Brett Strong <strong@cadesm54.eng.utah.edu>
Message-ID: <Pine.SUN.3.91.951116111659.18270B-100000@cadesm54.eng.utah.edu>
Source record: 87653

> I found an Atari SC1224 monitor at a thrift store really cheap and I
> picked it up. I thought it would work with my atari 800 (and possibly my
> C=64 or some other systems.) Anyway, I got it home and the pinouts were

Well, it is a nice monitor, at least the Japanese version is nice. The
problem is that it is an RGB split-sync device, where your Atari 800 and C=64
are composite. You could build or buy a NTSC comb decoder, but that would
be a lot of work/money. I would either sell the monitor, or use it with an
Atari ST, Amiga, or Apple IIGS/older Mac II. It would do a nice job.

If you still want the pinout, email me and I will send you one....

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
//_//\ _\
/K-9/ \/_/ "Speak 'Friend' and enter"
/___/_____\

"If the mean don't get you, the variance will." -- James 1. Rieger

3632. Re: WTB: Atari XEGS MINT System

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-17 00:00:00 UTC
From: cliffl@mail.netshop.net
Message-ID: <48he6c$nl1@news.netshop.net>
Source record: 87506
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.classic

heller@cdnow.com (A. Karl Heller) wrote:

>Matthew Martin (sibeling@u.washington.edu) wrote:
>: Still looking for an Atari XEGS game system with keyboard and light gun in
>: mint condition with boxes and docs. New would also be good.
>:

> I am as well... should include bughunt and FSII!

>--
>A. Karl Heller - Making the world safe once again. heller@cdnow.com
>--
> This email is sent by weight not by value. Some settling of
> contents may have occurred during mailing and retransmission.
> >>>>> HTTP://CDNOW.COM - BIGGEST FASTEST BEST <<<<<

I've got one. How much are you willing to pay for it?

Cliff Lawley
cliffl@mail.netshop.net

3633. Re: USRobotics 9600 Sportster

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-17 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <48ihtv$4kb@no-names.nerdc.ufl.edu>
Source record: 87507

I think that the P:R: Connection WILL suport the modem control lines RTS/CTS on port R1. Note that port R2: does NOT support this feature. These lines basically tell the sender that the receiver can/can't accept any more characters. That feature is really all that is required for 9600 bps.

Now, the question remains as to whether or not the SOFTWARE pays attention to these handshaking signals. That's why hardware handshaking is so nice, it happens indpendent of the software. Nevertheless, the fact is that if the software supports RTS/CTS (software handshaking), then the higher speed modem should work.

-Michael Ellis

3634. Re: extension --> remote cont

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-17 00:00:00 UTC
From: cmwagner@gate.net
Message-ID: <48iq6v$1ks2@navajo.gate.net>
Source record: 87508

In article <Pine.SUN.3.91.951115200237.16615B-100000@cadesm54.eng.utah.edu>,
Christopher Brett Strong <strong@cadesm54.eng.utah.edu> wrote:
>limited success. Perhaps an IR adapter? IBM did a version of the PC-junior
>keyboard like that...

And the PC-junior keyboard was the #1 hated thing by the customers.
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

3635. Re: Atari XE?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-17 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <48iicd$4kb@no-names.nerdc.ufl.edu>
Source record: 87509

Actually, the Jaguar and other game systems really don't have an OS. An Operating System is a collection of standard routines that control the hardware in a standard, hopefully device-independent manner. Fact is, the jaguar has many custom chips, and each have their own unique features, but there really isn't a layer of software that sits on top of them and controls the hardware for you.

You didle the bits yourself when you program for a game system. This is actually desirable because the overhead associated with any decent OS is usually enough to take its toll on overall system performance (and games need all of the performance they can get).

In short, even a system that has a BIOS may not have an Operating System. It would be the OS' responsibility to interact with the BIOS (and the BIOS itself is not an OS).

-Michael Ellis

3636. Atari 800 parts, cheap

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-17 00:00:00 UTC
From: classics@seka.nacs.net
Message-ID: <48ioqq$1e6@tracy.nacs.net>
Source record: 87510

I have 3 16k RAM boards, and 1 OS board from an Atari 800 i need to
get rid of to make room for... uhhhh... more junk :)

Make any offer on the lot that includes $3 shipping and they are yours.

Thanks

Steve
--
--
A user of New Age Consulting Service, Cleveland Ohio (216)-619-2015
SLIP/PPP/Unix Shell 28.8k / ISDN / Leased Line
http://www.nacs.net info@nacs.net (216)-524-8414

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A user of New Age Consulting Service, Cleveland Ohio (216)-619-2015
SLIP/PPP/Unix Shell 28.8k / ISDN / Leased Line
http://www.nacs.net info@nacs.net (216)-524-8414

3637. Re: Looking for Ataria 800 kyebord and 810 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-17 00:00:00 UTC
From: redodd@ios.com
Message-ID: <48gpat$hn3@news.ios.com>
Source record: 87654

Mike Rife (rife@aarlo.moffitt.usf.edu) wrote:
: I have an Atari 800 and the RETURN key does not work. I am interested
: in acquiring a working keybord. I am also intereted in a working 810
: or equivalent disk drive. If anyone has any collecting dust and you
: would like to get rid of, please let me know.

: I have a diabled friend who is taking college courses and doing term
: papers on a typewriter. I would like to set him up with this old 800 I
: received, except the keybord and disk drive does not work. I figured
: an 800 is better than a typewriter any day. Any sources for replacement
: parts for the keyboard or a replacement disk drive would be appreciated.
: Thanks.
Mike,
I've had good luck repairing keyboards that don't work. Remove the key
cap by pulling it up. The 800 keyboards that I have seen had 2 metal
contacts that are pushed together when the key is pressed. These metal
strips are vertical. Just clean the strips with a little file or other
abrasive that won't leave any grit behind. You might have to bend the
strips also if the cleaning alone doesn't work. Good luck.
Ralph

3638. Adaptec 4000a (?) adapters....

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-17 00:00:00 UTC
From: mcmahon@inil.com
Message-ID: <b117cb$033c.14f@inil.com>
Source record: 87655

Just wondering where i can find one of these beauts...
I am just itching to set a HD on the 8-bit...

OR

How easy is it to make a SIO2PC cable?

Rory

3639. QUICK

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-18 00:00:00 UTC
From: DAG.HUGDAHL@f47.n282.z1.fidonet.org
Message-ID: <805_9511181234@flight.org>
Source record: 87511

Quoting From: mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld)

HS>Some programs that were compiled with QUICK are available at
HS>ftp.atari.archive.
HS>umich.

I know some of the programs that were written in QUICK, but would
it be possible to have a quick list of them?

Thanks!
-Dag-

---
* PabQwk 2.0 #23 * He's dead, Jim. You take his phaser, I'll take his wallet.
---------- -//- ----------
Internet: DAG.HUGDAHL@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
---------- -//- ----------

3640. Atari 600XL forsale.

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-18 00:00:00 UTC
From: Danny Schmitt <danny@corp.tig.com>
Message-ID: <Pine.3.89.9511181445.A21578-0100000@corp.tig.com>
Source record: 87512

Make an offer.

Daniel Schmitt <danny@corp.tig.com>

+1 717 662 7402

3641. null modem cont.

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-18 00:00:00 UTC
From: cliffl@mail.netshop.net
Message-ID: <48lfqa$7qv@news.netshop.net>
Source record: 87513

Well, so far I have managed to modify AMODEM72.BAS to transmit at 9600 baud. I can link to the PC with Win95's Hyperterminal. This allows me to transmit from the PC to the Atari, but not the other way around, or so it seems. I thought I would transfer a different comm program off the internet to the Atari and try to use it to go from the Atari to the PC.

I sent atzmod12.arc over to my atari (assuming this is a comm program, it may not be). I also sent SUPUNARC.COM from the PC to the Atari. SUPUNARC runs perfectly on PC Xformer, but when I try to run it on my actual Atari XEGS it gives me an error 136 (end of file?).

Can anyone figure out what I am saying? And if so, what am I doing wrong?

Extremely frustrated "Atarian born-again",

Cliff
cliffl@mail.netshop.net

3642. FS: SHAMUS (Atari 8bit cart) $5, shrinkwrapped

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-18 00:00:00 UTC
From: rpribish@wheel.ucdavis.edu
Message-ID: <48j9vm$431@mark.ucdavis.edu>
Source record: 87514
Cross-posted to: misc.forsale.non-computer,rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

For Sale (or trade for Atari 2600 carts):

SHAMUS, a cool action adventure game on cartridge by Synapse
for the Atari 8-bit computers. Shrinkwrapped! $5 plus $1 shipping.

Thanks, Reinhard

3643. Re: Using a null modem to transfer files

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-18 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DI8urq.Hvq@iglou.com>
Source record: 87515

In article <48hden$nim@news.netshop.net>,
Cliff Lawley <cliffl@mail.netshop.net> wrote:
>Can anyone give me any suggestions on porting my Atari software to my
>PC using a P:R: Connector and a null modem? I don't seem to have any
>communications software that will go higher than 2400 baud for my
>8-bit.
You can get Bobterm from the Atari Archive
(gopher://gopher.archive.merit.edu:7055/11/atari/8bit/Telecomm). It supports
speeds up to 19200, but your PRC might have a top speed of 9600. It can
also transmit files with Ymodem batch, and convert end-of-line codes while
up- or downloading. And, it's one of the few comm programs that can use
either the R1: or R2: port.
> Now I am about 7 years behind since I just re-hooked up my
>8-bit system after finding out about PC Xformer. I can't wait to get
>back into my Atari system. I can't believe how much I've forgotten!
>It's sad! I used to know this thing inside out, but now I don't even
>know how to create a small file with 5 ascii characters in it! (Any
>help with that will be appreciated too!)
>
From the DOS menu (unless you're using Spartados), press "C", then
E:,FILENAME . Type the characters, then Return, then control-3.
If you don't want "Return" at the end of the file, you could use "K:"
instead of "E:", but you won't see what you're typing and you can't
backspace over a mistake (the backspaces would go into the file).

--
"Goodness me, could this be industrial disease?" Dire Straits

3644. Re: Adaptec 4000a (?) adapters....

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-18 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <48l1er$2iu@news.xmission.com>
Source record: 87516

Rory McMahon (mcmahon@inil.com) wrote:
: Just wondering where i can find one of these beauts...
: I am just itching to set a HD on the 8-bit...

I have about 2-3 that I can sell. Somehow I've managed to accumulate
about 7 of these babies and have several remaining unused.

Make a REASONABLE offer (cash or trade)

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3645. FS: Complete 800 System

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-18 00:00:00 UTC
From: "S. Sulak" <ssulak@cais.cais.com>
Message-ID: <Pine.BSI.3.91.951118074352.22662A-100000@cais2.cais.com>
Source record: 87517

```
ATARI 800
---------
48K RAM
1050 Interface
Percom Disk Drive
410 Program Recorder
Modem
Koala Pad
Light Pen
Joysticks
100's of Programs on Disk and Cartridge
Lots of Documentation

$100 takes all.

Note that I would prefer someone in the Washington, DC area.
There are about 3 copier paper boxes full of stuff that would probably
cost $50 or so to ship.

E-mail ssulak@cais.com or inquire on this newsgroup.
```

3646. CSS SIO Power Booster

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-18 00:00:00 UTC
From: DAG.HUGDAHL@f47.n282.z1.fidonet.org
Message-ID: <e9e_9511181527@flight.org>
Source record: 87518

Looking for an SIO Power Booster from CSS. If you have one you
are willing to sell, send email to Dag.Hugdahl@flight.org.

Thanks!
-Dag-

---
* PabQwk 2.0 #23 * The future isn't what it used to be.
---------- -//- ----------
Internet: DAG.HUGDAHL@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
---------- -//- ----------

3647. APE 1.07 Emulates ALL COPY PROTECTION

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-18 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <48lnhb$4c6@madeline.INS.CWRU.Edu>
Source record: 87519

Im currently putting the finishing touches on the newest APE enhancment,
total copy protection emulation. I have created a new .PRO image
format that is capable of storing and with APE, capable of emulating
even the most complex copy protected disks.

The following protected disks have been sucessfully converted to the new .PRO
format:

Alternate Reality: The City (Fully functional, including opening animations)
Koronis Rift (Lucasfilm)
Karateka (Broderbund)
Jumpman (??)
Apple Bandits
Archon (Electronic Arts)
7 Cities of Gold (Electronic Arts)
Ace Of Aces (??)
Fight Night (??)

All .PRO images were created with a PC->SIO cable that allows the PC to
talk to SIO peripherals. All images were created with a stock 1050
disk drive, and my new .PRO managment system.

Plans for the new PC->SIO cable will be included in the APE 1.07 documentation,
and will be posted here if there is a demand before 1.07 becomes available.

While i am confident at this point, based on the nature of the copy protection
in the above titles, that the new system will work on 90+% of existing
titles, I would like to try more games before releasing the new programs.

The new APE/PRO combination will work 100% on any image that contains
CRC/BAD sectors as protection. It also has worked 100% so far on disks
that contain 'phantom' sectors, such as EA, Lucasarts, etc.

But the catch is, these are the only original disks I own! :)

I need some kind souls out there who want to help APE become even better to
loan me your original software. I will use it to test APEs PRO capabilitys
only, and will return them all insured and in excellent condition.

If you like, I will also send back copies of the .PRO images for you to keep.

Thanks again to everyone who has helped me so far with the APE project! :)

Steve
--
--
A user of New Age Consulting Service, Cleveland Ohio (216)-619-2015
SLIP/PPP/Unix Shell 28.8k / ISDN / Leased Line

http://www.nacs.net info@nacs.net (216)-524-8414

--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3648. Re: MUX Cart internal

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-19 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <48lshb$8fj@news.tcd.net>
Source record: 87520

You have already received a reply as to what it it and possibly where to get the MUX. I have a brand new one that I have had sitting here for sale. Consists of Master unit and 2 slaves basic unit from CSS. I use to deal them a for Puff.

I am not sure if it was you that asked about the multiline BBS but will answer anyway. Mr. Puff didn't make his version available, I don't know if the program was never finished or why.

There is a Multiline Version available for the Atari 8bit, it is BBS Express! Professional. This version use to sell for $89.95 but as of this writting the latest version of PRO is 5.0b, and the Multi-Line capability is included. Price $39.95 plus s/h $4.00. From K-Products. 801-967-7400..or BBS at 801-967-8738

Hope this helps..Bob

3649. Re: MUX Cart internal

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-19 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <48lshh$8fj@news.tcd.net>
Source record: 87521

You have already received a reply as to what it it and possibly where to get the MUX. I have a brand new one that I have had sitting here for sale. Consists of Master unit and 2 slaves basic unit from CSS. I use to deal them a for Puff.

I am not sure if it was you that asked about the multiline BBS but will answer anyway. Mr. Puff didn't make his version available, I don't know if the program was never finished or why.

There is a Multiline Version available for the Atari 8bit, it is BBS Express! Professional. This version use to sell for $89.95 but as of this writting the latest version of PRO is 5.0b, and the Multi-Line capability is included. Price $39.95 plus s/h $4.00. From K-Products. 801-967-7400..or BBS at 801-967-8738

Hope this helps..Bob

3650. Re: 4 player games on atari 400/800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-19 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <48o1oo$3nd@madeline.INS.CWRU.Edu>
Source record: 87522
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In a previous article, rpinnega@spartan.ac.BrockU.CA (Robert Pinnegar) says:

>
>: > Were there any games on the Atari 400 or 800 that used all 4 jostick ports?
>: > Anybody got a list?
>
> Super Breakout could handle up to 8 players -- since of course two
>paddles fit into each joystick port.

Jumpman also allowed upto 4 players.

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3651. Re: Looking for Ataria 800 kyebord and 810 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-19 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <48o1hl$9o@news.tcd.net>
Source record: 87523

The keyboard return key, you should be able to fix yourself lift off the key..We are speaking of the 0ld 800 computer. Inside you will see if I remember correctly, a plastic plug covering the hole which is square..this has to come out so get something and gently pull it out of the slot. Inside under this you will see 2 sets of copper strips that make the contact when the key is pressed. These need to be bent inward, be carefull and don't worry if all the little contacts don't make it only takes one.

Now you have the problem of putting the plastic and spring back together carefully put in the spring, then with a tooth pick or someting small open the contacts so you can slide the plastic cover back on, replace the key cap on top of that and you should be done..try it first..the tooth pick will hold open the return contacts while you test it..then shut it off..and replace all the above..

As to the 810 disk drive, have several, in working order, is $15.00 shipped with power supply too much?

Bob

3652. BBS Express! Professional

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-19 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <48o2g7$9o@news.tcd.net>
Source record: 87524

BBS Express! Professional Ver 5.0b for the Atari 8bit, has been released and is now available.

Ver 5.0b, comes with Standard single line BBS, Mutli-Line (for those that have MUX hardware) Pro_Term, Mux_Time, Bank-MIO, MIO-CFG, over 700k of converted code to one machine language.

Price $39.95 S/H $4.00.

Available through K-Products, P. O. Box 22122 A.M.F. Salt Lake City, Ut. 84120. Phone..801-967-7400 v/fax...BBS 801-967-8738 3-19.2 "Hayes"..24hr.

3653. Re: USRobotics 9600 Sportster

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-19 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1995Nov19.005758@msuvx1.memphis.edu>
Source record: 87525

In article <48ihtv$4kb@no-names.nerdc.ufl.edu>, Michael Ellis
<michael@anest4.anest.ufl.edu> writes:
>
> I think that the P:R: Connection WILL suport the modem control lines RTS/CTS
> on port R1. Note that port R2: does NOT support this feature. These lines
> basically tell the sender that the receiver can/can't accept any more
> characters. That feature is really all that is required for 9600 bps.
>
> Now, the question remains as to whether or not the SOFTWARE pays attention to
> these handshaking signals. That's why hardware handshaking is so nice, it
> happens indpendent of the software. Nevertheless, the fact is that if the
> software supports RTS/CTS (software handshaking), then the higher speed modem
> should work.
>
> -Michael Ellis
>

CTS/RTS is a form of hardware handshaking. XON/XOFF is software handshaking.

3654. Re: Atari XE?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-19 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1995Nov19.005912@msuvx1.memphis.edu>
Source record: 87526

In article <48iicd$4kb@no-names.nerdc.ufl.edu>, Michael Ellis
<michael@anest4.anest.ufl.edu> writes:
>
> Actually, the Jaguar and other game systems really don't have an OS. An Operating
> System is a collection of standard routines that control the hardware in a
> standard, hopefully device-independent manner. Fact is, the jaguar has many
> custom chips, and each have their own unique features, but there really isn't
> a layer of software that sits on top of them and controls the hardware for you.
>
> You didle the bits yourself when you program for a game system. This
> is actually desirable because the overhead associated with any decent OS is
> usually enough to take its toll on overall system performance (and games need
> all of the performance they can get).
>
> In short, even a system that has a BIOS may not have an Operating System. It would
> be the OS' responsibility to interact with the BIOS (and the BIOS itself is not
> an OS).
>
> -Michael Ellis
>

Depends on the game system. One of the things that really hurt the Jag with
developers was that the Jag has no OS.

3655. Re: Please help w/atari monitor!

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-19 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <147955@cup.portal.com>
Source record: 87527

Ken; one other application for the 1224 is hooked up to a Jaguar.
I helped rig one up for one of my son's friends & he was quite pleased
with its performance. If you need the pin out for the Jaguar, let me
know, if you need the pin out for the 1224, it should be found in
comp.sys.atari.st, probably in the tech conf.
Rick

3656. SDX 4.22 Update...

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-19 00:00:00 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <xpPlqx6.ftooned@delphi.com>
Source record: 87528

Hi Everyone,

I just wanted to provide a "little" more information concerning
the new FTe SpartaDOS X 4.22 upgrade. This pertains to creating
a large "custom" partition for use with SpartaDOS under SIO2PC
that may also be used with PC Xformer.

If you have created an SIO2PC partition that is larger than a standard
floppy partition with SDX versions prior to 4.22, you will find that
they just don't boot using PC Xformer. This is due to the fact that
PC Xformer (at least prior to 3.01), does not boot with SpartaDOS from
a Double Density disk. If Derek has corrected this is later versions,
I'm simply not aware of it.

With SDX 4.22 a Hard Drive partition may be formatted in Single Density,
if it is selected from the Menu. I should mention that large partitions
are not actually "formatted", you only need to create them and then
(B)uild a Directory with them. (Using the SDX formatter). If you want
to use the same disk image under SIO2PC and PC Xformer, you just need
to specify "Single Density" before building the directory. Double
Density partitions may also be created for use under SIO2PC, or if
you don't need to "Boot" from them with PC Xformer.

IMPORTANT!! SIO2PC has four slots available for disk images. I will
refer to them from the perspective of TOP to BOTTOM, because the drive
ID's are reconfigurable. The only "Drive Slot" that will support
the drive configuration data with SpartaDOS is the TOP one. If you
create a new image with SIO2PC, and then wish to format it with SDX,
then please make sure it is located on TOP. After a directory has
been created, this disk image may be used on any of the other slots.

If you've created a Single Density disk image, this may also be used
with PC Xformer. The largest single desity partition that may be
created is 8mb (when 65535 sectors are used).

If you are not using SDX 4.22, then single density partitions may not
be created. I will be uploading an IBM "zipped" disk image for all
of you PC Xformer users out there that can't create their own. This
image will also contain SpartaDOS version X32z.DOS and X33a.DOS, that
will also work properly with PC Xformer.

Well, I hope this helps! I've been using these images almost religously
now for the past 4-5 months, and have found them extremely reliable as
long as your SIO2PC -> Atari link is solid...

. Mike

3657. Re: Atari BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-19 00:00:00 UTC
From: phigan@goodnet.com
Message-ID: <DIB8Jr.u5@goodnet.com>
Source record: 87529

James King (jeking@xmission.com) wrote:
: How many of you actively call Atari 8bit based BBS's??
: Just curious if its even worth the effort of reviving the Atari
: Connection BBS.
: Any comments?

Might be cool, if you got a static IP, a PPP package for your 8bit, and
stuck it on the internet. :)

,,,
(o o)
.------------oOO---(_)---OOo-------------.
| Joe S. Phigan |
| "How many roads must a man walk down?" |
| GoodNet Staff (602) 303-9501 ext257 |
`--'

--
,,,
(o o)
.------------oOO---(_)---OOo-------------.
| Joe S. Phigan |

3658. Re: Can PC-Xformer run cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-19 00:00:00 UTC
From: phigan@goodnet.com
Message-ID: <DIB9Fr.3AJ@goodnet.com>
Source record: 87530

Rick_Michael_Cortese@cup.portal.com wrote:
: to a real Atari/Action! cart so IMO: Not reccomended. The disk based
: MAC/65 has been released as shareware so the only thing you can't run

How do I pull the Mac/65 in the disk image made for use with the emulator
out into files so I can slap it on an Atari disk? Transfering the files
to an atari is no problem, I just need to pull something OUT of a disk
image. Plenty of stuff out there to put stuff IN to a disk image..

--
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(o o)
.-------------oOO---(_)---OOo-------------.
| Joe S. Phigan |
| "How many roads must a man walk down?" |
| GoodNet Staff (602) 303-9501 ext257 |
`--'

--
,,,
(o o)
.-------------oOO---(_)---OOo-------------.
| Joe S. Phigan |

3659. SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-20 00:00:00 UTC
From: <>
Message-ID: <48q299$adk@newsource.ihug.co.nz>
Source record: 87531

Hi,

I have the following problem with SIO2PC (3.19):
Reading is perfect but writing (to the PC) pauses quite often.
It then takes a couple of seconds before it continues. When I
use some diskcopy program (like Disk Doctor II) the is no
problem at all. Only DOS (Mydos, DOS 2.5) seems to have
some problem here.

Any advice or suggestions?

Thanks,
Stefan

//--
// Life sucks and then you die!
// e-mail: stefan@ihug.co.nz
// fido: 2:244/1455.8

3660. Re: 4 player games on atari 400/800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-20 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <48ohpm$82g@stratus.skypoint.net>
Source record: 87532
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

VGR (Craig Pell) (vgriscep@wam.umd.edu) wrote:
: In article <47k9k0$9oq@crl5.crl.com>, John M. Vogel <jvogel@crl.com> wrote:
: >
: >I think there was a soccer cart from Thorn-EMI that allowed 4 player.

: Do you mean Kickback? I don't recall whether it's 4-player, but I do
: know that it is one of the *worst* games I've ever encountered for
: the 800.

Nope. I don't think so, anyway. I have a soccer cart from Thorn-EMI. It's called simply "Soccer", and it's a pretty fun game. Good control scheme, and nicely animated ball and players....

Scott

3661. Re: **FREE GIFS FREE**

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-20 00:00:00 UTC
From: yu138240@yorku.ca
Message-ID: <48r3dq$b4d@sunburst.ccs.yorku.ca>
Source record: 87533
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.graphics,comp.sys.amiga.hardware,comp.sys.amiga.marketplace,comp.sys.apollo,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.handhelds,control

Adult GIFS FREE (@AOL.COM) wrote:
: (NEW & IMPROVED!!!) (AS SEEN ON AOL)

: I've got a huge collection of GIF's from
: the INTERNET and various BBS's. I'm tired
: of posting and E-MAILING them so I've put
: them on 3.5" disks and I'm giving them away.
: I also spent alot of time weeding out all the
: bad ones, only quality stuff.
: Super Compressed to get maximum files on disk.
: Plus included a freeware graphic viewer for your
: viewing pleasures. That's right you can have
: them for free!!

I'll buy some if they are in JPEG. GIF is shit for data compression and wastes
a lot of space.

3662. Re: QUICK

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-20 00:00:00 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <48pnth$8qo@cd4680fs.rrze.uni-erlangen.de>
Source record: 87534

DAG.HUGDAHL@f47.n282.z1.fidonet.org (DAG HUGDAHL) writes:

>Quoting From: mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld)

> I know some of the programs that were written in QUICK, but would
>it be possible to have a quick list of them?

The commercial programs available written in QUICK are:

- RubberBall
- MineSweeper
- Glaggs IT!
- Bombi
- Logistic

All 5 are games. But there are also some utilities written in QUICK, but
they are published on the QUICK support disks, not as standalone
packages:

- DiskEditor
- VideoTitler
- A graphics program
- Printing programs
- and many other things dealing with graphcis and sound, esp.

These are only the programs I dealt with somehow. Probably there are many
more - I can't know all of them...
--
Harald Schoenfeld (IRC Nick: Equinoxe) | Nuclear war against nature:
Harald.Schoenfeld@rzmail.uni-erlangen.de | France and China finally united

3663. Re: USRobotics 9600 Sportster

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-20 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <48q8ac$hcb@no-names.nerdc.ufl.edu>
Source record: 87535

uglmiller@cc.memphis.edu wrote:

>CTS/RTS is a form of hardware handshaking. XON/XOFF is software handshaking.

Indeed, this is correct. XON/XOFF handshaking can be accomplished via 3-wire
RS-232 because it is based on stop/start characters being used for flow control,
whereas CTS/RTS requires a 5-wire RS-232 line to accommodate the extra signals.

What I SHOULD have said was that CTS/RTS signals do you no good if the software
doesn't pay any attention to them, so the software must correctly identify the
handshaking scheme (whether it be XON/XOFF or CTS/RTS).

Sorry I caused any confusion.

-Michael Ellis

3664. Re: Truly original games

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-20 00:00:00 UTC
From: winston@merk.com
Message-ID: <DIC2Jq.KoI@merk.com>
Source record: 87536

Truly original games ? Well, a lot of them appeared in the computer magazines of the early 1980s. Hmm... let me think....

There was SPACEWAR! and PONG, which were two player contests. These were also simulations (PONG simulates tennis). These were also third person, overhead views.

There was "monster in the maze" or "minotaur in the maze" which developed into Pac-man.

There was "little red bug", "rally", "slalom", which became Pole Position and River Raid.

There was "minefield", "robots", "daleks", which became Robotron 2084 and Bezerk.

There was Kingdom and its variants, which started on a WANG calculator and has always remained Kingdom.

There is Lunar Lander or Lem.

There is Crowthers and Woods ADVENTURE! and its variants.

There is Berkeley STAR TREK (a.k.a. Matrix SpaceWar) and its variants.

There is Berkeley Rogue.

There is Space Invaders.

There is Flight Simulator.

Hmm... I notice a bit of a pattern. The player is piloting a craft or travelling on a course in one class of games -- Lem, River Raid, Flight Simulator, Jungle Hunt, Pac-man. The player is in a contest with another player or the computer in another class of game -- PONG, Mortal Combat, Space Invaders, Robotron, Joust, Shoot Out. The player is just exploring the game world in a third type of game -- Adventure!, Rogue, Myst. Of course, there are more game types that don't fit into these three types.

What is Conway's Life, for example. Is it a contest to win? Is there a course to be run?

Then there are "casino games" like dice and blackjack. Those are "simulations". The electronic money is not really money. It is actually your "score". Hmm... I guess in the Las Vegas sense of the word, you do make a "score".

Then there are other "card" games that you don't win, such as "Tarot Card Reader" or "I Ching Reader". Are these "games" ? A "fortune teller"

program --IS-- a program used "for fun" that is a simulation of a human activity. This does seem to classify such programs as "games".

There are also strategy games such as Chess, or Kallah, or Nim.

There are wargames such as Eastern Front and Computer Ambush and Squad Leader and Empire.

What about computer versions of Traveller, such as Creative Computing's "Star Merchant", or BBSes' "Trade Wars", or "Galactic Trader" ? Are such games "original" ? What about "Air Traffic Controller" or "Kennedy Approach" ?

Hmm, there is a lot to think about.

3665. Re: Truly original games

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-20 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <48osd6$3n6@news1.halcyon.com>
Source record: 87537

A simple definition, one that's completely full of holes, is "a game is not original when the majority of it's gameplay elements are the same as those in a single previously released game." Arkanoid is not original, because the moving paddle, bouncing ball, general screen layout, and overall goal are the same. Warlords has the moving paddle and bouncing ball, but I'm more tempted to call it original.

I'd love to see the list, though.

James Hague
junkster@halcyon.com

3666. Re: **FREE GIFS FREE**

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-20 00:00:00 UTC
From: Shyan Ku <shyank>
Message-ID: <48qlgt$8to@nntp.ucs.ubc.ca>
Source record: 87538
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.graphics,comp.sys.amiga.hardware,comp.sys.amiga.marketplace,comp.sys.apollo,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.handhelds,control

What the ____ are losers like you doing, posting (no, mega-_cross_-posting)
and selling garbage like this here?

Regardless of how offensive you and your stupid GIFs are to the women and
men who participate in these newsgroups, your lack of respect for netiquette
deserves flaming to the hilt, not to mention a closure of your internet
account.

"Blow ya Load" somewhere else, low-life.

- Shyan

@AOL.COM (Adult GIFS FREE) wrote:
>(NEW & IMPROVED!!!) (AS SEEN ON AOL)
>

3667. Re: Atari XE?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-20 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Nov20.224528.6571@wariat.UUCP>
Source record: 87539

(J. Harris talks about the absence of an OS on the Jaguar.)
Off topic I guess. But I'm interested in computer
archetecture and 'low level' stuff, going a bit beyond
BASIC.
Mr. Harris mentioned that things can be done when you can
grab the machine by the balls (gonads, non-sexist) and not
have an OS in the way. An OS placing certain limitations on
the capabilities, particularly graphics capabilities. He
mentions 'GED' as an example of what can be done on A8.
My problem with this is that GED IS done on a machine with
an OS. The A8 OS can be replaced with another in RAM, or
custom OS in ROM, or the A8 OS can be totally ignored and
the RAM used for something else. Comes to mind DTACK
grounded 'DBASIC' for the ST. The author only used the
character set from the TOS ROM, the OS he did himself.
I would think that advanced concepts could be done, as on
the A8, even if an OS were present. Why is it I suspect
Atari just didn't wait for an OS and brought the machine
out before a 'completed' one was made. I'm sure the Jaguar
had to be tested with some simblance of an OS. And it
occurs to me that if someone does the basic io routines for
a particular application that that person or group would
probably use those basic io routines for future projects.
It seems sort of like developing a bunch of macros for the
6502 and using them regularly in many projects.
I know there's a question in there someplace.
It seems that the Jaguar puts software producers in the
position of system developer. I would think many, or most,
developers would like not to have to do this sort of low
level thing, J. Harris and that guy from DTACK grounded
being the exceptions.

--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

3668. FS: Portfolio cheap!

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-21 00:00:00 UTC
From: karl miller <klmiller@ouray.cudenver.edu>
Message-ID: <48st04$l36@carbon.cudenver.edu>
Source record: 87540

Greetings,

It has come time to sell my portfolio, and I want to pass the savings on to you! I am selling the Portfolio, card drive for IBM, and 2 32k memory cards for $150/obo. Interested? Drop me a line.

karl.

3669. FOR SALE: ATARI 800XL and 2 XE tape decks & 50 + games

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-21 00:00:00 UTC
From: MattKING <sis4139@sis.port.ac.uk>
Message-ID: <48sghb$12i@hawk.ee.port.ac.uk>
Source record: 87541

Speaks for itself really,

Atari 800xl, for sale

you get..

1 atari 800xl

2 xe tape decks, both in fully working order

1 rom cart game... space raiders ... circa 1979 ... coool

50+ cassettes incl. some compilations (spy hunter, tapper, zorro, zybex
chopsuey, space shuttle, gautntlet I)

plus: a set of books on atari basic, and some demo tapes with various crap on them.

If you want it then mail MATT at:

SIS4139@SIS.PORT.AC.UK

dont post here, as I never read this group, infact this is the first time I ever
read this group.

3670. Re: SpartaDos for PC Xformer needed

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-21 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <48r7un$bsq@news.tcd.net>
Source record: 87542

The sparta dos you are requesting is actualy 3.2d patched with Bob Puff's Mux software to create 3.2p or 3.2z I'll bet you that if you locate a copy of Shareware Sparta Dos X3.3a, Which I know is MUX compatable, has the same stuff in it that 3.2z. Just about any Atari BBS should have it up for download..

3671. Re: SpartaDos for PC Xformer needed

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-21 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <48r8dn$bsq@news.tcd.net>
Source record: 87543

```
Get a copy of X3.3a shareware, this will work, the author of
X3.3a is using it..
```

3672. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-21 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <48r8o5$bsq@news.tcd.net>
Source record: 87544

Switch to Sparta Dos X3.3a this should eliminate your problem or
pick up a copy of MyDos 4.5, readily available. The old mydos
had and still has problems.

3673. Surplus Atari 8bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-21 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <48r941$bsq@news.tcd.net>
Source record: 87545

I have several Atari 800XL's at $25.00 includes shipping
A couple of Atari 130XE's at $35.00 includes shipping.
Several 1050 Stock Disk drives at $24.00 ea includes, power
supply and I/O cable..

Will gurantee them..I have repaired Atari products for years.

Have some of the old collectables also, 300b modems, printer
interfaces, Atari 850 interfaces, Atari 400's with 48k, and
stock. If your looking for something ask may have it..

3674. Re: Atari XE?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-21 00:00:00 UTC
From: jharris@cybergate.com
Message-ID: <48t7j3$akv@opal.CyberGate.COM>
Source record: 87546

Russ.Gilbert@apk.wariat.org (Russ Gilbert) wrote:

>My problem with this is that GED IS done on a machine with
>an OS.

The point I was trying to make, had to do with machines that have OS access _ONLY_. I know 3DO is like this, and I have been told that Sony Playstation is this way as well. This restriction limits the maximum potential of what the machine would otherwise be capable of doing. I agree that having some OS functionality in addition to direct hardware access is the best design, and I'll continue that thought later on.

The Atari8 was well designed to allow both, but the company itself was still clueless. Remember that they kept the details of the custom chips secret for well over a year. Imagine what the software would have been like if Atari made direct access completely forbidden. (Some imagination required here, since the OS would have needed support for PMGs and other functions). Typically, this would be done if the company wanted the ability to improve the chips later on, and did not want to be tied down to the same hardware organization. Programs that banged the hardware directly would risk failure if the hardware was changed later.

Anyway, the state of 3rd party Atari8 software in 1980 was quite dismal. 4 colors at most, with no PMGs. Let's say Atari had provided OS-only support for graphics at a pretty comprehensive level. And since I'm just debating the merits of different design philosophies, continue that scenario by assuming that programmers did not break the rules and find out how to access the hardware anyway. In this scenario, the early programs would then have looked _much_ nicer, because everyone could have utilized more of the advanced features of the machine, and it would have been easier to do so. However, the most advanced stuff would never have happened at all. This is the condition that I feel currently applies to the Sony Playstation. If the Jaguar survives the next several years, I expect its best games will eventually surpase those of the Playstation, even though the hardware is not quite as fast. I believe that I could already match the quality of Ridge Racer.

>Why is it I suspect
>Atari just didn't wait for an OS and brought the machine
>out before a 'completed' one was made. I'm sure the Jaguar
>had to be tested with some simblance of an OS.

Atari did provide source code for many functions, including 3D graphics, sound, reading controllers, etc. It was treated like library code, where you could link it into your own program, and then call the ready made routines. This theoretically offers almost the same benefits as an OS,

with the added advantage that these routines can be continually updated after the machine has shipped, since they aren't built into the console itself. I personally think this is an excellent design, however the routines that Atari supplied were completely inadequate for the job. If you've seen Club Drive, you've seen an example of the code that Atari provided to developers. The concept was good, but the implementation was very poor, effectively leaving the Jag as a machine with no OS support.

>I would think many, or most, developers would like not to have to do
>this sort of low level thing.

This is probably true. Along with writing code in C, there seems to be an overall mentality of getting the job done quicker and more profitably, rather than the outdated method of making it the best it can be. There also continues to be an elite group of programmers who still believe in the old ways, and I tend to prefer the products produced from people like this.

In closing, I hope that it would be accurate to say that most developers would like to have the ability to do low level access if they needed/wanted to. Sadly, a lot of them probably really don't care.

John Harris Amiga:
jharris@cybergate.com "Where do you want to be tomorrow?"

3675. ~45 FREE ANTIC/ANALOG ATARI MAGAZINES

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-21 00:00:00 UTC
From: ifilk@mindspring.com
Message-ID: <ifilk-2111950642270001@ifilk.mindspring.com>
Source record: 87547
Cross-posted to: comp.sys.atari.8bit,atl.forsale

Hi!

I have about 45 Antic's and Analogs from the mid-80's that I'd like to pass on to someone who will take good care of them. ;)

I had previously posted about them several months ago, and the person who decided to pick them up kinda delayed for two months, and is still interested if I wait another month (etc)...but I really would just like to get rid of them before I just chuck them into the trash.

If you live around Atlanta, you can easily pick them up.

If you don't, the local Mailboxes Etc says that shipping will be around $25.

Thanks!

--
Eli Goldberg (Home Account)
Turner Broadcasting, QA Engineer

The opinions expressed in this message are my own, and in no way represent Mindspring, Turner Broadcasting, or Jane Fonda. ;)

3676. Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-21 00:00:00 UTC
From: kimmy@iastate.edu
Message-ID: <30B18A05.66@iastate.edu>
Source record: 87548

I am in need of the serial pin configuration for the atari 400
computer. Also, any other technical info on the 400 or suggestions
of where to find hard/software would be appreciated.

Please E-mail replies to jedi@ais.net

Thanks,

Peter Gussie

3677. 130XE and 400 cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-21 00:00:00 UTC
From: Adam.Bergstrom@um.erisoft.se
Message-ID: <48s1qd$fel@antares.lu.erisoft.se>
Source record: 87549

Is it possible to run 400/800 cartridges on the 130XE?
/Adam
E-mail work: adam.bergstrom@um.erisoft.se

3678. FTP Site with 800XL Games

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-21 00:00:00 UTC
From: v-jondu@microsoft.com
Message-ID: <48t0ul$94l@news.microsoft.com>
Source record: 87550

I was wondering are there any FTP sites with Atari 8-bit games??

Thanks

Jonathan
--
The opinions expressed in this message are my own personal views
and do not reflect the official views of Microsoft Corporation.

3679. The Last Starfighter: was it ever released?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-21 00:00:00 UTC
From: dnathan@pegasus.rutgers.edu
Message-ID: <48u9v0$fdn@pegasus.rutgers.edu>
Source record: 87551

Just a quick question, was the game "The Last Starfighter" ever released for atari? I have a copy of it, but I'm not sure how I came by it. Well, post reply to the list or to me at: dnathan@chelsea.ios.com or dnathan@pegasus.rutgers.edu

Thanks,
Dave Nathanson

3680. Re: null modem cont.

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-21 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DIEnFE.EHC@iglou.com>
Source record: 87552

Are you trying to use an IBM-standard 9-pin null-modem cable? The
Atari's serial ports have a slightly different pinout.

--
"Goodness me, could this be industrial disease?" Dire Straits

3681. Re: Truly original games

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-21 00:00:00 UTC
From: junkster@chinook.halcyon.com
Message-ID: <48rbj6$lcn@news1.halcyon.com>
Source record: 87553

Winston Smith <winston@merk.com> wrote:
>
>Truly original games ? Well, a lot of them appeared in the computer
>magazines of the early 1980s. Hmm... let me think....

I think that a game can still be original without being at the head of the lineage of a particular play mechanic. It's like the old "there are only 7 story plots" theory. How boring to claim that only a handful of games are original.

I think Drelbs is original, even though it is a maze game at heart. Rainbow Walker too, though it obviously owes a conceptual debt to Q*Bert. That's different from other games that took Q*Bert and changed the graphics, like Pogo Joe and Pharoah's Pyramid. There is a glaring difference between knock-offs and attempts at original thinking, IMO.

James Hague
junkster@halcyon.com

3682. LEFTY's Atari 400/800/etc Cartridge Auction #1 (UPDATE #1)

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-21 00:00:00 UTC
From: leftyle5@delphi.com
Message-ID: <BPOGbUc.leftyle5@delphi.com>
Source record: 87554

```
#
********************
** AUCTION #1 **
| | | ****************************************
| | | W-E-L-C-O-M-E T-O
| | | ~~~~~~~~~~~~~~~~~~~~~~~~~
| | |
| | | LEFTY's Atari 400/800 Cartridge Auction
\_/ | \_/ ****************************************
#
#
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
LOOK FOR OTHER GREAT FUTURE AUCTIONS by LEFTY
------------------------------------------------------------------------------
AUCTION # 1: *Atari-400/800/600XL/800XL/130XE Cartridge Auction
AUCTION # 2: Atari 5200/7800 Cartridge Auction
AUCTION # 3: Atari 800/5200/800 Systems Auction
AUCTION # 4: Atari 2600 Cart Auction/Part 1 (Aprox 100 carts)
AUCTION # 5: Atari 2600 Cart Auction/Part 2 (Aprox 100 carts)
AUCTION # 6: Atari 2600 Cart Auction/Part 3 (Aprox 100 carts)
NOTE: These 3/2600 auctions each contain their own
unique variety of cartridges. The first
and second auctions contain common and
uncommon cartridges, while the third
auction contains mostly rare cartridges.
AUCTION # 7: Atari 2600 Special Systems Auction
AUCTION # 8: Atari 800, Atari ST, C64, and IBM disk software
AUCTION # 9: C64/ODY/TI99/TRS80/VIC20 Cartridge Auction
AUCTION #10: C64/ODY/TI99/TRS80/VIC20 Systems Auction
AUCTION #11: Misc Leftover Auction (A little bit of everything, and more)
#
NOTE: Most of the future auctions listed above will start in '96. The
exact date of each auction will depend on how much time I have
and how long it takes me to gather data for that auction.
#
@ = Auction is Finished --- * = Auction in progress
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
#
WHY ALL THE AUCTIONS:
---------------------
It's time for me to clean house. I am selling just about everything I
own pertaining to old game and computer systems, cartridges, software,
and other items for which I am hard pressed to find any more storage
for. I have far too many items to sell in one Auction. Therefore, I
```

have broken it up into several Auctions (11 in all, so far) as I've
shown above. The last Auction will have basically everything that I
couldn't catagorize that are leftover. I hope these Auctions will
help you in your collecting endeavors. Have fun!
#
#
TRADES OR BULK SALES:

I am NOT really interested in any TRADES or BULK SALES, unless they
are very beneficial to me, since my objective for these Auctions is
to get extra cash. However, I will entertain any trade deal that you
wish to come up with, but be warned, it will have to be a very
attractive deal for me to accept it. I will, of course, notify the
current bidder affected by any deals that I might make, and allow
the bidder(s) a chance to make a comparable offer. However, as I
said, the chance of an offer being accepted is very small.
#
#
PLEASE READ THE FOLLOWING AUCTION RULES:

I have added the following rules and comments both for your protection
and mine. Please read through them carefully as this will save us all
some time in the long run. These rules should remain stable through
any of my future auctions, also. If a rule is revised, I will flag
it with a double asterisk (**) in the first two columns of the first
line, for that auction only.
#
**************************** START OF RULES ****************************
#
o This auction starts on Saturday, November 18th at 8:00pm and
ends on Monday, December 4, 1995 at 8:00pm.
#
o All cartridges and/or items that have NOT been BID on WITHIN
24-HOURS of the deadline, will be CLOSED and all the winners
will be notified by email.
#
o All cartridges and/or items that HAVE had a BID placed on them
WITHIN 24-HOURS of the deadline, will REMAIN OPEN and the
Auction will continue using the 24-hour rule. This rule simply
means that if the cartridge and/or item being bid on does not
have another bid on it within 24-hours, then that item is closed
and the winner is notified by email. Otherwise, the cartridge
and/or item remains open for another 24-hours. This continues
until all cartridges and/or items are closed.
#
o Minimum bid settings are shown in BID column until a BID NAME other
than "NOBIDDER" is shown in the Bidder column (last column). I
will not accept any bids that do not meet the minimum bid listed.
#
o Minimum bid increments are as follows:

$0.25 - $0.99 = $0.25 Increment
$1.00 - $9.99 = $1.00 Increment
$10.00 and up = $2.00 Increment
#
o First time bidders are required to give their full name and address
of where they want their cartridges and/or items shipped to.
Remember, this only applies to the first time (per auction) that
you place a bid in that auction. I will verify all addresses with
each winner before shipping out any cartridges and/or items.
#
o First time bidders will need to also send me an alias name of up to
8-characters. This name will be used for any bids that you will be
sending in during the course of this auction. This may be your real
name or a made-up one, depending on if you wish to remain anonymous
or not. If I do not receive one, I will make one up starting with
"Bidder00" and incrementing through to "Bidder99".
#
o If you BID, you are expected to BUY!!! Of course, I cannot enforce
this, so to be fair, I will allow up to three (3) cancellations
by the same bidder during the course of all my upcoming auctions
shown above (prior to the rules), and provided they are cancelled
within 24-hours of the original bid. If you cancel for a fourth
time or if you cancel after 24-hours anytime, you will be barred
from bidding in any future auctions that come up. In other words,
3-STRIKES AND YOUR OUT!!!
#
NOTE: If someone cancels a bid, that bid will be removed and the
previous bidders bid and bidder name will be entered in
lieu of, and email will be sent notifying that bidder of
the change.
#
o New updates will be received by all bidders every 24-48 hours
(I will try to keep it within 24-hours as much as I can). I
will also try to keep an updated posting in the following
usenet area - "rec.games.video.classics" and "comp.sys.atari.8bit",
whenever possible.
#
o Shipping cost will depend on the how many cartridges you buy:
1 Cartridge = $2.00 Total
2-6 Cartridges = $0.50 per Cartridge extra ($2.50 to $4.50)
7-15 Cartridges = $5.00 Total
16-49 Cartridges = $7.00 Total
50 & UP Cartridges = $9.00 Total
#
NON-Cart Item (10lbs & under) = $7.00
NON-Cart Item (over 10lbs) = Shipping Wgt x .40 (Aproximately)
(This will be more accurately defined once everything is closed
and a weight and destination can be determined)
#
NOTE: All shipping will be done US Parcel post or UPS, depending

on your choice. Please let me know ahead of time if you
have a preference. Otherwise, I will ship US Parcel Post
for all cartridges and/or items totalling $5.00 or less
in shipping and UPS if the total shipping is over $5.00.
#
o I will accept payment either by check or money order only. If by
check, I will wait 5-7 days for it to clear before mailing any of
the cartridges and/or items. If by money order, the cartridges
and/or items will be mailed within 24-48 hours of having received it.
#
o All cartridges are sold as is. Most have been previously tested,
but not all (mainly because I believe that most cartridges will
work). However, I will test each cartridge on my system before
shipping it out. This way, when you receive your cartridges and/or
items, you know they are working properly. If I have a problem
with a cartridge, I will notify you and you will be compensated
to suit.
#
o Whenever an asterisk is shown to the left of the cartridge name,
it means that the instructions for that cartridge is available,
and will be included in whatever bid you make.
#
o I reserve the right to pull or refuse to sell any cartridge from
this auction for the following reasons only:
1 - The Cartridge and/or item has not met its minimum bid
settings and has not been bid on by the halfway point.
2 - There is an offer on the side for a cartridge and/or item,
that is acceptable to me.
#
o The information listed with each cartridge is to my knowledge,
accurate. However, I am not responsible for any mistakes and/or
errors that I may have overlooked. If I find any mistake on
any of the cartridge information, I will send the correction
along in the next update to all bidders.
#
****************************** END OF RULES ******************************
#
#
Cartridge Maker Codes (These may be revised depending on the auction):
AT = Atari AV = Activision BB = Broderbund
BF = Big Five EP = Epyx IM = Imagic
LT = Lightning MW = Midway PB = Parker Bro's
RK = Rokian SI = Sierra SY = Synapse
TE = Thorne Emi
#
Cartridge Types (These may be revised depending on the auction):
TL = Text Label only.
PL = Picture Label.
#
Cartridge Conditions:

VG = Label has heavy signs of wear and tear. There may be tears,
peeling offs, and/or scratches. The label is mostly
readable, but some parts of it may not be.
F = Label is completely readable. May show some signs of minor
wear and tear, such as scratches. Screw holes may also be
evident (see Comments).
VF = Label has very slight wear and tear. There may be some very
slight discolorings. The label is clear and should not have
any major defects marring the readability it. However, there
may be an End Label Missing, Screw Hole(s), etc which should
not affect its readability and clarity.
NM = Near perfect label. May show very slight wear. No defects.
M = This is a new cartridge and label or is just like new.
#
Defect Codes (These may be revised depending on the auction):
LP = Label Peeling.
LW = Label is Wrinkled.
SSL = Small Scratch(es) on Label.
#
Comment Codes (These may be revised depending on the auction):
XE = 130XE compatible system cartridge
OEC = Open End Cartridge (Mostly Non-Atari)
ITMS = includes Temparature Module, sensor, etc (COMPLETE)
ILSAS = Includes Light sensor, assembly, stand, etc (COMPLETE)
J### or R ## # = Number Stenciled on Cartridges (Atari only)
(I don't know what this number represents.)
#
Duplicate Cartridge Comments:
o All duplicate cartridge names listed have been added because
they have subtle differences among them. Examples of some of
the differences found would be:
1 - Numbers stenciled on cartridge.
2 - Color of cartridges (Not the label).
3 - Country where cartridge came from (Mostly MN carts).
4 - Picture vs Text Label.
5 - Year cartridge was released.
6 - Maker of cartridge.
#
When a duplicate cartridge is listed, I have listed each
cartridge separately along with its maker in alphabetical order.
#
#
Cartridge Listings - Atari 800 System
##
** (* = Ins); BY = Maker; L/B = Loose or Boxed Cartridges **
****
CARTRIDGE NAME	BY	L	BID	COMMENTS (SEE NOTES)	BID NAME
************************	***	**	*******	*********************	********
*AtariLab Light Module	AT	B	$ 8.00	TL; M; '84 (ILSAS)	NOBIDDER
*AtariLab Starter Set	AT	B	$ 8.00	TL; M; '83 (ITMS)	NOBIDDER

Assembler Editor	AT	L	$ 4.00	TL; VF;'?? (SSL)	NOBIDDER
*Asteroids	AT	L	$ 3.00	TL; M; '??	NOBIDDER
Asteroids	AT	L	$ 2.00	TL; NM;'?? (R 41 2)	NOBIDDER
Atarigraphics (Silvr Lbl)	AT	L	$ 4.00	TL; M; '83	PowerPC
Atariwriter	AT	L	$ 5.00	TL; M; '82 (J273)	NOBIDDER
Atariwriter	AT	L	$ 5.00	TL; M; '82 (R 02 4)	NOBIDDER
Atari Logo	AT	L	$ 4.00	TL; VF;'83 (J343)	PowerPC
Atlantis	IM	L	$ 4.00	TL; M; '83 (OEC)	PowerPC
Basic Cartridge	AT	B	$ 6.00	TL; M; '79	NOBIDDER
Basic Cartridge	AT	L	$ 5.00	TL; M; '??	NOBIDDER
Basic Cartridge	AT	L	$ 5.00	TL; NM;'?? (R 40 3)	NOBIDDER
*BC's Quest for Tires	SI	B	$ 5.00	TL; M; '83	dgb
Caverns of Mars	AT	L	$ 3.00	TL; VF;'82(J193)(LP)	Pinnegar
*Centipede	AT	L	$ 3.00	TL; NM;'82 (R 43 2)	NOBIDDER
Centipede	AT	L	$ 2.00	TL; NM;'82 (R 48 2)	NOBIDDER
Centipede	AT	L	$ 2.00	TL; M; '82 (R 49 2)	NOBIDDER
Choplifter	BB	L	$ 5.00	TL; M; '82	NOBIDDER
*Davids Midnight Magic /XE	AT	L	$ 5.00	PL; NM;'83 (OEC)/BB	NOBIDDER
*Defender	AT	L	$ 3.00	TL; M; '82	NOBIDDER
Defender	AT	L	$ 2.00	TL; NM;'82 (R 03 3)	dneyman
*Deluxe Invaders	RK	L	$ 4.00	TL; M; '?? (OEC)	NOBIDDER
Demon Attack	IM	L	$ 4.00	TL; M; '82 (OEC)	dgb
Dig Dug (Black Label)	AT	L	$ 2.00	TL; VF;'82 (R 40 3)	Pinnegar
*Dig Dug (Silver Label)	AT	L	$ 3.00	TL; VF;'82	tboot
Donkey Kong (By Nintendo)	AT	L	$ 2.00	TL; M; '83 (J243)	Pinnegar
Eastern Front	AT	L	$ 3.00	TL; VF;'82 (R 26 3)	NOBIDDER
Eastern Front	AT	L	$ 3.00	TL; M; '82 (J223)	NOBIDDER
*Galaxian	AT	L	$ 3.00	TL; M; '82	NOBIDDER
Gorf	MW	L	$ 4.00	TL; NM;'81 (OEC)	NOBIDDER
*Hardball /XE	AT	L	$ 5.00	TL; M; '87 (OEC)/AC	NOBIDDER
Jungle Hunt	AT	L	$ 3.00	TL; M; '87 (OEC)	PowerPC
*Joust	AT	B	$ 4.00	TL; M; '87	NOBIDDER
Kaboom	AV	L	$ 5.00	TL; M; '83 (OEC)	Bidder00
*Master Type	LT	B	$ 5.00	TL; M; '82	NOBIDDER
Miner 2049er (Black Case)	BF	L	$ 5.00	PL; M; '83 (OEC)	NOBIDDER
*Miner 2049er (Blue Case)	BF	L	$ 6.00	PL; NM;'83 (OEC)	smw
*Miner 2049er	BF	L	$ 6.00	TL; VF;'82 (OEC)	NOBIDDER
*Missile Command	AT	L	$ 3.00	TL; M; '?? (SSL)	NOBIDDER
Missile Command	AT	L	$ 2.00	TL; M; '?? (R 37 2)	NOBIDDER
Ms. Pac-Man	AT	L	$ 2.00	TL; M; '83	Pinnegar
*Pac-Man	AT	L	$ 3.00	TL; M; '82 (R 39 2)	NOBIDDER
Pac-Man	AT	L	$ 2.00	TL; M; '82 (R 50 2)	NOBIDDER
*Pengo	AT	B	$ 5.00	TL; M; '83	PowerPC
Pengo (Silver Lbl)	AT	L	$ 5.00	TL; NM;'82	NOBIDDER
Pilot Programming Lang	AT	L	$ 4.00	TL; VF;'80 (SSL)	PowerPC
Pitfall!	AV	L	$ 5.00	PL; M; '84 (OEC)	NOBIDDER
Pitstop	EP	L	$ 5.00	TL; VF;'84 (LW)(OEC)	NOBIDDER
Pole Position	AT	B	$ 4.00	TL; M; '82	NOBIDDER
*Pole Position (Silvr Lbl)	AT	L	$ 3.00	TL; VF;'83 (R 51 3)	tboot
*Qix (Black Label)	AT	L	$ 4.00	TL; M; '82 (R 31 3)	NOBIDDER

Qix (Brown Label)	AT	L	$ 3.00	TL; M; '82	Pinnegar
Realsports FB (Silvr Lbl)	AT	L	$ 4.00	TL; VF;'83 (R 07 4)	NOBIDDER
*River Raid	AV	B	$ 6.00	TL; M; '83	dneyman
Shamus	SY	L	$ 5.00	TL; M; '82 (OEC)	dgb
Space Invaders	AT	L	$ 2.00	TL; VF;'81	NOBIDDER
*Star Raiders	AT	L	$ 3.00	TL; M; '?? (R 39 2)	dneyman
*Star Raiders	AT	L	$ 3.00	TL; M; '?? (R 49 2)	NOBIDDER
Star Raiders	AT	L	$ 2.00	TL; M; '?? (R 50 2)	NOBIDDER
Star Wars:Ret of Jedi:DSB	PB	L	$ 5.00	TL; NM;'83 (OEC)	NOBIDDER
Submarine Commander	TE	L	$ 5.00	TL; M; '82 (OEC)	PowerPC
Super Breakout	AT	L	$ 2.00	TL; NM;'??	NOBIDDER
*Telelink I	AT	L	$ 4.00	TL; M; '??	PowerPC
*Typo Attack (Silver Lbl)	AT	L	$ 4.00	TL; NM;'84	PowerPC
Video Easel	AT	L	$ 3.00	TL; M; '??	NOBIDDER
*Wizard of Wor	RK	B	$ 5.00	TL; M; '83 (OEC)	NOBIDDER
****
#
Please send all bids to "leftyle5@delphi.com". Thank you.
#

3683. SIO cables, where to get?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-22 00:00:00 UTC
From: daniello@austin.ibm.com
Message-ID: <48vcht$v4o@ausnews.austin.ibm.com>
Source record: 87406

I've picked up a few Atari computers and disk drives lately
at thrift stores and flea markets, but none of them ever
appear to have the SIO cables. Does anyone have extras
or know a dealer that still has a few?

3684. Pepper's 300 Cart Auction !!! Update #4.7

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-22 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A32.3.91.951121221217.223955D-100000@freenet.edmonton.ab.ca>
Source record: 87407
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

```
Welcome to Peppers 300 Cart Auction

************************************************************************
This Auction Contains Commons to ER's of
Sega Master (3) Leisure-Vision (Arcadia)(5)
Atari 2600 (88) TRS-80 (3)
Atari 5200 (10) Vic - 20 Carts (30)
Atari 7800 (7) Vic - 20 Cassettes (10)
Colecovision (24) Apple II Disks (2)
Commodore 64 (6) Unknown Cassettes (5)
Intellivision (36) Atari 400/800 Disks (52)
Handheld (2) Atari 400/800 Cassettes (19)
************************************************************************
- Rules -
************************************************************************
Shipping 1St 2.00 \ 2,3,4th = .50 ea \ 5 and up =.75ea

-----> .U.S.FUNDS ONLY.. <-----

I reserve the right to change, delete, or refuse
any trade offer or bid / activity within the auction.

Bidders Have 10 Days to send Payment

----> Minimum Bid is $2.00 on Each Item. $1.00 increments
afterwards.

TRADES Will be given First Priority
See Below for My Want List

Deadline Is Dec 2 5:00 pm MDT after this time
a ONCE - TWICE - SOLD part 2 auction will occur
as to ensure fairness to all bidders (1-2 days)

I will Updates biders by E-Mail free! ;)

########################################################################################
Codes: SW - Shrinkwrapped
"""""" C - Cart
I - Instructions
B - Box
O - Overlays
########################################################################################
Type Rarity Code Bid Bidder Status
########################################################################################
Sega Master Games
```

##
The power base converter allows you to play SMS games on the Sega Genesis
Power Base Converter Minimum bid +20.00
Miracle Warriors CB +2.00 grenert
Phantasy Star -Scratches on cart- CB +5.00 shorton

##
ATARI 2600
##
Laaser Voley (Taiwan) ER C +8.00 Multisync
^Rare spelling error^

Ghostbusters (blue label) ER C +6.00 Tu.Dang
Laser Volley (Taiwan) ER C +6.00 Tu.Dang
Ocean City Defender (Taiwan) ER C +9.00 mikeEtler
Pengo ER C +15.00 mikeEtler
Q*Bert CX26150 ER C +4.00 Tu.Dang
Boxing/La boxe (Label Plaque) ?? C +5.00 Multisync
Demon Attack (blue label) Scratched C +4.00 bschultz
Pole Positn (ripped label) ?? C +2.00 cameron
21 Video Olympics R C +2.00 cameron
51 Blackjack R C +2.00 cameron
61 Basic Math R C +2.00 cameron
Air Raiders (M-Network) R C +3.00 mor
California Games R C +3.00 Tu.Dang
Commando Raid R C +3.00 mor

Cookie Monster Munch
"Child life" written on cart R C +5.00 Tu.Dang

Crackpots R C +4.00 morgan
Decathlon R C +2.00 cameron
Dolphin R C +3.00 Tu.Dang
Donkey Kong Jr. R C +4.00 91626
Frostbite R C +7.00 mor
Gyruss R C +7.00 mor
Midnight Magic R C +3.00 ghunter
Millipede R C +5.00 Tu.Dang
Mr. Do - Corner of label missing R C +3.00 kevates
Oink R C +3.00 kevates

Oscar's Trash Race
"Child life" written on cart R C +3.00 morgan

Plaque Attack R C +4.00 morgan
Pressure Cooker R C +4.00 morgan
Private Eye (sticker on box) R CB +6.00 morgan
Robot Tank R C +3.00 lonadar
Seaquest R C +2.00 cameron
Sky Jinks R C +3.00 lonadar
Snoopy & the Red Baron R C +8.00 Tu.Dang
Sorcerer's Apprentice R C +5.00 Morgan

Stampede R C +2.00 cameron
Star Wars - Jedi Arena - R C +3.00 Tu.Dang
Summer Games R C +3.00 Tu.Dang
Survival Run R C +3.00 morgan
Taz R C +9.00 Tu.Dang
Title Match Pro Wrestling R C +3.00 Tu.Dang

Track & Field with Controller Controller
Label in rough shape (stained) R & Cart +8.00 Multisync

Venture - CX26145 - R C +3.00 lonadar
Winter Games R C +3.00 Tu.Dang
Wizard Of Wor R C +3.00 andres
Amidar U C +2.00 dragon
Atlantis U C +2.00 dragon
Barnstorming U C +2.00 dragon
Boxing U C +2.00 dragon
Brain Games (No end label) U C +2.00 Tu.Dang
Chopper Command U C
Codebreaker U C +2.00 Tu.Dang
Cosmic Ark U C +2.00 dragon
CrossBow U C +2.00 Tu.Dang
Crystal Castles U C +2.00 larrys
Dig Dug U C
Donkey Kong (CX26143) U C
Dragster U C
Fishing Derby U C
Freeway U C
Gorf U C
Grand Prix U C +2.00 dragon
Ice Hockey U C
Kaboom! U C
Kangaroo U C
Keystone Kapers U CI +2.00 spopp
Kung-Fu Master U C +2.00 cameron
Mario Bros U C +2.00 dragon
Maze Craze U C
Megamania U C +2.00 dragon
Reactor U C +2.00 dragon
River Raid U C +2.00 dragon
Skiing U C +2.00 dragon
Smurf R.I.G.C (Scratch label) U C +6.00 Tu.Dang
Solar Fox U C +2.00 Tu.Dang
Solaris U CI +3.00 Tu.Dang
Space War U C +2.00 dragon
Spider Fighter U C +2.00 dragon
Tutankham U C +2.00 dragon
Video Pinball U C
Word Zapper U C
Zaxxon U C
Defender C SW +2.00 91626

Surround C C
Tennis C C

SuperCharger Package (2 tapes & SuperCharger/pkg deal)
"""

SuperCharger \
2 Communist Mutants From Space R Case > +12.00 larrys
1 Phaser Patrol R Case/

##
ATARI 5200 - Untested -
##
Centipede ?? C
Galaxian ?? C +2.00 afn04314
Jungle Hunt ?? C +2.00 hsawtel
Mario Bros ?? C +2.00 afn04314
Pac-Man ?? C
Realsports Football ?? C +2.00 hsawtel
Space Invaders ?? C +2.00 afn04314
Star Raiders ?? C +2.00 hsawtel
StarWars R.O.T.J. Death Star Battle CBI (New) +20.00 C645228
Super Breakout ?? C

##
ATARI 7800
##
Centipede ?? C
Donkey Kong ?? C +2.00 afn04314
Galaga ?? C +2.00 kevates
Ms. Pac-Man (rough shape) ?? C
One on One ?? C
Pole Position II ?? C
Xevious (ripped label) ?? C

##
COLECOVISION
##
XONOX CART
Artillery Duel/Chuck Norris ER C +50.00 Minimum
(Excellent condition)

Buck Rogers Planet Of Zoom R C +3.00 ghunter
Defender R C +3.00 hsawtel
Heist (Completely Faded Label) R C +5.00 ghunter
Pitfall II R C +3.00 Tu.Dang
River Raid R C +3.00 hsawtel
Burgertime U CB +2.00 WAGJ94B
Ken Ustom Blackjack/Poker U C +2.00 lonadar
Pepper II U C
Subroc U C +2.00 lonadar
Time Pilot U C +2.00 lonadar
Victory U C +2.00 lonadar

WarGames U C +2.00 mor
Cabbage Patch Kids A.I.T.P. C C +2.00 Tu.Dang
Carnival C C +2.00 WAGJ94B
Donkey Kong Jr. C C
Looping C C +2.00 hsawtel
Mr. Do C C +2.00 Multisync
Q*Bert C C
Rocky Super Action Boxing C C
Smurf Rescue in Gargamels Castle C C +3.00 Tu.Dang
Space Fury C C
Space Panic C C

New Addition:
Adam computer with 1 data cassette drive, built in cartrige port, comes
with donkey kong cartrige, 1 controller, Printer, Manuals, Smartbasic,
and Super Game Pack. I've tested the Cartrige port and printer.
Shipping on this package is ($16-$24)

Adam Computer +2.00 lonadar

##
COMMODORE 64
##
Clowns (Cart) ?? C
Gateway to Apshai (Cart) ?? C
International Soccer (Cart) ?? C
Kids on Keys (Cart) ?? C
Radar Rat Race (Cart) ?? C +2.00 grenert
Voice Messenger (Cart) Not tested ?? C +2.00 Multisync

##
INTELLIVISION
##
Big League Baseball ER CBIO +4.00 Multisync
Championship Tennis ER C +5.00 steve
Commando ER CB +10.00 steve
Dig Dug ER CBI +14.00 steve
Hover Force ER CI +8.00 mikeEtler
Melody Blaster ER CBIO +4.00 Multisync
Mr Basic Meets Bits & Bytes ER SW +4.00 Multisync
Scooby Doo's Maze Chase ER SW +7.00 steve
Super Pro Decathlon ER CI +11.00 Multisync
Super Pro Football ER CBI +5.00 steve
Thunder Castle ER C +6.00 mikeEtler
Truckin - With Map - ER CIO +8.00 mor
World Cup Soccer ER C +4.00 Multisync
Checkers Dames -Same as Checkers R CBIO +4.00 Multisync
Chess (White label) R CI +3.00 Multisync
USCF Chess (Purple label) R CB +3.00 Multisync
Math Fun R CBIO +4.00 mor
Vectron R CBIO +4.00 mor

Word Fun R CBIO +4.00 mor
AD + D Treasure of Tarmin U SW +4.00 hsawtel
Bump N Jump U C +3.00 ghunter
Las Vegas Roulette U CBIO +2.00 mor
Microsurgeon U C +2.00 andres
Motocross U CBI 1 overlay
Pitfall U C
Lady Bug ? C +3.00 ghunter

Intellivoice Package Deal (3 games and Voice Synthesis/pkg deal)
~~~~~~
B-17 Bomber (Complete) U \
Bomb Squad (Complete) U \
Space Spartans (Complete) U / +10.00 Tu.Dang
Voice Synthesis Module U /

Intellivision Package (6 games/pkg deal)
Box and Instructions are in French
~~~~~~
Astrosmash/L'Astrosmash \
Auto Racing/La Course Automobile \
Major League Baseball/Le Baseball De La Ligue Majeure \
NFL Football/Le Football NFL / +12.00 mor
Skiing/Le Ski /
Space Armada/La Flottte E L'espace /

##
Handheld - This is MGA'S LCD handheld by Micro Games of America
##
Ms. Pac-Man with instructions (takes 2 AA batteries) +4.00 Multisync
Pac-Man (takes 2 AA batteries) +4.00 Multisync

##
Leisure-Vision (Compatible with Emerson Arcadia)
##
3D Bowling (Leisure-Vision) #13 CBI +5.00 MikeEtler
Alien Invaders (Leisure-Vision) # 8 CB +5.00 MikeEtler
Baseball (Leisure-Vision) #15 CBIO
Crazy Gobbler (Leisure-Vision) # 1 CB +7.00 MikeEtler
Jungler (Leisure-Vision) # 4 C +5.00 MikeEtler

##
TRS-80 - Not Tested -
##
Astro-Word Search (Cassette with instructions) +2.00 Multisync
Canyon Climber (Cart) +2.00 Multisync
Color Baseball (Cart)

##
Vic - 20 - Not Tested -
##
Alien (Cart) ?? C +2.00 Multisync

AstroBlitz (Cart) ?? C +2.00 Multisync
Avenger (Cart) ?? C
Black Hole (Cart) ?? CB +2.00 Multisync
Choplifter (Cart) ?? C
Cosmic Cruncher (Cart) ?? C +2.00 Dane.bills
Cosmic Jailbreak (Cart) ?? C +2.00 Multisync
Crossfire (Cart) ?? C +2.00 Multisync
Garden Wars (Cart) ?? C +2.00 Multisync

Ghost Manor/Spike's Peak
Xonox Double Ender (Cart) ?? C +7.00 Multisync

Gorf (Cart) ?? C
Hes Writer (Cart) ?? C
Home babysitter (Cart) ?? C
Jawbreaker II (Cart) ?? C +2.00 Dane.Bills
Jupiter Lander (Cart) ?? C

Machine Language -
- Monitor Cartridge (Cart) ?? C +2.00 Dane.Bills

Omega Race (Cart) ?? C
Personal Finance (Cart) ?? C
Pin Ball (Cart) ?? C
Pole Position (Cart) ?? C
Radar Ratrace (Cart) ?? C +2.00 Dane.Bills
Raid On Fort Knox (Cart) ?? C
Sargon II Chess (Cart) ?? C
Sea Wolf (Cart) ?? C +2.00 Multisync
Super Smash (Cart) ?? C +2.00 Multisync
Terraguard (Cart) ?? SW +2.00 Multisync
The Count (Cart) ?? C
The Sky is Falling (Cart) ?? C
VideoMania (Cart) ?? SW
Visible Solar System (Cart) ?? C

3D Maze (Cassette) ??
Arcadia (Cassette) ?? with case
Catcha Snatcha (Cassette) ?? with case
City Bomber Minefield (Cassette) ??
Frantic (Cassette) ?? with case
Neutron Zapper (Cassette) ?? with case
New York Blitz (Cassette) ??
Vegas Jackpot (Cassette) ??
Vic Planets (Cassette) ??
Wacky Waiters (Cassette) ?? with case

****
Apple II Disks - Untested -
****
Compu-Spell SW
The Snapper (Disk and instructions)

```
************************************************************************
Unknown all from (Dragon Data Limited) - Untested -
************************************************************************
Dragon Mountain (Cassette with Instructions)
Madness & Minotaur (Cassette with Instructions)
Mansion of Doom (Cassette with Instructions)
Quest (Cassette with Instructions)
Stalag/Eno (Cassette with Instructions)
(Now believed these Dragon Tapes are for the CoCo system)
************************************************************************
Atari 400/600XL/800/800XL/1200XL/1400XL Disks - Untested -
(Mainly for 400/800 computers)
************************************************************************

Basics of Animation (shrinkwrapped) 32K
Bishop's Square/Maxwell's Demon (complete)48K
Bug Off (complete)
Caverns of Mars (complete) 16K
Chicken (shrinkwrapped) 16K +2.00 Strong
Cohen's Towers (complete)
Compu-Math Decimals (complete) 48K
Digger Bonk/Bean Machine (complete) 24K +2.00 krieg
Disk Utilities (complete) 32K +2.00 afn04314
Dodge Racer (complete) 32K +2.00 krieg
Drelbs (complete) 32K
Dsembler (complete) 24K
Dunion's Debugging tool (complete) 16K +2.00 Strong
Ghost Encounters (box & disk) 16K +2.00 krieg
Gorf (complete) 24K +2.00 afn04314
Graphic Generator (complete) 32K
Graphics Machine (complete) 48K
Home Filing Manager (shrinkwrapped)
Horizontal & vertical Scrolling (complete) 24K
Jawbreaker (shrinkwrapped) 16K
Jeepers Creepers (complete) 32K +2.00 krieg
Journey to the Planets (complete) 32K
Juggles House (complete) 16K +2.00 Strong
Juggles Rainbow (Shrinkwrapped) 16K +2.00 Strong
Juno First (complete) 32K
Kid Grid (shrinkwrapped) 16K +2.00 krieg
Microsoft Basic Cross-Reference Utility (complete) 40K
Page Flipping (complete) 32K
Phobos (complete) 16K +2.00 Strong
Phoenix Lair (complete) 48K
Picnic Paranoia (complete) 16K
Player Missile Graphics (complete) 24K
Preppie! II (complete) 32K
Rainbow Walker (complete) 32K +2.00 Strong
Serpentine (complete) 24K +4.00 Dane.Bills
Shape N Color (complete)
Simon Sez (complete)
```

Sky Blazer (complete) 48K
Snake Byte (complete) 48K
Sneakers (complete) 48K
Space Eggs (shrinkwrapped) 48K
Space Games (shrinkwrapped) 32K
Stellar Shuttle (complete) 32K
Supersort (complete) 24K
Survivor box & disk 32K +2.00 krieg
Tax Dodge (complete) 32K
Teletari (shrinkwrapped) 32K
The Memory Map Tutorial (complete) 32K
Threshold (Shrinkwrapped) 40K +3.00 krieg
Track Attack (complete) 32K
Twerps (complete) 48K
Zaxxon (complete) 32K +3.00 dneyman
==========
Atari 400/800 Cassettes - Untested -
==========

An Invitation to Programming (complete) 8K
Anti-Sub Patrol (complete)
Arena 3000 (complete)
Astro Chase (complete) 32K
Black 'Em (complete)
Black Jack Tutor (complete)
Bug Off (shrinkwrapped)
Bumper Ball (complete) 16K
Compu-Math Decimals (shrinkwrapped) 32K
Energy Czar (complete) 16K
Intruder (complete) 16K
Jawbreaker (shrinkwrapped) 16K
Juggles' House (complete) 16K
Juggles' Rainbow (shrinkwrapped) 16K
Mailing List (shrinkwrapped) 24K
Protector (shrinkwrapped) 32K
Salmon Run (complete) 16K
States & Capitals (complete) 16K
Upper Reaches of Apshai (complete) 32K

****
Want List:
****

Intellivision:

Congo Bongo
Draughts
Fathom
Spiker Super Pro Volleyball
Stadium Mud Buggies
Super Cobra

I'm also looking for many ER Atari 2600 Carts...Send me your trade list
.........Thanks and Good Luck!

_/_/_/_/ _/_/_/_/ _/_/_/_/ _/_/_/_/ _/_/_/_/ _/_/_/_/ Classic Video Game
_/ _/ _/ _/ _/ _/ _/ _/ _/ Collector/Trader
_/_/_/_/ _/_/_/ _/_/_/_/ _/_/_/_/ _/_/_/ _/_/_/_/ Atari / Intv
_/ _/ _/ _/ _/ _/ _/
_/ _/_/_/_/ _/ _/ _/_/_/_/ _/ _/@freenet.edmonton.ab.ca

3685. Re: extension --> remote cont

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-22 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4901mh$coc@no-names.nerdc.ufl.edu>
Source record: 87408

cmwagner@gate.net (Chad Wagner) wrote:
>In article <Pine.SUN.3.91.951115200237.16615B-100000@cadesm54.eng.utah.edu>,
>Christopher Brett Strong <strong@cadesm54.eng.utah.edu> wrote:
>>limited success. Perhaps an IR adapter? IBM did a version of the PC-junior
>>keyboard like that...
>
>And the PC-junior keyboard was the #1 hated thing by the customers.

But the PCjr keyboard always used the IR interface. The thing that really bugged customers was the dorky "chicklet" keys on the keyboard. About a year into PCjr production IBM ugraded all owners to full-stroke keyboards for free. These were much easier to type on and still used the IR interface.

But lets face it, the Atrai 8-bit still ran circles around the PCjr in overall performance.

-Michael Ellis

3686. Re: * Experienced Video Telecommunications Programmer Wanted *

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-22 00:00:00 UTC
From: cronin@teleport.com
Message-ID: <4902ah$qt2@kelly.teleport.com>
Source record: 87409

In article <power.48.30B23568@inch.com>,
Power Media Communications <power@inch.com> wrote:
>
>New York City based company seeks experienced programmer to
>work on new innovative video teleconferencing application.
>Should have knowledge of the internet, web servers, video
>teleconferencing, dialogic boards, and general programming
>skills.

In general, what types of real-time video compression algorithms are
available for my Atari 800? Are these going to be the H.261 DCT-based
codecs (following the venerable CCITT H.320 videoconferencing
standard) or newer wavelet-based compression techniques?

It is interesting that they seek 6502 assembly or Atari BASIC
programmers for web servers..

tom

--
Tom Cronin | Properly done science is a sort of masochistic game where
Beaverton, OR | one beats one's head against a wall until it falls down,
cronin@teleport.com | and then goes in search of another wall. --Steven Vogel
http://www.teleport.com/~cronin

3687. Re: PERCOM Disk Drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-22 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4904bb$phc@blackice.winternet.com>
Source record: 87410

> classics@seka.nacs.net ( ) writes:
> Rich Mier (rbmier@winternet.com) wrote:
> : > Bob Klaas <bobkla19@mail.tcd.net> writes:

(SNIP)
>
> You have the Single Density version of the Percom drive. But ALL percom drives
> support DOUBLE SIDED 80 TRACK OPERATION. You can still hook up and 3.5"
> drive but you will only get 360k instead of 720k. All Double Density
> models are serial numbered RFDXX-sY where XX is the number of tracks
> on the mech ORIGINALLY installs, and Y is the number of SIDES on the mech
> originally installed.
>

These are Double Density PERCOM drives with the switches to force Single
Density but, like my INDUS GT's, I leave them set in the DD position. The second unit
I have and it's Slave are both Double Density, Single Sided drives. Mine I received with
no drives in it. I have installed 2 - 3.5" 720K drives and they 'seem' to format, BUT, when
you write to them, they start failing, Time Outs (No Device Connected) when the Disk is
half writen (360K). This suggests that the controler can not really handle Double Sided
operations. Yes, I can 'talk' to both of them, but it appears like the controler can only
handle Single Sided drives. I can Force them to take more data if I only copy 1 file at a
time but even then, sometimes I get the error. I suspect this data is going to the same
side
already written. The DOS Directory is just being filled in as if it were Double Sided, the
way that it was FORMATed.
Question: What is the EPROM Ver #? Mine is marked as "V 1.20"

(SNIP)

> These drives work fine w/ SpartaDos as well (no ultraspeed).

Yes, I'm using SDX, 80 tracks, Double Sided, Double Density, Standard
Skew (No High Speed Mode).

>
> The only modification to the above directions for DD drives is that the RDF
> drives have dip switch settings to control the 'drive offset'. You can adjust
> these so that physical drive 1 is atari drive 5, etc. these switches are
> not present on any of the SD drives I have owned.
>
I haven't seen these either. I suspect a different UCode for the Double Sided
Controlers.

Rich Mier

3688. Re: The Last Starfighter: was it ever released?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-22 00:00:00 UTC
From: jeffk914@groucho.roc.servtech.com
Message-ID: <490bs8$o0l@murphy.servtech.com>
Source record: 87411

On 22 Nov 95 10:37:22 , Kurt.Prochnow@pebble.cts.com (Kurt Prochnow)
wrote:

>The last starfighter was released on cartridge as Star Radiers][.
>I saw one at Federated and the graphics were unmistakable Last Starfighter.

Yes, but it wasn't exactly the same... Having both in the ol'
collection, I must say that I always thought Last Starfighter was much
more fun than Star Raiders II, but I don't exactly remember why. :)

| Jeff Kyle jeffk914@groucho.roc.servtech.com |
| Rochester, NY "Katarina" '75 Porsche 914 |
| http://www.servtech.com/public/jeffk914 |
| Car pictures, TMBG MIDI archive, and more! |
| "If atheism is a religion, then bald is a hair color." |

3689. Atari65XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-22 00:00:00 UTC
From: bogaard@euronet.nl
Message-ID: <490a7c$ld1@news.euro.net>
Source record: 87412

Hi, are there any specs. availble for the AtariXE ? such as pin
connections, Basic commands etc...?

Please Email me,
Thanks,

Eric.
bogaard@euronet.nl

3690. Re: **FREE GIFS FREE**

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-22 00:00:00 UTC
From: Christopher Brett Strong <strong@cadesm54.eng.utah.edu>
Message-ID: <Pine.SUN.3.91.951122083208.8500C-100000@cadesm54.eng.utah.edu>
Source record: 87413
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.graphics,comp.sys.amiga.hardware,comp.sys.amiga.marketplace,comp.sys.apollo,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.handhelds,control

```
> I'll buy some if they are in JPEG. GIF is shit for data compression and wastes
> a lot of space.

GIF is very good for data compression. JPEG is "tighter" as it uses
Lossy compression. You could say "gee, this water seems lighter if I
carry it in a bucket with holes in the bottom", but you are still losing
some of your water. The GIF standard, while a bit old, uses
noiseless/lossless techniques similar to ZIP, gz, or ARC programs. JPEG,
on the other hand, uses sort of an "approximation" method. It works
pretty well, but you are still left with less picture.

BTW, what are these jerks doing cross-posting their porno ads here anyway?
I should post a bunch of ads for pictures of naked disk drives in their
newsgroups and see how they like it...

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
\____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
//_//\ \_\
/K-9/ \/_/ ||| "Speak 'Friend' and enter"
/___/_____\ / | \ --- Have You Played Atari Today? ---
-----------
"If the mean don't get you, the variance will." -- James 1. Rieger
```

3691. The Last Starfighter: was it ever released?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-22 00:00:00 UTC
From: Kurt.Prochnow@pebble.cts.com
Message-ID: <621_9511221109@pebble.cts.com>
Source record: 87414

The last starfighter was released on cartridge as Star Radiers][.
I saw one at Federated and the graphics were unmistakable Last Starfighter.

3692. Atari > PC again (Oh dear)

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-22 00:00:00 UTC
From: chris13@alpha1.mdx.ac.uk
Message-ID: <490bad$nb0@seva.mdx.ac.uk>
Source record: 87415
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi out there,
Does anyone know about the possibility of files generated by
Cubase on an Atari being read by cubase running under MS-windows on a PC?

Thanx,
Chris.

No sig....

3693. Re: null modem cont.

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-22 00:00:00 UTC
From: cliffl@mail.netshop.net
Message-ID: <48ulbn$sid@news.netshop.net>
Source record: 87416

bmarcum@iglou.iglou.com (Bill Marcum) wrote:

>Are you trying to use an IBM-standard 9-pin null-modem cable? The
>Atari's serial ports have a slightly different pinout.

>--
>"Goodness me, could this be industrial disease?" Dire Straits

No, actually I am using my old home-made PR Connector modem cable
connected to a regular null modem cable I also made at a dfferent time
for a different reason.
I appreciate your help none the less.

cliffl@mail.netshop.net

3694. Re: 130XE and 400 cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-22 00:00:00 UTC
From: cliffl@mail.netshop.net
Message-ID: <48uli4$sid@news.netshop.net>
Source record: 87417

Adam.Bergstrom@um.erisoft.se (Adam Bergstrom) wrote:

>Is it possible to run 400/800 cartridges on the 130XE?
>/Adam
>E-mail work: adam.bergstrom@um.erisoft.se

Some do, some don't. For instance GORF does not. There were a few
early cartridges that made some "illegal" uses of the old 800 OS.
When the new XL machines came out they would not run. I would suspect
that this is also true of the XE. If you can find a disk based
version however, you can run them using Atari Translator.

Hope I'm right here, I'm a little rusty...

cliffl@mail.netshop.net

3695. Re: The Last Starfighter: was it ever released?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-22 00:00:00 UTC
From: cliffl@mail.netshop.net
Message-ID: <48uls2$sid@news.netshop.net>
Source record: 87418

dnathan@pegasus.rutgers.edu (David Nathanson) wrote:

>Just a quick question, was the game "The Last Starfighter" ever released for atari? I have a copy of it, but I'm not sure how I came by it. Well, post reply to the list or to me at:
>dnathan@chelsea.ios.com or dnathan@pegasus.rutgers.edu

>Thanks,
>Dave Nathanson

Wasn't that the original name of what became "Star Raiders]["? I
could be wrong, but it seems to me I had a two copies of the same game
with these two different names. Is that the one where you travel
around the solar system going from planet to planet to wipe out
invaders?

cliffl@mail.netshop.net

3696. 600XL questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-22 00:00:00 UTC
From: cliffl@mail.netshop.net
Message-ID: <48um5v$sna@news.netshop.net>
Source record: 87419

I just tried to boot up my old 64k 600XL again. It seems to have a
few problems that someone may be able to help me with. First of all
it won't boot into BASIC. If I don't boot into DOS I end up at the
self test. There is no way to get it to go to BASIC. I don't think
this is a big problem mind you, since I think I have a copy of Rev.C
BASIC on disk somewhere.
Secondly, when I run the memory self-test I only get 40 small squares.
Seems to me that I should be getting 64 of them on a 64k machine. Am
I remembering this right? If I am, I suppose I'm on my own since it
is probably a problem with the memory upgrade card.
Thirdly, the signal going to the TV is really crappy. Is there a way
to tune it a little better?

Again, any help would be appreciated,

Cliff Lawley
cliffl@mail.netshop.net

3697. Re: The Last Starfighter: was it ever released?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-22 00:00:00 UTC
From: followel@cris.com
Message-ID: <48vc7g$rvk@spectator.cris.com>
Source record: 87420

cliffl@mail.netshop.net (Cliff Lawley) wrote:

>dnathan@pegasus.rutgers.edu (David Nathanson) wrote:

>>Just a quick question, was the game "The Last Starfighter" ever released for atari? I have a copy of it, but I'm not sure how I came by it. Well, post reply to the list or to me at:
>>dnathan@chelsea.ios.com or dnathan@pegasus.rutgers.edu

>>Thanks,
>>Dave Nathanson

>Wasn't that the original name of what became "Star Raiders]["? I
>could be wrong, but it seems to me I had a two copies of the same game
>with these two different names. Is that the one where you travel
>around the solar system going from planet to planet to wipe out
>invaders?

>cliffl@mail.netshop.net

Cliff,

Yes that's the game. David just has a bootleg copy that someone smuggled out of the deveolper's before it was finished (sure played well though). I obtained a copy as well when I bought a friends 8 bit system. David, hang on to it. There are a lot of copies floating around, but, maybe one day it'll be a collectors item!

Sincerely,
- Byron Followell
followel@cris.com

3698. Re: 130XE and 400 cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-22 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <48u0cu$1ud@news.tcd.net>
Source record: 87421

Will let you know in a minute...

Well Donkey Kong cart runs on it, Atari Writer boots up, and
Track and Field cart boots up..don't see why not..

3699. Re: PERCOM Disk Drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-22 00:00:00 UTC
From: classics@seka.nacs.net
Message-ID: <48vqvi$m5v@wariat.wariat.org>
Source record: 87422

Rich Mier (rbmier@winternet.com) wrote:
: > Bob Klaas <bobkla19@mail.tcd.net> writes:
: > Don't have Ben's e-mail address, but when you get it let me know
: > also have not chatted with him in a couple years.
: >
: > What do you need to know about Percom drives, have worked on them
: > for several years..
: >
: >
: >>>>
: I have 2 - RFD-40S1 and 1 - RFDS1 (slave). The Slave and 1 of
: the masters belong to someone else. 1 of the masters was given to me, with
: no drives; I checked it and it is good. The other person's I found had a bad
: 1795 controler, waiting on it from Best Electronics.
: Anyway, I am a technician and I've been looking them over very
: close. The first thing I did was to make a copy of the highest Revision UCode
: and install it in the other unit. Used 2732's as I don't have any 2716's, had to
: pull a jumper and ground pun 20 to make it work. What I need to know is (#1)
: what is the lastest known UCode Revision? (Lastest Version I have is 1.20)
: (#2) What does it take to convert the RFD-40S1 to RFD-44SS1's?

Rich,

I have a working RFD40-S1 that I sucessfully converted to DS/DD using
a standard 720k Teac mechanism. If you need any information as to the
internals of the unit, or how exactly I did it please e-mail me. I also
have a single density unit here that as I recall is totally diffrent
inside. I upgraded it to 360k using the same 720k mech (single density).

Here is an article I wrote a long while back on how I converted my
RFD40-S1 to 720k:

Article 48 of freenet.sci.comp.atari.prog.8bit.resource:
Path: usenet.ins.cwru.edu!cleveland.Freenet.Edu!aa700
From: aa700@cleveland.Freenet.Edu (Michael Current)
Newsgroups: freenet.sci.comp.atari.prog.8bit.resource
Subject: percom
Date: 30 Oct 1994 08:23:44 GMT
Organization: Case Western Reserve University, Cleveland, Ohio (USA)
Lines: 139
Approved: xx004
Message-ID: <38vl6g$dj1@usenet.INS.CWRU.Edu>
Reply-To: aa700@cleveland.Freenet.Edu (Michael Current)
NNTP-Posting-Host: kanga.ins.cwru.edu
Posted-By: xx004 (aa853 - Craig Lisowski)

From: dh395@cleveland.Freenet.Edu (Steven J Tucker)
Date: 18 Oct 1994 07:57:54 GMT

>The model number is AT88-S1PD. It just has one drive in there.
>I can format it in single density just fine but that's about
>it. There aren't any dip switches but there is a 34 pin connector
>and an edge card connector for a printer I think. Is it possible
>that this is only a single density drive? The drive mech. is
>a Tandon I think from the last time I opened it. I think you
>said something about getting a y-connector to handle 2 drives.
>Wouldn't that put a strain on that little power supply inside?
>Just wonderin'. Well, I stop blabbing now. Thanks for any help
>you can give me.

You have the Single Density version of the Percom drive. But ALL percom drives support DOUBLE SIDED 80 TRACK OPERATION. You can still hook up and 3.5" drive but you will only get 360k instead of 720k. All Double Density models are serial numbered RFDXX-sY where XX is the number of tracks on the mech ORIGINALLY installs, and Y is the number of SIDES on the mech originally installed.

My percom w/ 720k mechs is labeled RFD40-S1. It originally contained a FULL HEIGHT single sided 40 track drive. A real beast to remove.

The Tandon Mech inside MAY be a single sided 40 track mech, which was top of the line at the time it was made, but the controller will support 80 tracks DS.

The 'EDGE CONNECTOR' sticking out the back is a pass through connector to hook up more floppies. To convert your drive to 3.5" mech do the following:

1: open the drive and REMOVE THE 5.25 mech and toss it in the trash ;)

2: REMOVE THE EDGE CONNECTOR BOARD and the cable that connects it to the main controller board, there may also be a single ground wire running from the card to the controller/power supply. Cut this ground wire and remove the edge connector board. You can discard the edge connector board, you will never need it again.

3: Buy some 720k drives. Dont bother with 1.44Meg drives, they will just be a waste of cash since you will only get 720k. The Percom does not support the higher transfer rate used in 1.44m mode. (Since it didnt exist when the controller was made ;)

4: This is the tricky part. You will notice the drive connector on the main board is the exact same type as on a regular IBM floppy drive board!

If you just want 1 360k drive just go get a regular PC internal floppy drive cable for $1 and plug one end into the board and I end into the 720k drive. If the cable you get has connectors for 2 floppies on it and a twist in the wire near the middle, DO NOT USE THE PORTION OF THE CABLE THAT IS TWISTED, USE ONLY THE 2 CONNECTORS BEFORE THE TWIST.

If you want more than 1 3.5" drive, get a STRAIGHT THROUGH cable that has no twist and more connectors. The Percom Controller wont work correctly

with PC type cables that contain the twisted wire pair.

You can build your own pass-through cable from parts from Radio shack if need be, just get regular 34pin connectors and a ribbon cable.

5: Power supply considerations. The 3.5" mech will need an adapter to draw power from the large 4 pin connector on the Percom power supply, this is a STANDARD PC POWER ADAPTER and should come with your drive. If it does not it costs $2 at radio shack.

If you want to power more than 1 drive get a standard PC POWER SUPPLY Y-splitter. The power drain of 2 3.5" drives in my Percom is roughly only 2/3 of the draw of the single old FH drive. No need to worry about toasting the power supply. If you want more then 3 drives hooked upto the unit (it will support 4-8, depending on the 3.5" drive types) I would suggest you invest in a cheap PC power supply.

6: Drive selection. Drive number selectionis handeled from the drive unit exclusivly on SD units, set the jumper on the 3.5" drive to D0 or 'Drive A' or whatever is FIRST.

7: Once you get the drive powered and connected, its time to give it a test. Turn on the drive, carefull not to let anything metallic come in contact with the main board.

If all is correct you will hear the drive motor spin for about 2 seconds and the BUSY light on the front will flicker for 2-3 seconds and then go dark.

If you oriented one of the cable ends backwards (easy to do w/ a homebrew cable) the drive light will be lit forever when you turn on the drive and WILL NOT GO OFF. The motor may also spin forever. This will NOT harm the drive or controller, just reverse one end of one of the cables and try again.

Hook the drive to a computer and power on the drive, after the light goes off turn on the computer. If you hooked up the power supply, drive cables and drive selector CORRECTLY the drive BUSY light should come on as the Atari tries to boot from it as normal.

Turn both units off.

8: You now have a perfectly good 360k drive! ;) Just get MyDos loaded, hook up the drive and use the configure option to set the drive controller to 2 sides, 80 tracks, SINGLE DENSITY. the seek time should be set to the fastest possible (0 if I recall).

Its been awhile, but I think the options go: High Capacity: NO
Configurable: YES
Double Sided: Yes
Tracks: 80
Seek: (fastest)

9: Format a disk at this density, it takes quite awhile. Write DOS/DUP and
you now have a bootable 360/720k disk!!!! These drives are real
speed demons in SD too, you will love that!

These drives work fine w/ SpartaDos as well (no ultraspeed).

The only modification to the above directions for DD drives is that the RDF
drives have dip switch settings to control the 'drive offset'. You can adjust
these so that physical drive 1 is atari drive 5, etc. these switches are
not present on any of the SD drives I have owned.

--
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

3700. Re: Atari XE?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-22 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4901ft$coc@no-names.nerdc.ufl.edu>
Source record: 87423

In reply to Russ Gilbert's previous post:

You are correct in assuming that a Jaguar programmer will accumulate many basic IO routines over time. However, just including these into the software (as you alluded to using 8-bit macros) does not constitute have an OS. There still is no layer of software sitting between your application and the hardware; if you are including some IO routines into your software, you are controlling the hardware directly (and probably not through a driver).

This OS-less approach can actually be desirable, though. If the application is in total control of the hardware, it has the freedom to use only the IO libraries it NEEDS, whereas a machine that has an OS can get bogged down by code that isn't even being used. Atari would be wise to actively develop powerful libraries that can then be distributed to its developers for use -- this would offer many of the advantages of having a true OS.

-Michael Ellis

3701. /// WTB Atari 8-bit cartridge/disk software \\\

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-22 00:00:00 UTC
From: wvelting@ix.netcom.com
Message-ID: <48vsv6$b5b@ixnews5.ix.netcom.com>
Source record: 87424

I am looking to buy some software for my XE computer. Please send me a list of what you have along with prices. Thanks.

3702. Re: Source for ANALOG Bacterion?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-22 00:00:00 UTC
From: maffia@franklin.CS.Berkeley.EDU
Message-ID: <48u8vl$2b3@agate.berkeley.edu>
Source record: 87555

Yes, Bacterion played very well! But, I don't remember seeing the source... However, the analog disks are archived at ftp.clark.net in the directory /pub/atari/mag/analog/ (antic is archived there as well.)

Good luck.

- Anthony Maffia

3703. Re: 130XE and 400 cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-23 00:00:00 UTC
From: rpinnega@spartan.ac.BrockU.CA
Message-ID: <1995Nov23.135530.18851@spartan.ac.BrockU.CA>
Source record: 87425

Bob Klaas (bobkla19@mail.tcd.net) wrote:
: Will let you know in a minute...

: Well Donkey Kong cart runs on it, Atari Writer boots up, and
: Track and Field cart boots up..don't see why not..

I think the only 8-bit Atari computer that _couldn't_ run 400/800 cartridges (in some cases) was the Atari 1200XL. And that wasn't because it was incompatible... it was because the cartridge slot was smaller than the 400/800 cartridge slots, and the plastic casings of some non-Atari cartridges physically couldn't fit into it.

Could be wrong.

Rob, Canada

3704. Re: The Last Starfighter: was it ever released?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-23 00:00:00 UTC
From: Christopher Brett Strong <strong@cadesm54.eng.utah.edu>
Message-ID: <Pine.SUN.3.91.951123125954.15764A-100000@cadesm54.eng.utah.edu>
Source record: 87426

> Just a quick question, was the game "The Last Starfighter" ever released for atari? I have a copy of it, but I'm not sure how I came by it. Well, post reply to the list or to me at:
> dnathan@chelsea.ios.com or dnathan@pegasus.rutgers.edu

I rememeber seeing it for sale in a Surplus catalog. I could just kick myself for not purchasing it (this was in '84 or '85), and it was around $10.

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
//_//\ _\
/K-9/ \/_/ ||| "Speak 'Friend' and enter"
/___/_____\ / | \ --- Have You Played Atari Today? ---

"If the mean don't get you, the variance will." -- James 1. Rieger

3705. Re: SIO cables, where to get?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-23 00:00:00 UTC
From: Christopher Brett Strong <strong@cadesm54.eng.utah.edu>
Message-ID: <Pine.SUN.3.91.951123130707.15764C-100000@cadesm54.eng.utah.edu>
Source record: 87427

> appear to have the SIO cables. Does anyone have extras
> or know a dealer that still has a few?

The best deal on the planet is from American Technivison, 1-510-352-3787,
$150 each! Hell, the connectors are more than that!

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
//_//\ _\
/K-9/ \/_/ ||| "Speak 'Friend' and enter"
/___/_____\ / | \ --- Have You Played Atari Today? ---

"If the mean don't get you, the variance will." -- James 1. Rieger

3706. Re: Joystick Ports

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-23 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.113.00248654@mindspring.com>
Source record: 87428

In article <490alj$48k@dub-news-svc-5.compuserve.com> "David W. Carr"
<74022.2104@Compuserve.com> writes:
>From: "David W. Carr" <74022.2104@Compuserve.com>
>Subject: Joystick Ports
>Date: 22 Nov 1995 23:10:43 GMT

>Can some one tell me how to control the joystick ports in Atari
>Basic. I need to control a reply off of them.

>David

The joystick ports are read using STICK(n), where n is the joystick you want
to read. n can be 0, 1,2,3. On an XL/XE you would normally only use n=0 or 1.
The expression to read them is:

X=STICK(0)

X will now contain the value for the direction the joystick is pointing.

```
14
10 | 6
\ /
11 --- 15 ---- 7
/ \
9 | 5
13
```

The joystick button is read with STRIG(n) where n is 0,1,2,3 corresponding to
the same as the STICK(n) you are reading.

It would be read with the expression:

B=STRIG(0)

If B=0 then the button is pressed. If B=1 then it is not.

You of course do not have to use X or B, any legal variable name will do.

The paddle controllers are read much the same way, except there are twice as
many paddles as joysticks.

X=PADDLE(n)

n is 0,1,2,3,4,5,6,7,8

X will be a number from 0 to 255 relating to the position of the knob.

The button is read:

```
B=PTRIG(n)
```

Hope this helps.

Bruce Willard bwillard@mindspring.com

3707. ..any archives on the ATARI 7800??

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-23 00:00:00 UTC
From: DreamZS@ix.netcom.com
Message-ID: <4914bb$rn@ixnews5.ix.netcom.com>
Source record: 87429

I would like to get into technical detail on the ATARI 7800. Does anyone
have some good info to share about the 7800's TIA graphics chip??
Please E-mail. Thank you.

3708. 8bit questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-23 00:00:00 UTC
From: noeltox@indy.net
Message-ID: <490snh$ids@news.indy.net>
Source record: 87430

[No readable article body recovered]

3709. Re: 600XL questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-23 00:00:00 UTC
From: gholder@emory.edu
Message-ID: <4914dk$1q4@moe.cc.emory.edu>
Source record: 87431

cliffl@mail.netshop.net (Cliff Lawley) wrote:
>I just tried to boot up my old 64k 600XL again. It seems to have a
>few problems that someone may be able to help me with. First of all
>it won't boot into BASIC. If I don't boot into DOS I end up at the
>self test. There is no way to get it to go to BASIC. I don't think
>this is a big problem mind you, since I think I have a copy of Rev.C
>BASIC on disk somewhere.
>Secondly, when I run the memory self-test I only get 40 small squares.
>Seems to me that I should be getting 64 of them on a 64k machine. Am
>I remembering this right? If I am, I suppose I'm on my own since it
>is probably a problem with the memory upgrade card.
>Thirdly, the signal going to the TV is really crappy. Is there a way
>to tune it a little better?

Can't help on the not booting into Basic. Do you mean that even booting without any drives attatched doesn't take you to Basic? If not, it's strange because of the answer to question 2....

No, you should not expect 64 squares. The self-test only tests RAM up to the Ramtop (or is it memtop?) value, that is, the free RAM below the operating system ROM space and the cartridge (Basic) space. That would be 48k for a boot with Basic disabled, or 40k for a boot with Basic enabled. That's why it's strange to get 40 squares, but not have Basic up. To see if you can get the full 48k, boot without drives with OPTION held down. You should get directly to Self Test and get 48 squares.

As to the TV signal, the most common problems are a bad video cable and/or a bad switchbox. Check or swap those out before getting into the hardware. There is a small hole on the bottom of the machine with a slotted small-screwdriver accessable pot adjustment for adjusting video. It is a VERY touchy control, however, and you'll probably be sorry you started fooling with it, especially if it turns out to be the simpler items.

Gary S. Holder

3710. Re: 8bit questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-23 00:00:00 UTC
From: gmaguire <gmaguire@pennet.net>
Message-ID: <492e1f$6ou@crash.microserve.net>
Source record: 87432

I used to play around with the XEP80. What is your question?

3711. Re: 130XE and 400 cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-23 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <490g70$or4@charm.magnus.acs.ohio-state.edu>
Source record: 87433

In article <48s1qd$fel@antares.lu.erisoft.se>,
Adam Bergstrom <Adam.Bergstrom@um.erisoft.se> wrote:
>Is it possible to run 400/800 cartridges on the 130XE?

Yes, with just a few exceptions.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

3712. 8bit questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-23 00:00:00 UTC
From: noeltox@indy.net
Message-ID: <490svt$ids@news.indy.net>
Source record: 87434

I found an old ST mouse. and was testing it on my 130XE with a program called GOE demo. It works pretty well. Anyone know of any other programs that support this type of setup? The joystick inputs values into the stick(0) and paddle(0,1). Any ideas? Thanks.

Also, anyone who knows anything about XEP80, I have a few questions about this particular piece of hardware. It's been about 8 years since I've even booted up an 8bit Atari, and I've almost completely lost touch with the community. Any help would be greatly appreciated.

3713. Re: 600XL questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-23 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.111.00142760@mindspring.com>
Source record: 87435

In article <48um5v$sna@news.netshop.net> cliffl@mail.netshop.net (Cliff Lawley) writes:
>From: cliffl@mail.netshop.net (Cliff Lawley)
>Subject: 600XL questions
>Date: Wed, 22 Nov 1995 07:07:53 GMT

>I just tried to boot up my old 64k 600XL again. It seems to have a
>few problems that someone may be able to help me with. First of all
>it won't boot into BASIC. If I don't boot into DOS I end up at the
>self test. There is no way to get it to go to BASIC.

Sounds like a bad BASIC rom, but you should still be able to insert a BASIC
cart, which would be a whole lot better than trying to use a disk file.

>Secondly, when I run the memory self-test I only get 40 small squares.
>Seems to me that I should be getting 64 of them on a 64k machine. Am
>I remembering this right? If I am, I suppose I'm on my own since it
>is probably a problem with the memory upgrade card.

Unless I'm mistaken, 40 squares is right if you have BASIC, but no DOS and
type either DOS or BYE, or if you have DOS loaded just BYE. If you have no
BASIC (holding down OPTION when you turn it on), then you should get 48
squares. The extra 16K is not tested.

>Thirdly, the signal going to the TV is
really crappy. Is there a way>to tune it a little better?

It could just be a bad video cable. Try replacing it. Also, try changing the
channel on both the TV and the Atari. If you have a local station on the same
channel, it can interfere. As a last resort, try a thrift store or flea market
to pick up an 800 XL. They are pretty common for usually less than
$10.00

Bruce Willard bwillard@mindspring.com

3714. Re: 600XL questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-23 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.112.0016C594@mindspring.com>
Source record: 87436

In article <4914dk$1q4@moe.cc.emory.edu> gholder@emory.edu (Gary Holder) writes:
>From: gholder@emory.edu (Gary Holder)
>Subject: Re: 600XL questions
>Date: Thu, 23 Nov 95 06:31:16 GMT

>cliffl@mail.netshop.net (Cliff Lawley) wrote:

>>Thirdly, the signal going to the TV is really crappy. Is there a way
>>to tune it a little better?

>As to the TV signal, the most common problems are a bad video cable and/
>or a bad switchbox. Check or swap those out before getting into the hard-
>ware. There is a small hole on the bottom of the machine with a slotted
>small-screwdriver accessable pot adjustment for adjusting video. It is a VERY
>touchy control, however, and you'll probably be sorry you started fooling with
>it, especially if it turns out to be the simpler items.

> Gary S. Holder

The adjustment on the bottom is only to adjust the hue setting. If you want to
adjust it, you need the SALT cart or file. There is no way I know of to adjust
it properly without it.

Bruce Willard bwillard@mindspring.com

3715. Looking for Mr. Do

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-23 00:00:00 UTC
From: cliffl@mail.netshop.net
Message-ID: <49173a$7vi@news.netshop.net>
Source record: 87437

Does anyone have a copy of Mr. Do for the Atari?
I've always looked for one, unsuccessfully.

If you've got one, let me know.

Thanks,

Cliff Lawley
cliffl@mail.netshop.net

3716. Re: null modem cont.

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-23 00:00:00 UTC
From: winston@merk.com
Message-ID: <DIHHHw.Knw@merk.com>
Source record: 87438

On Saturday, November 18, 1995 at 19:26:05 GMT,
cliffl@mail.netshop.net (Cliff Lawley) wrote:

CL> Well, so far I have managed to modify AMODEM72.BAS to transmit at 9600
CL> baud. I can link to the PC with Win95's Hyperterminal. This allows
CL> me to transmit from the PC to the Atari, but not the other way around,
CL> or so it seems. I thought I would transfer a different comm program
CL> off the internet to the Atari and try to use it to go from the Atari
CL> to the PC.
CL>
CL> I sent atzmod12.arc over to my atari (assuming this is a comm program,
CL> it may not be). I also sent SUPUNARC.COM from the PC to the Atari.
CL> SUPUNARC runs perfectly on PC Xformer, but when I try to run it on my
CL> actual Atari XEGS it gives me an error 136 (end of file?).
CL>
CL> Can anyone figure out what I am saying? And if so, what am I doing
CL> wrong?

"ATZMOD12.ARC" is a ZMODEM "file send" program, like FTP, and not a full terminal program. Your error sounds like an "extra padding" error that comes when XMODEM checksum has to "pad out" a block to a full 128 characters before sending it. It sounds like you need a padding stripper program such as "STRIP.COM" or "DLDOCTOR". If you have TEXTPRO, you should be able to strip off the trailing bytes by hand.

3717. Wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-23 00:00:00 UTC
From: gmaguire <gmaguire@pennet.net>
Message-ID: <492e5m$6ou@crash.microserve.net>
Source record: 87439

I am looking for a spare BASIC XE cartridge. Any available?

3718. Rare 5200, Vic 20, Mini Arcade Auction

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-23 00:00:00 UTC
From: Dshaw@cris.com
Message-ID: <49141f$5c7@spectator.cris.com>
Source record: 87440

Included are some Atari 400 units that are for sale, and there are multiple units, so they are not included in the auction. Please see below for details.

Below the rules are a few choice collector items, so enjoy and good luck bidding!

Thanks,
David Shaw
Dshaw@cris.com

RULES AND LEGAL MUMBO JUMBO: (My thanks who all who developed these rules... it sure helps when you forget something!)

*) You MUST include your name, email address, mail address, and phone number with your initial bid (I apologize if it seems I'm being anal, but with people not holding their commitments as winners really hurts us all!).

1) The Initial Posting for this auction was made on Wednesday, Nov 22 on or before 3:00 am EST. The official deadline for bidding on all items is 11:59 P.M. EST, on Wednesday, Nov 29, 1995. The auction will continue until that time, or until all bidding ceases for a particular item. Bids will not be accepted after 30 minutes from bid deadline unless time stamp shows that it was made before the deadline.

2) I will post updates to rec.games.video.classic at least every other day. I will also e-mail the list to all bidders. E-mailed updates will be sent once a day (more if item gets a lot of bids). During the final 48 hours, updates will be more frequent.

3) Do NOT bid on an item unless you are prepared to honor that bid and buy what you bid on at that price. I expect bidder to act honorably--bids not made in good faith hurt all others involved in the auction--so if you don't intend to honor your bid, don't make it. Bids may only be withdrawn if I have not yet sent out an auction update that includes the bid. Otherwise, once a bid is submitted, it may not be withdrawn and I expect that it will be honored in the event that it is the high bid.

4) All cartridges are in working order. All other applicable items will be included only if mentioned. Item condition will be noted if applicable.

5) In case of ties, the first bid received is the bid accepted.

6) Cartridges are loose (ie. without box and manual), unless specified. Some labels may have minor defects.

7) Buyer pays shipping. Once the auction is over, I will work out the details with the winner. I will only charge what it costs to ship the

package, no more.

8) Payment is by check or money order ONLY, and in US Funds. It should be sent within 7 days. If payment is by check, it must clear the bank before shipment goes out. Allow 7 to 10 business days for checks to clear. Canadian bidders should send a Canadian postal money order, payable in U. S. Funds.

9) Place a bid by item number and description. Your first bid must include your name, address, and phone (I will provide same at the close of the auction to all winning bidders). I will use the first part of your E-mail address when listing bids. If you wish to remain anonymous, tell me what name you would like to use and then remember to remind me of it each time you send me e-mail.

10) Bid increment is $.50 on items up to $10.00, $1 for items $10.01 to $20.00, and $2 for items $20.01 and up.

11) Auctioneer reserves the right to correct mistakes made in the posting of this message or along the way.

Min
Item Number Notes Bid Bid Bidder

Atari 5200----
AT5201 Gremlins Brand New in Box!!!! $15
AT5202 Super Cobra Brand New in Box!!!! $15

Vic 20----
VIC01 Tutankham Brand New in Box!!!! $5

Mini Arcade----
MIN01 Donkey Kong F $15

Atari 400 Packages: (Price will not increase!)
These are brand new in the box Atari 400's!!!!!
AT1 The Educator $15
AT2 The Programmer $15

Notes:
==========
A = Splotchy label, or part of label
B = Screw indents, part of label ok condition
C = Will include a second one that has a broken joystick
D = Am looking for just $2 per unit, but would be willing to entertain offers.
E = Worn label edge
F = Battery Cover Missing
* = Possible Trade

-==========

3719. Re: Please help w/atari monitor!

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-23 00:00:00 UTC
From: nrg299@aol.com
Message-ID: <49255e$moo@newsbf02.news.aol.com>
Source record: 87441

```
The pin out is:

1- Audio Out
2- Composite Video (where applicable)
3- General Purpose Output (???)
4- Monochrome detect
5- Audio In
6- Green
7- Red
8- +12V Pullup
9- Horizontal sync
10- Blue
11- Monochrome
12- Vertical Sync
13- Ground

v
4 **** 1
8 **** 5
12 **** 9
* 13

Hope is helps..
```

3720. Re: Atari 800 upgrade to 65c816 (nice and simple)

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-23 00:00:00 UTC
From: nrg299@aol.com
Message-ID: <49255f$mop@newsbf02.news.aol.com>
Source record: 87442

Where can one obtain a 65C816? (Besides ripping one out of a Super NES or Apple IIGS)

3721. Re: XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-23 00:00:00 UTC
From: nrg299@aol.com
Message-ID: <49255i$moq@newsbf02.news.aol.com>
Source record: 87443

I have a XEP80 adapter, its one of Atari's attempts to make an 80-col adapter
to the 8-bit. Mine is rigged with a 9-pin output that I can hook up to any
ibm monochrome monitor. The text is nice, but the joystick interface
SUCKS.

3722. Re: Atari 800 Power Plug Specs

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-23 00:00:00 UTC
From: nrg299@aol.com
Message-ID: <49255p$mos@newsbf02.news.aol.com>
Source record: 87444

It takes a 9V AC adaptor, I think B&C still has them...

3723. RAM upgrade on PBI-does it exist ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-23 00:00:00 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.269.000EA58D@genesis.informatik.rwth-aachen.de>
Source record: 87445

Hello !!!

I'm looking for the scematics for an RAM-upgrade on the PBI of the XL-
Computers.
Does such a thing exist ?
How about the scematics for the RAM-upgrade for the 1090 extension-box?
Do they work pretty good ?

Please give me all information about such things you have !!!

Matt

3724. Re: Looking for Mr. Do

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-24 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <493m1p$s54@brutus.bright.net>
Source record: 87446

In article <49173a$7vi@news.netshop.net>, cliffl@mail.netshop.net (Cliff Lawley) says:
>
>Does anyone have a copy of Mr. Do for the Atari?
>I've always looked for one, unsuccessfully.
>
>If you've got one, let me know.
>
>Thanks,
>
>Cliff Lawley
>cliffl@mail.netshop.net
>
>
Call my bbs at 419-368-4413. CTH BBS.

3725. Re: The Last Starfighter: was it ever released?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-24 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <494na8$omf@news.xmission.com>
Source record: 87447

David Nathanson (dnathan@pegasus.rutgers.edu) wrote:
: Just a quick question, was the game "The Last Starfighter" ever
: released for atari? I have a copy of it, but I'm not sure how I came by

Yes, I have a copy of the LAST STARFIGHTER. Great game, but it gets
redundant real fast.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3726. Re: Joystick Ports

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-24 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <148118@cup.portal.com>
Source record: 87448

David, did you really need to control a reply or did you mean relay?
I've done this before, & for a relay you really need a transistor
to supply enough drive. I prefer a PNP to NPN since when the
computer powers up, the 5V going to the base of the transistor will
prevent the relay from switching on. I'll assume you have the pin out
from either the FAQ or a tech ref. You don't need to add a resistor
between the joystick port & the base of the transistor since there
are internal resistors on the Atari, but you should add a diode
across the relay to prevent voltage spikes. To turn all 8 possible
pins into output, the trigger inputs & paddles remain input.

```
10 POKE 54018,48
20 POKE 54016,255:REM ALL OUT'S
30 POKE 54018,52
```

Now anything you poke to 54016 should be reflected on the JS port.
For instance:

```
10 FOR N=0 TO 255
20 POKE 54016,N:NEXT N
```

Will cycle the pins their full range.
Rick

3727. Re: PERCOM Disk Drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-24 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <148110@cup.portal.com>
Source record: 87449

Speaking of Percom drives... my first Atari8 disk drive was a Percom AT-88 (I -think- that's the model number; anyway, it's SS/SD 5.25"), and I got tired of it (it's bulky and has some quirks, for instance it doesn't write the same pattern to newly-formatted sectors, as do other Atari8 floppy drives) and traded it to a friend. Later, but not MUCH later, I seem to recall, I read HERE that you could rip the existing drive mech out of the Percom and replace it with "other" mechs -- IBM? I vaguely recall some scuttlebutt about putting a 3.5" mech in there.

At the time, I couldn't do anything about it, having given away the drive, so don't think I even saved the article. However, I recently had the opportunity to retrieve said drive, and did so, on the off chance that I DID correctly remember the possibilities and MIGHT be able to modify it in "interesting" ways such as making it a 3.5" drive.

So... can anybody confirm or refute that this was ever discussed here, or that you can put a 3.5" mech in a Percom AT-88 and use it on the Atari8? Failing that, what OTHER "interesting" changes can be rung on this drive? I consider it a 100% guilt-free guinea pig; if I burn it up, c'est la vie!

Chris
Chris_F_Chiesa@cup.portal.com

3728. Re: Joystick Ports

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-24 00:00:00 UTC
From: rpinnega@spartan.ac.BrockU.CA
Message-ID: <1995Nov24.165121.21904@spartan.ac.BrockU.CA>
Source record: 87450
Cross-posted to: comp.sys.atari.8bit,poster

David W. Carr (74022.2104@Compuserve.com) wrote:
: Can some one tell me how to control the joystick ports in Atari
: Basic. I need to control a reply off of them.

: David

Okay, let's see if I can remember this:

The Basic commands you want to use are STICK(x) and STRIG(x) where "x" is the joystick port number from 0 to 4. Usually you work with STICK(0) and STRIG(0), that's the far left port.

So if you say A=STICK(0), the variable A will be set equal to whatever number the joystick is returning at that time. The numbers are (now here's where my memory is probably going to falter):

14:Up
13:Down
15:Central
11:Left
07:Right
10:Up Left
9:Down Left
6:Up Right
5:Down Right

If you take apart the joystick, you'll find out that there are four contacts inside which determine what the number is. If you press them down in a way that the joystick could normally never be used (say, press down the left and right contacts separately, or all four at once) you'll get an "impossible" number like 12, 8 or 3. There are four contacts and therefore sixteen binary possibilities. My guess is that "up" is 1, "down" is 2, "left" is 4 and "right" is 8. These numbers and their combinations get subtracted from 15.

STRIG works the same but it's for the joystick fire button. Zero means it's being pressed down, one means it isn't.

Rob, Canada

3729. Re: PERCOM Disk Drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-24 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <495487$jn3@blackice.winternet.com>
Source record: 87451

> mjewison@irus.rri.uwo.ca (Mike Jewison) writes:
> In article <494nrl$atg@blackice.winternet.com>, rbmier@winternet.com (Rich Mier) writes:
>
(SNIP)
>
> I have a Percom RFD-44S1, but I've never experimented with 3.5" drives in it -
> I've only added additional 3.5" drives. The only 3.5" drive I have is the
> 1.44MB floppy in my PC - I suppose I could try plugging it into my Percom
> controller and see if I can indeed get 720kB from the 3.5". I doubt I'll get
> much of a chance to experiment with it before Christmas - if Rich keeps sending
> me email it may just prod me into action. :-)

The 1.44 'Might' work but only as a 720K drive. I not going to go into
the differences here.

> As far as contacting Ben Poehland is concerned, he may be somewhat inaccessible
> from the net for a while. He has decided to withdraw from the Atari community
> and sell off most of his 8-bit equipment - in fact, I believe most of it has been
> sold already.

Why sell it off? I'm running an 8 bit, 320 XE, a 4 Meg STe, a 4 Meg FALCON
and a 24 Meg PC with 1.6 Gig's. All kinds of 8bit Atari drives, parts, bits and pieces.

> As far as gathering as much Percom info as you can - Ben wrote an article in the
> previous issue of the new Atari Classics (which I have a copy of) which I

Yep, I have it also. That's why I'm trying to get ahold of him
>
>>>>
Thanks for the info, still need to know what the UCode Ver. is written
on the top of the EPROM in the RFD-44S1. Anyone know?

Rich Mier

3730. Re: PERCOM Disk Drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-24 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <494nrl$atg@blackice.winternet.com>
Source record: 87452

> Chris_F_Chiesa@cup.portal.com writes:
> Speaking of Percom drives... my first Atari8 disk drive was a Percom AT-88
>

> So... can anybody confirm or refute that this was ever discussed here, or
> that you can put a 3.5" mech in a Percom AT-88 and use it on the Atari8?
> Failing that, what OTHER "interesting" changes can be rung on this drive?
> I consider it a 100% guilt-free guinea pig; if I burn it up, c'est la vie!
>
>>>>
See my previous posts. Yes you can put in 3.5" drives in the RFD-40S1's,
so I would assume it is possible in the AT-88's. The problem I'm seeing is that the
Controler of the PERCOM's doesn't appear to be able to do Double Sided (720K).
You can also put in 5.25, 360K, half height drives but here again, no DS'ed. Still
waiting on someone to respone that has actually gotten Double Sided to work on
the RFD-40S1. OR, has a RFD-44S1. The extra '4' means that it is Double Sided.
In fact, if you make your own 34 pin cable, you can string 4 drives off of
one controler and if you use 3.5", the power supply of the PERCOM should be able
to handle all four. Just have to patch each drive to it's correct Device #.
I'm trying to gather as much information on the PERCOM's as possible and
am in the market for one of the Double Sided drives if anyone has one for sale. Still
haven't gotten ahold of Ben Poehland.

Rich Mier

3731. Re: PERCOM Disk Drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-24 00:00:00 UTC
From: mjewison@irus.rri.uwo.ca
Message-ID: <494qnl$6gs@falcon.ccs.uwo.ca>
Source record: 87453

In article <494nrl$atg@blackice.winternet.com>, rbmier@winternet.com (Rich Mier) writes:

|> See my previous posts. Yes you can put in 3.5" drives in the RFD-40S1's,
|> so I would assume it is possible in the AT-88's. The problem I'm seeing is that the
|> Controler of the PERCOM's doesn't appear to be able to do Double Sided (720K).
|> You can also put in 5.25, 360K, half height drives but here again, no DS'ed. Still
|> waiting on someone to respone that has actually gotten Double Sided to work on
|> the RFD-40S1. OR, has a RFD-44S1. The extra '4' means that it is Double Sided.
|> In fact, if you make your own 34 pin cable, you can string 4 drives off of
|> one controler and if you use 3.5", the power supply of the PERCOM should be able
|> to handle all four. Just have to patch each drive to it's correct Device #.
|> I'm trying to gather as much information on the PERCOM's as possible and
|> am in the market for one of the Double Sided drives if anyone has one for sale. Still
|> haven't gotten ahold of Ben Poehland.
|>

I have a Percom RFD-44S1, but I've never experimented with 3.5" drives in it - I've only added additional 3.5" drives. The only 3.5" drive I have is the 1.44MB floppy in my PC - I suppose I could try plugging it into my Percom controller and see if I can indeed get 720kB from the 3.5". I doubt I'll get much of a chance to experiment with it before Christmas - if Rich keeps sending me email it may just prod me into action. :-)

As far as contacting Ben Poehland is concerned, he may be somewhat inaccessible from the net for a while. He has decided to withdraw from the Atari community and sell off most of his 8-bit equipment - in fact, I believe most of it has been sold already. Over the next month or two he'll be replacing his Atari with a PeeCee clone and indicated to me he might be off the net for a bit while he's making the changeover.

As far as gathering as much Percom info as you can - Ben wrote an article in the previous issue of the new Atari Classics (which I have a copy of) which I consider the de-facto standard document for Percom users. If you have a Percom but don't have a copy of the article I'd urge you to pick up that issue of AC as quickly as you can. I can't remember the details of the article too clearly, but he may even have mentioned the various options available for replacing drive mechs in both the AT and RFD series of drives.

- Mike Jewison
mjewison@irus.rri.uwo.ca

3732. Re: 600XL questions.. RF filter

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-24 00:00:00 UTC
From: bmcbrine@hakatac.port.island.net
Message-ID: <4944l2$3vp@hakatac.port.island.net>
Source record: 87454

cliffl@mail.netshop.net (Cliff Lawley) wrote:
>Thirdly, the signal going to the TV is really crappy. Is there a way
>to tune it a little better?

It might just be an interference problem. Does it make waves and distort
and make you just sea sick? Here's a very easy fix that works well.

****snip*
Making your own quality RF Filter for your TV

* Cut some cardboard (cereal box type) about 1/2 inch by 6 inch.
* Roll it in a loop, and tape it at the overlap. You now have a loop about
2 inch diameter.
* Get some aluminum foil, and tear off a piece about 2 inches wide down
the length.
* Place the cardboard loop at one end of the foil on a table. On both sides
of the loop, wrap/crinkle the foil up around the loop just at the bottom.
Roll the loop forward and continue wraping it up in foil until finished.
* Congratulations. You have made a good RF noise filter for your TV set!

It should basically be a shiny doughnut of aluminum foil.
What do you do with it you ask?

Go to your RF Switch box on the TV set, unplug the RCA cable (what hooks up
to the video game) and put about 2 feet of cable through the filter doughnut.
Then take the end of the cable and loop it through the doughnut again.
Do this so you have 5 to 8 loops of cable going through the RF filter. It
may not be easy, but do it without destroying the filter. Then plug the
RCA cable back into the switch box. The filter should be close (less
than 1 foot) to the switch box for best effect. This is why you use the
tv end of the plug. Your picture should be much clearer! ENJOY! --bmcbrine
****snip*

I know many of the people here already know about this little dingy,
but it really helps to know this if you don't already.
My 800XL already had one of these RF filters. It's in the little box
that says "computer end" or something that's on the tv hookup cable.
It makes a Big difference if there isn't one. Makes 2600 playing really
enjoyable again!

Have Fun!
l8r...
--
* Bill McBrine *** EMail: ragtag@hakatac.almanac.bc.ca (other address pending)
Interests: Atari8bit. Tandy 6000 (i have 3.1) * bmcbrine@{this doesn't work!?}
Amiga News and Devel's. Linux. Networking. Userfriendly Datamanagement Systems.

Disclaimer: I cannot be held accountable for my action or inaction...Can I?

3733. Re: Atari XE?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-24 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <493g34$8ka@nic-nac.CSU.net>
Source record: 87455

In article <4901ft$coc@no-names.nerdc.ufl.edu>,
Michael Ellis <michael@anest4.anest.ufl.edu> wrote:

>This OS-less approach can actually be desirable, though.

Exactly - look at the Atari 8-bits graphics routines! Very general, very
useful, but VERY >SLOW<!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[Home of: New Breed Software, 21BJ, newdex, and soon WebBS!]

3734. Re: The Last Starfighter: was it ever released?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-24 00:00:00 UTC
From: archone@aloha.com
Message-ID: <4940kp$lu5@news.aloha.com>
Source record: 87456

A pirated version of the Last Starfighter was floating around for a
time. If I remember right, the project was cancelled and what remained
of the core program became Star Raiders II.

Christopher Brett Strong <strong@cadesm54.eng.utah.edu> wrote:

>> Just a quick question, was the game "The Last Starfighter" ever released for atari? I
have a copy of it, but I'm not sure how I came by it. Well, post reply to the list or to me
at:
>> dnathan@chelsea.ios.com or dnathan@pegasus.rutgers.edu

>I rememeber seeing it for sale in a Surplus catalog. I could just kick
>myself for not purchasing it (this was in '84 or '85), and it was around $10.

> \ oo Christopher B. Strong InterNet strong@ee.utah.edu
> ____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
> //_//\ _\
> /K-9/ \/_/ ||| "Speak 'Friend' and enter"
>/___/_____\ / | \ --- Have You Played Atari Today? ---
>-----------
>"If the mean don't get you, the variance will." -- James 1. Rieger

3735. Re: Atari XE?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-24 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <148114@cup.portal.com>
Source record: 87457

Hmmmm.... getting hung up on definitions. But maybe taking a look at other systems wouldn't be a bad idea. For instance, the IBM PC called its boot strap program ROM BIOS. It was all you needed if you wanted to boot to basic in ROM so really, all the I/O & functionality of the Atari was there. It would have also been possible to design the Atari w/o any OS, just have the cart address space moved to $D800-$FFFF with nothing but hardware below it. I believe CP/M was similar in that most machines would start the screen & at least attempt to boot a disk. I think what has happened is we're starting to suffer from "MS speak" i.e. what they say is an OS is an OS. In their interpretation, everything they add that stands between you and the computer is part of an OS, something that I don't readily accept. Shell, GUI, ...? should not be lumped into the OS classification, maybe be lumped into user interface.
Which reminds me<g>. Has anyone done any significant hacks of the OS? I be thinking, the Atari translator disk would be a good start since it is freely distributed. There isn't that much that has to be hacked, but for instance, at least one of the translators still wastes time reading joysticks 3-4 & the paddles for those ports into their ram shadows. Kind of superfluous/waste of time. Ditto for the XL OS only instead of reading the ports, it just copies 1-2 into 3-4. I know there's a lot of talk about 4 player games, but I've never played one in 4 player mode so I wouldn't miss it. There's also the Fast Chip ROM replacement routines which I think are PD now. My idea of a better way to do things would be something like the translator OS with the fast chip routines hooked in, then maybe doing something like using the $C000-$CFFF for some flags. You could do stuff like only enable it shadow locations *if* you weren't reading them directly, eliminate the checks for "ERROR 141" to speed up the graphics. I've always wondered, maybe John knows this one off the top of his head, if you could do something like have the inital boot load a RTS somewhere in low ram, then JSR to it as part of the VBI process. What you'd do to enable your VBI vs the accepted practice is load the address of your routine in the next two locations, then just poke a JMP into the RTS locations. Since your only updating one byte, I can't see it would crash as having a interrupt occur while you're changing a 16 bit vector.
Rick

3736. Re: Joystick Ports

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-24 00:00:00 UTC
From: 74022.2104@compuserve.com
Message-ID: <495go7$6fj@dub-news-svc-3.compuserve.com>
Source record: 87458

Rob

Thanks for the info, but it really isn't what I needed. Hopefully you can help me though. It is my fault, I didn't realize that I had a typo in my first message.

I need to control a Relay with the joystick ports. I need to be able to toggle the connectors in the joystick ports to a logic HIGH and LOW. I have done this before, but no longer have the code to do it.

I believe that I has doing it with the POKE command, but it has been a very long time since I have programmed the Atari!

Thanks
David

3737. Re: Luma/Chroma monitor cables

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-25 00:00:00 UTC
From: dgb@owlnet.rice.edu
Message-ID: <495sc2$o2o@larry.rice.edu>
Source record: 87459

In article <48vpmu$oea@news.xmission.com> jeking@xmission.com (James King) writes:
>Looking to get my hands on a couple of the 4 cable luma/chroma cables for
>use on a Commodore 1702 monitor.
>
>Anybody having such for sale/trade, please contact me.

Maybe you've already checked, but last time I wanted one, Radio Shack
had them (not labeled as Atari monitor cables, of course, but
as "generic" 5-pin-DIN to 4-RCA cables).

3738. Assembler/editor cart questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-25 00:00:00 UTC
From: cronin@teleport.com
Message-ID: <498alc$ksi@kelly.teleport.com>
Source record: 87460

I recently purchased an Atari Assembler/Editor cart, unfortunately I
didn't ask for any documentation, so I'm stuck at where to begin. I've
assembly experience on other processors (6809 in school, at work I do
hand-tuning of assembly on the Pentium processors..), and I've
documentation on the 6502 instruction set. I just need to know how to
woek with this specific assembler (I've already encountered 'LIST' and
the fact that the lines of code like to be numbered ala BASIC..).

Plodding about through the FAQs and variety of web pages hasn't turned
up anything useful. Does anyone have a pointer to the documentation for
this cart?

thanks,
tom
--
Tom Cronin | Properly done science is a sort of masochistic game where
Beaverton, OR | one beats one's head against a wall until it falls down,
cronin@teleport.com | and then goes in search of another wall. --Steven Vogel
http://www.teleport.com/~cronin

3739. Percom 3.5 mod

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-25 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9511250213591.DLITE.bjcorr@delphi.com>
Source record: 87461

Since there has been so much talk on the subject, I'll donate my experience. I have an RFD40-S1 that i picked up used at a nearby shop and placed a 3.5" 720K drive in it and got 720K of storage. Ben Poehland told me I must be mistaken, that I could write 720K, but could not read it back. This was not my experience. I also told him that I had ROM version 1.2 in it, which Ben felt was not standard. The drive now has a pair of Chinon 5.25 360K drives in it (running happily from the one PS) so I can't at this moment verify this once again) but over the holidays I will refit the 3.5" just to check again.
I found the storage space great, but access times were slow (but reliable!)

Ben has indeed been selling off his atari stock, I purcahsed several of the drives from his AC article (that article is definitive) as well as his Percom manuals (and some of his notes). If copies of the manuals are needed, get ahold of me via email, but they are just the factory manuals that came with the drives. Useful, but not deep.
bjcorr@delphi.com

3740. Re: PERCOM Disk Drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-25 00:00:00 UTC
From: classics@seka.nacs.net
Message-ID: <496eaq$se8@wariat.wariat.org>
Source record: 87462

```
: So... can anybody confirm or refute that this was ever discussed here, or
: that you can put a 3.5" mech in a Percom AT-88 and use it on the Atari8?
: Failing that, what OTHER "interesting" changes can be rung on this drive?
: I consider it a 100% guilt-free guinea pig; if I burn it up, c'est la vie!

I have a At-88 here w/ a TEAC 720k mech that works perfectly as a 360k
drive. To get the full 720k you need a double density controller, like
the RFD-xx drives have.

Steve
--
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!
```

3741. APE 1.07 works under Linux

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-25 00:00:00 UTC
From: classics@seka.nacs.net
Message-ID: <496e77$se8@wariat.wariat.org>
Source record: 87463

Many people have asked me to make a native *nix version of Ape. Well, i
doubt that will happen anytime soon but as I type this over my PPP connection
to my Linux box, Im running a disk copy program on another console
in APE.

APE seems to run quite nicely under dosemu 0.60.x with a few small
modifications.

1) In the dosemu-60.x/serial directory, edit the file ser_defs.h and
change the following values:

a) The line #RX_READ_FREQ. Change the value shown to 19L.
b) The line #MS_MIN_FREQ. Change the value shown to 19L.

This will change how often dosemu updates the serial port status
registers for your dos box. We need FAST updates. Change it to
1L if ya feel like it :)

2) In /etc/dosemu.conf, emulate ONLY ONE SERIAL PORT. Comment all the
other ports out. If you enable 2 or more ports things get choppy as it
takes longer to update the serial registers.

3) (Re)compile dosemu and install it, run it, and run APE.

APE should work OK for you. I have /dev/ttyS0 emulated, with
'sillyint' set to off. Setting sillyint to the IRQ of your serial
port might yield some improvment if you still have trouble.

Now the bizzare part. The higher the priority you give 'dos', the
WORSE ape runs. If you set the priority with renice to say '14' then
APE runs so good even APE+ 56kbps ultraspeed works. Amazing.

Well, have fun. Ive been working for about 1 hr now on the linux box, with
APE running the Apple Bandits demo at priority 14, without any disk errors
at all each time it does its reload (about every 15 seconds).

Oops, this is on a 486/DX-100. Cant promise anything on slower machines.

Steve
--
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

3742. Re: PERCOM Disk Drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-25 00:00:00 UTC
From: classics@seka.nacs.net
Message-ID: <496f1p$se8@wariat.wariat.org>
Source record: 87464

: > You have the Single Density version of the Percom drive. But ALL percom drives
: > support DOUBLE SIDED 80 TRACK OPERATION. You can still hook up and 3.5"
: > drive but you will only get 360k instead of 720k. All Double Density
: > models are serial numbered RFDXX-sY where XX is the number of tracks
: > on the mech ORIGINALLY installs, and Y is the number of SIDES on the mech
: > originally installed.
: >

: These are Double Density PERCOM drives with the switches to force Single
: Density but, like my INDUS GT's, I leave them set in the DD position. The second unit
: I have and it's Slave are both Double Density, Single Sided drives. Mine I received with
: no drives in it. I have installed 2 - 3.5" 720K drives and they 'seem' to format, BUT,
when
: you write to them, they start failing, Time Outs (No Device Connected) when the Disk is
: half writen (360K). This suggests that the controler can not really handle Double Sided
: operations.

I dont understand the setup with master/slave percom drives. The drive I have
had the external controller connection when I got it, but it was nothing
but an extension of the drive cable to the outside of the unit. Any
'slave' drives would just be PC type drives outside the case. All my
720k mechs fit inside quite nice :)

Have you tried removing this board? As I recall it had a couple terminators
on it or something, might be messing with the lines that select the head
to use.

There may be some diffrence in the mechs you are using also. Mine are all
TEAC mechs I got at the same time. They may be doing some sort of
translation with the track numbers or something. This I doubt, but it is
a possibility.

The disks I have however were heavily used and are full up to 720k with all
the data intact.

>Yes, I can 'talk' to both of them, but it appears like the controler can only
: handle Single Sided drives. I can Force them to take more data if I only copy 1 file at a
: time but even then, sometimes I get the error. I suspect this data is going to the same
side
: already written. The DOS Directory is just being filled in as if it were Double Sided,
the
: way that it was FORMATed.
: Question: What is the EPROM Ver #? Mine is marked as "V 1.20"

Mine is labeled V1.20 DD65 2/84

Do you have a long or short controller? The AT-88's i have all have a real
nice SMALL controller board, where the RFD drive has a controller that
goes the entire length of the drive.

: > These drives work fine w/ SpartaDos as well (no ultraspeed).

: Yes, I'm using SDX, 80 tracks, Double Sided, Double Density, Standard
: Skew (No High Speed Mode).

: >
: > The only modification to the above directions for DD drives is that the RDF
: > drives have dip switch settings to control the 'drive offset'. You can adjust
: > these so that physical drive 1 is atari drive 5, etc. these switches are
: > not present on any of the SD drives I have owned.
: >
: I haven't seen these either. I suspect a different UCode for the Double Sided
: Controlers.

The dip switchs on my 720k RFD are DOWN-DOWN-UP-UP. I once had the manual
describing what these did but its buried somewhere in this mess :)

Steve
--
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

3743. Re: 600XL questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-25 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DILv9y.Iox@iglou.com>
Source record: 87465

In article <48um5v$sna@news.netshop.net>,
Cliff Lawley <cliffl@mail.netshop.net> wrote:
>I just tried to boot up my old 64k 600XL again. It seems to have a
>few problems that someone may be able to help me with. First of all
>it won't boot into BASIC. If I don't boot into DOS I end up at the
>self test. There is no way to get it to go to BASIC. I don't think
>this is a big problem mind you, since I think I have a copy of Rev.C
>BASIC on disk somewhere.

>Secondly, when I run the memory self-test I only get 40 small squares.
>Seems to me that I should be getting 64 of them on a 64k machine. Am
>I remembering this right? If I am, I suppose I'm on my own since it
>is probably a problem with the memory upgrade card.
The Atari memory self-test doesn't test the top 16K of RAM, and when
Basic is enabled, it doesn't test the RAM under Basic. 40 blocks would
be normal with Basic enabled, but it's odd that Basic doesn't work on
your machine. (The Basic Rom chip might be bad, but I would expect the
ROM self-test to catch that). If you run the self-test with Basic
disabled (hold down Option while turning on the computer with no drives
turned on) you should see 48 blocks on the self test.

>Thirdly, the signal going to the TV is really crappy. Is there a way
>to tune it a little better?
>
>Again, any help would be appreciated,
>
>Cliff Lawley
>cliffl@mail.netshop.net
>

--
"Goodness me, could this be industrial disease?" Dire Straits

3744. Classic Software for sale, 400/800, 2600, Fairchild

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-25 00:00:00 UTC
From: johnh@newberry.microserve.com
Message-ID: <497fld$c9i@crash.microserve.net>
Source record: 87466

Classic Game Stuff for sale.....

2600, 400/800 and Fairchild stuff for sale.

2600, shrinkwrapped

Big Birds Egg Catch, shrink wrapped box $6.00
Desert Falcon, shrink wrapped box $2.00

2600, loose

Maze Craze $1.00
Taz $2.00
Squeeze Box $2.00
(cart has a corner missing on the bottom)

400/800

Pacman cart $3.00
Eastern Front cart $3.00
(I have four of these)
Home Filing Manager, shrinkwrapped. $5.00
5.25. disk. (I have three of these)

Fairchild Channel F

Video Cart 5, Space War $3.00
Video Cart 9, Drag Race $3.00

Shipping and handling is not included. Shipping for loose carts is
$1.50 for the first and $.50 for each additional. Shrinkwrapped items are
$2.50 each.

John Hileman

3745. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-25 00:00:00 UTC
From: classics@seka.nacs.net
Message-ID: <497hnd$8nj@wariat.wariat.org>
Source record: 87467

Sven Gleich (sgl@hrz.tu-chemnitz.de) wrote:
: Hi outthere,

: I have the same problem which Stefan described.
: I tried to get closer to this problem and used different
: PC-Configurations.
: First of all my system:
: PC 486DX2/66
: 8MB,Vesa Local Bus, 1MB SuperVGA
: and a 16450 UART
: Atari 800 XL, 320 KB, Floppy XF551, SIO2PC Cable with MAX232

Are you using the 1 chip or 2 chip Max232 design? If your cable includes the Hex Inverter then first make sure you are using the sio2pc2 program, instead of the sio2pc.com program.

Not to blow my own horn too loudly, but you might want to try APE and see if you have better results. Though there are major bugs in 1.06, so you might want to wait a few days for the 1.07 release.

In any case, lets try to get SIO2PC working for you. :)

: I use the newest version I found at UMICH , SIO2PC 3.19i.
: The file SIO2PC.COM works and the Atari uses the virtual diskdrives
: (with some problems I describe later), but the File SIO2PC2.COM
: does not work.

Then I assume you have the 1 chip, or a faulty 2 chip.

: Now my problem:
: The Atari doesn't work together with the SIO2PC2, the Atari is not
: able to find the virtual drives at the PC, it sounds like the famous
: booting noise if I try to get access to the virtual drive.

Same as above. If you have the 1 chip, sio2pc2 wont work for you, as it has support for the tri-state inverter. Sio2pc.com and Sio2pc2.com are the same program, with Sio2pc2.com just including some code to 'open' and 'close' the tri-state in the 2 chip cable. If you have the 1 chip use sio2pc.com, if you have the 2 chip and sio2pc2.com is not working, you need to review your cable construction.

: If I use the SIO2PC.COM, the it works under a disk copy program at
: the Atari fine, it is possible to copy from and to the XF551 and
: a from a virtual drive 1 to a virtual drive 2 without errors at all.
: The diskcopy software even uses Highspeed at the virtual drives
: altough the XF551 is not capable of this.

: But if I use a DOS like DOS 2.5 or BIBODOS 6.4 / 5.4 the reading
: process works fine, but if I try to write longer files (about 100
: sectors or so) the DOS sends me an error.
: Describing the errors:

: At the PC runs SIO2PC.COM with 2 virtual drives (configurable,
: density Medium)
: and at the Atari runs BIBODOS 6.4 RF (special DOS for using the
: fast speed with XF551 and detecting the correct density of a disk).
: If I copy 3 files from vdrive (virtual drive at the PC) 1 to
: vdrive 2 then file one with 15 sectors works fine, but copying the
: next one with about 100 sectors causes an error #139 after reading
: a few sectors.

I assume you are getting an error reading the virtual disk, and not
reading the XF551?

: The vdrive 1 disk is error-free, all files are correct there.
: The BIBODOS 6.4 RF doesn't use the Highspeed transfer.
: If I use BIBOOS 5.4 RF (written for Speedy 1050, uses Highspeed
: at the vdisks) the same as above, but an error #164 follows.

I cant help with this, Im not sure if Sio2pc supports anyting but
2x 'spartados' type ultraspeed. If you want Speedy/XF551/Happy 2x
SIO emulation, I suggest you check out APE.

Your disk may be error free, but if your getting the Device Nak (error 139?)
on exactly the same sector each time, the 'next sector' link on that
sector of the disk image may be incorrect, and pointing to a
non-existant sector, like 4000 or something. This would cause
sio2pc to NAK your sector request.

Have you tried with other disk images?

: Trying the same with DOS 2.5 an error #164 occurs too

My Mydos Tech Manual says error #164 is a bad file link #. I would bet
your disk image is corrupted.

: If I create at the PC a new disk in medium format and
: format this disk with BIBODOS 6.4 or 5.4 and the write the
: DOS-Files DOS.SYS and DUP.SYS at this 'fresh' disks no error
: occurs. The disks are bootable and running fine.
: Later on I disabled the internal cache of my 486DX but
: it did not help. I slowed down the PC with its TURBO switch,
: it did not help.
: The main reason for doing all this was that I wanted to
: create 1 or 2 huge disks at the PC and using them with the
: Atari. But most of my Atari 5.25 Disks are in QUAD format,
: the special one of the XF551 and now I want to transfer the
: files to the PC, and it has to be done with a DOS I think.

First, if your not getting errors on any other disks, then you definatly
have a corrupted disk image. Second, is 'quad' density a DS/DD 720k

format? If so I suggest you create 720k disk images and use
a DD Sector copier like MYCOPIER.COM to just sector copy the
disks from the XF551 to your size-matching disk image.

: I can't use a sector copy because the format changes.

This is not important. The Atari computer requests sectors by their
ordinal #, like 500. It cannot tell how they are stored on the disk, and
frankly does not care. They could be on a floppy disk or a HD, if the
Atari gets sector #500 when it requests it, all is fine. The disk drive/emulator
is responsible for finding/translating sector '500'.

Dont even worry about this, just use a sector copier.

: Is there any Atari-DOS which can read XF551 created disks
: (Single, Medium, Double AND Quad) and also can create
: huge disks at a vdrive from SIO2PC.

If you cant create a 720k disk image with sio2pc (im pretty sure you should
be able to), again, pick up APE and try it. Also get MYCOPIER.COM, its
about the best sector copier available.

: I think the filesystem must use subdirectories and I need
: a Micro-DOS for this file system too.

If you sector copy the disk image, it will be an exact copy and you can
use whatever DOS you want on it, just like tou would the original.

: I have a lot of really nice sound and graphic demos and
: I wanted to collect them at a huge disk.
: The Micro-DOS can provide at the booting process
: of an atari disk a little menu to select the program to
: start and uses only a small amount of memory for the
: loader routines.

: Can the SIO2PC program create huge disks which an atari dos
: can use (I tried this but it does not seem to work) ?

Large disks has always been a problem with Sio2PC. Its possible to
get the 'standard' large disks like 720k to work under Mydos and
spartados, but above that I think there is a problem. Using APE
you can create and format disk images upto 16 Megs with mydos or
spartados. APE works 100% with Sparta's HDINIT, and with the
high capacity option of MyDos. (4.53 is what I have)

: Can the QUAD format integrated at the SIO2PC program ?

The format, again, is unimportant. All you need to worry about
is 1) the density, double or single (256 or 128 bytes per sector), and
2) the TOTAL number of sectors on the disk. Create your disk image
using these values.

: And what is wrong with these DCM files ? I loaded down
: some at university and tried to create the disks but the

: diskcommunicator 3.2 from Robert Puff always found BAD BYTES
: in these files. I get the DCM files at a single file, how
: can I get them on an vdisk file .ATR ?

DCM is a compressed disk format. You need to convert these images to
the uncompressed .ATR format for use. There is a dcm2atr.com program
available that does this, or APE has its own DCM->ATR converter built in.

: Is there any possibility to check these DCM files ?
: If I use this DCM2DSK program my PC hangs up or is rebooting.
: The DCM2DSK displays some lines with SECTOR 1, SECTOR 2 ...
: and sometimes, not always, a line ERROR IN HEADER or something
: like that occurs.
: Does anybody know the structure of such a DCM file ?
: Maybe I can write a program for DCM to ATR ...

I dont think the .DSK format is the same as the .ATR format. Get
APE or dcm2atr.com from umich and they will work OK.

: So, that were a lot of problems and I hope anybody can help
: me. I am really interested in using my little old atari
: with the PC stuff.

If you want to try APE, its in Atari/8Bit/Ape at archive.umich.edu. You
will probably find dcm2atr.com in the Sio2pc directory, or the
utilitys directory.

If the need any additional help just post or e-mail me.

Thanks

Steve
--
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

3746. Re: PERCOM Disk Drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-25 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <497jt8$2r6@blackice.winternet.com>
Source record: 87468

> classics@seka.nacs.net ( ) writes:

>
> There may be some diffrence in the mechs you are using also. Mine are all
> TEAC mechs I got at the same time. They may be doing some sort of
> translation with the track numbers or something. This I doubt, but it is
> a possibility.

Mine are SONY's. I use one in my XF551 (DUAL) with no problems.
Also I tried one on my STe without problems.

> : Question: What is the EPROM Ver #? Mine is marked as "V 1.20"
>
> Mine is labeled V1.20 DD65 2/84

Okay, mine is marked "DD65 v 1.20 6/22/84".

>
> Do you have a long or short controller? The AT-88's i have all have a real
> nice SMALL controller board, where the RFD drive has a controller that
> goes the entire length of the drive.

Yes, I have to long controler. One thing I have noticed: My controler
chip is a Western Digital, FD1791 and the bad one in the other drive is a FD1795.
Best Electronics stocks the FD1795 and I am waiting on it. (Sure wish he would
take VISA.)
Have you ever tried doing a 'Wild Card Copy" from a large Hard Disk
partition to try to fill the PERCOM drive? This is were they fail, about when the diskette
is half full. If I add indiviual files, one at a time, they do seem to be written to the
floppy. Still, 3 identical diskettes written and each has a different number of "Sectors
Remaining". Something is not right here.
>
> The dip switchs on my 720k RFD are DOWN-DOWN-UP-UP. I once had the manual
> describing what these did but its buried somewhere in this mess :)

Yes, that's the same way I've got them set up, assuming 1 - 2 - 3 - 4 .

>>>>
Thanks for the response, I'm still digging. Maybe it is the 1791 that's
causing the problem. When I get the new 1795 I'll give it a try in mine before I
return the the other unit and slave to it's owner. I already updated his EPROM
to v 1.20. It was at v 1.02 with a 1982 date.

Rich Mier

3747. Re: Luma/Chroma monitor cables

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-26 00:00:00 UTC
From: sup8pdct@brisnet.org.au
Message-ID: <498jm4$3ts@gateway1.brisnet.org.au>
Source record: 87469

In <48vpmu$oea@news.xmission.com>, jeking@xmission.com (James King) writes:
>Looking to get my hands on a couple of the 4 cable luma/chroma cables for
>use on a Commodore 1702 monitor.
>
>Anybody having such for sale/trade, please contact me.

I simply get a 5 pin din to 4 RCA jacks cable avialable from anywhere. It takes a little expermenting
to find whitch is what. It has worked for me all these years.

3748. Re: The Last Starfighter: was it ever released?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-26 00:00:00 UTC
From: sup8pdct@brisnet.org.au
Message-ID: <498jqr$3ts@gateway1.brisnet.org.au>
Source record: 87470

In <48u9v0$fdn@pegasus.rutgers.edu>, dnathan@pegasus.rutgers.edu (David Nathanson) writes:
>Just a quick question, was the game "The Last Starfighter" ever released for atari? I have a copy of it, but I'm not sure how I came by it. Well, post reply to the list or to me at:
>dnathan@chelsea.ios.com or dnathan@pegasus.rutgers.edu
>
yep, although it was renamed to starraiders II. It is a cart, though the orignal was disk dased..

3749. Neat quick hack..

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-26 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <498n1f$4nb@nic-nac.CSU.net>
Source record: 87471

Michael Kling asked me about making a simple program which presents the user with a listing of files (and subdirectories) on a MyDOS disk and lets them select an executable to start up.

Well, for some reason I did it (you know, rather than working on one of the dozen other projects I have lined up) and it works nicely! I still have plans for extra features (built-in text browser, for example) but for now it's pretty cool.

So if you, like Michael (and I), have a huge MyDOS disk full of programs hidden within subdirectories, check out "MyDOS File Selector".

It'll be up at UMich (in "Newitems") by the time you read this. :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[Home of: New Breed Software, 21BJ, newdex, and soon WebBS!]

3750. Re: Joystick Ports

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-26 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <498mif$4db@nic-nac.CSU.net>
Source record: 87472

```
In article <1995Nov24.165121.21904@spartan.ac.brocku.ca>,
Robert Pinnegar <rpinnega@spartan.ac.BrockU.CA> wrote:
>David W. Carr (74022.2104@Compuserve.com) wrote:
>: Can some one tell me how to control the joystick ports in Atari
>: Basic. I need to control a reply off of them.
>
>: David
>
> Okay, let's see if I can remember this:
>
> The Basic commands you want to use are STICK(x) and STRIG(x) where "x"

No no no! :) He wanted to know how to CONTROL the stick ports, not just
read from them. Look up address 54018 in Mapping the Atari or look in
a reference manual or something. From there, the pin controls are the
same as the inputs when you do the outputs.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[ http://zippy.sonoma.edu/~kendrick/ ]
[ Home of: New Breed Software, 21BJ, newdex, and soon WebBS! ]
```

3751. 815/disk format

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-26 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <148134@cup.portal.com>
Source record: 87473

Mucking around again. Was at a surplus shop & they had a shoe box full of Atari 815 DOS disks. So I picked one up & tried to boot it from a 1050, no go. Tried my ATR8000, no go. Went in with a sector editor & I recognized the format, everything was inverted i.e. XOR $FF. Does anybody with an 815 know if this is the way the disks are supposed to be or was this just a batch of disk that were improperly made? I'm going to continue burning some free time on it, just enough to rewrite the disk in standard format & see if it is the same as my copy of Atari DOS IID. I also need to know how the checksum is calculated on an XL OS. I've never patched more then a few bytes & a time so I'm having a little trouble with it. It seems to calculate checksums equivalent to two 8k EPROMs vs a 16k, probably a hold over from the 1200xl. I'm assuming Whoops! Flipping though Mapping & I just found the info I need. Routine for the first 8k ROM is at $FF73.

Rick

3752. Re: PERCOM Disk Drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-26 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <499mn2$ha4@blackice.winternet.com>
Source record: 87474

> SQJY33C@prodigy.com (Fred Edwards) writes:
> I have a couple of single sided 3 1/2" drives from early 520STs....
> if I put them in with a percom will they function OK?

>>>>
Sure will. You will need SpartaDOS or MYDOS or one of the newer
DOS"s to Format them. Oops, I almost forgot, they must be to ones with a
34 Pin (2 rows) connector. Some in the the SF354 only had a single row of
pins. (Still haven't gotten around to figure out the signals to see if the single
row connector will match up to a normal drive.)
And remember, no High Speed Mode.

Rich Mier

3753. Re: APE 1.07 works under Linux

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-26 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <148136@cup.portal.com>
Source record: 87475

Steve, you should probably also mention that the DSR version is working
for me under Windows 3.1 as I think a there's a lot more people
that would be interested in that.
Rick

3754. Fast Floating Point routines

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-26 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <148137@cup.portal.com>
Source record: 87476

Another OS hack/post. What I did was take the FASTFP.OBJ file that
was contained in the .ARC on umich & the ATARIXL.ROM from the XF25
emulator. Just did a simple basic program to stip the header from
the FASTFP.OBJ file & read use it to patch the ATARIXL.ROM file. You
just need to replace ROM bytes $D800-$DFFF with the FASTFP.OBJ
data. This is at an offset of $1800 from the start of the ATARIXL.ROM.
Next you need to take care of the checksum. What I did was use
DEBUG to edit the patched ROM file. I changed the ROM locations
$FF89 to 4, $FF8D to 0. What this does is force all the branches
to the routine that indicates a good ROM no matter what the checksum
is. What I should'a done is eliminate the checksum entirely or replace
it with some code I'd find useful, but much later for that. I want to
do a few more hacks on the OS before I start burning real ROMs anyway
so falling though to alway reporting a good checksum suits my purposes
for now.
RESULTS!
OK, I only tested this patched ROM on the emulator, but I double checked
everything with a real 800XL equiped with both OMNIMON which has built
in fast FP routines & a stock OS. The time improvements were within a
few percent of each other for both the real Atari & the XF25, even though
the absolute times varied.
A simple loop like:
```
10 POKE 20,0
20 FOR N=0 TO 1000:N.N
30 ?PEEK(20)
```
Runs about 7-8% faster. Something that is floating point intensive like
```
10 POKE 20,0
20 FOR N=0 TO 10:X=2^2:N.N
30 ?PEEK(20)
```
Showed a 400% improvement in speed. Anyway, the way things are laid out,
the only way the ATARIXL.ROM can be distributed is with the complete
XF25.ZIP so if somebody wants to patch their ROM file, they have to do
it themselves. Ditto for stuff like FIXXL or Translator which are
technically patchable but not hackable. You should just be able to run
something like FIXXL which switches your system to a RAM based OS & then
do a binary load of FASTFP.OBJ from DOS since it has the load vectors on
it, but then you would have an 800 OS so stuff like GR.(15) shouldn't work.
Anyway, if there is anybody out there that still uses BASIC or FP nag me
& I'll write a patch file. Sometimes, this time for sure, copyrights
are a real bother. I can certainly see stopping someone from stealing
software, but a patched OS shouldn't be the same.
Rick

3755. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-26 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <148142@cup.portal.com>
Source record: 87477

IMO: See if you can pick up APE from the archive at umich.edu, my thinking is if you experience the same problems with APE as SIO2PC then its probably a hardware problem with the PC or the cable. If you don't have any problems, well you've become an APE users.
$.02, I've found bugs in some versions of MyDOS when using the dup disk routines, Steve Tucker has found some bugs in Sparta DOS when using large disk images. No reason to believe a lot of DOS's don't have problems that never appeared before because 99% of their use was on 720 sector disks.
When I did have a problem a couple of times, I had the status line toggled on for SIO2PC. I found that for whatever reason it was cycling through all the disks IDs. Some like time [$31, $32, $33, $34, ...] after each time out. Eventually it would get back to an installed drive so what would happen is I'd get 6 time outs followed by two good STATUS commands & R/W operations. Scared me though & I shut down my system rather then mash a disk.
Rick

3756. BlackBox Info.

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-26 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <49a231$920@news.xmission.com>
Source record: 87478

Still puzzled about doing hard disk partitioning on the black box (been doing it on an MIO for so many years).

If setting up say 3 40 meg hard disks, and you want to create as many 16 meg partitions as possible, would you partition like so:

```
# CTL Start Length
-----------------------------------------
1 A 17 65535
2 A 65536 65535
3 A 131071 65535
4 B 17 65535
5 B 65536 65535
6 B 131071 65535
7 C 17 65535
8 C 65536 65535
9 C 131071 65535
```

Or would you do it like I'm used to doing it on the MIO

```
# CTL START LENGTH
-----------------------------------------
1 A 17 65535
2 A 65536 131071
3 A 131073 160160
4 B 17 65535
5 B 65536 131071
6 B 131073 157439
7 C 17 65535
8 C 65536 131071
9 C 131073 173399
```

Does the Black Box "LENGTH" line really mean length of that partition, or does it really mean END SECTOR like the MIO?? Am puzzled about this.

Any help greatly appreciated.

```
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!
```

3757. fs:5200/2600 Adaptor

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-26 00:00:00 UTC
From: salimk@bnr.ca
Message-ID: <49a8hs$dur@bcrkh13.bnr.ca>
Source record: 87479
Cross-posted to: ga.forsale,att.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,alt.atari.2600

Atari 5200/2600 adaptor (plugs into 5200 to play 2600 games) in excellent condition.

$15 + s & h

Salim Khan
salimk@bnr.ca
Bell Northern Research Inc. Norcross, Georgia

Standard disclaimer applies ..... My employer has nothing to do with my opinoins in this post, or for that matter anywhere.

3758. FS/T: Atari 8-bit computer items [11/26/95]

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-26 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <4994bq$6dl@ixnews2.ix.netcom.com>
Source record: 87480

updated 11/26/95

I have the following Atari 8-bit software and hardware for sale or trade.

Everything is sold as is. Unless specified, all items have been tested and are in perfect working order.

Buyer has ten (10) days to send payment, and pays all shipping costs, which will be sent via U.S. Postal Service. The shipping cost depends on both the weight of the package and the distance that it is traveling. Buyer has the choice of either first class or parcel post (which is slower, but cheaper).

Payment must be made in U.S. funds, by either check or money order, drawn from a U.S. bank branch. Canadian buyers must send a Canadian Postal Money Order, payable in U.S. funds. This is the only way I have found to deal with my friends to the north (my bank is very picky, but the U.S. Post Office will cash a Canadian Postal M.O.)

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless specified.

NOTE: Since all cartridges are used, some labels will have small defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 6.00 Atariwriter
$ 6.00 Basic
$ 7.50 Eastern Front: 1941
$ 7.50 Letter-Go-Round (Sesame Street) [CBS Software]
$ 5.00 Pac-Man
$ 5.00 Star Raiders

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio

Shack for $7, plus tax. It allows for the connection of both 300 OHM
and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with
it. Some systems still include one, please read carefully.

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 600XL COMPUTER with original power supply.

I will also throw in a second non-working ATARI 600XL for parts, FREE.

This is a complete system, except for RF switchbox and RCA cable.

$24.00

*****

LOT #2

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox and RCA cable.

$44.00

*****

LOT #3

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 65XE COMPUTER with original power supply.

This is a complete system, except for RF switchbox and RCA cable.

$34.00

*****

LOT #4

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 130XE COMPUTER with original power supply.

This is a complete system, except for RF switchbox and RCA cable.

$59.00

*****

LOT #5

ATARI 1050 (127K) DISK DRIVE, with original power supply, and
one (1) Molex connector cable.

$39.00

*****

LOT #6

ATARI 1050 (127K) DISK DRIVE, with one (1) Molex connector cable.

This disk drive doesn't include the power supply.

$34.00

*****

To reserve an item listed here, please contact me.

Michael J. Novak Jr.
VGA2000@ix.netcom.com
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. BUYING/SELLING/TRADING: 3DO, Atari Jaguar & Lynx,
Video Game Advantage Nintendo Game Boy, NES & Super Nintendo, Sega 32X,
6861 Anthony Lane Saturn, Genesis, Sega CD, Game Gear & SMS, Sony
Parma Hts., OH 44130 Playstation, Turbo Duo, all Classic systems, and
(216) 843-8815 Voice Classic cartridge based computers!

Over 2 years on the Internet! Now on the WWW at http://www.io.com/~vga2000/

For current list, or to be placed on my e-mail list, please leave E-Mail at:
VGA2000@ix.netcom.com OR VGA2000@io.com OR dw901@cleveland.freenet.edu

3759. Re: BlackBox Info.

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-26 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <49aruk$hqg@news.xmission.com>
Source record: 87481

James King (jeking@xmission.com) wrote:

: Still puzzled about doing hard disk partitioning on the black box (been
: doing it on an MIO for so many years).

Think I have the partitioning down now...

But now I have another question:

Will pushing the print dump button ONLY work if you have a printer
attached DIRECTLY to the BB, or will it work through the MUX or SIO port?

I hit the button again and again, but it only locks up my machine.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3760. fs: ATARI 800XL + accessories

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-26 00:00:00 UTC
From: pmf2@Lehigh.EDU
Message-ID: <49b0co$1aq4@ns3-1.CC.Lehigh.EDU>
Source record: 87482

We've got an 800XL system we're looking to get rid of. Included with the system:

1050 disk drive
CX77 Touch Tablet
1020 plotter
410 tape drive
several disks/software
several books/magazines -- manuals,etc.

We're thinking maybe $100 for all. For more info or to make an offer, please write Joe at JFabregas@aol.com or respond to my message. Thank you.

Pete

3761. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-27 00:00:00 UTC
From: <>
Message-ID: <49b533$3t3@newsource.ihug.co.nz>
Source record: 87483

```
>Stephan; are you running the MS DOS side under some flavor of Windows
>or OS/2 by any chance? This has been the #1 cause of problems like this

Nope, just PLAIN DOS 6.22. No EMS, XMS or any other drivers.

Stefan

//-------------------------------------------------------------------------
// Life sucks and then you die!
// e-mail: stefan@ihug.co.nz
// fido: 2:244/1455.8
```

3762. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-27 00:00:00 UTC
From: <>
Message-ID: <49b5fh$3t3@newsource.ihug.co.nz>
Source record: 87484

```
>I use the newest version I found at UMICH , SIO2PC 3.19i.
>The file SIO2PC.COM works and the Atari uses the virtual diskdrives
>( with some problems I describe later), but the File SIO2PC2.COM
>does not work.

SIO2PC2.COM might be for the 2 chip version of the adapter. And
it doesn't work for me either.

Stefan

//-------------------------------------------------------------------------
// Life sucks and then you die!
// e-mail: stefan@ihug.co.nz
// fido: 2:244/1455.8
```

3763. Wanted: raw 800XL (was Re: fs: ATARI 800XL + accessories)

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <49bdpf$j1i@nic-nac.CSU.net>
Source record: 87485

In article <49b0co$1aq4@ns3-1.cc.lehigh.edu>, <pmf2@Lehigh.EDU> wrote:
>We've got an 800XL system we're looking to get rid of. Included with the
>system:

Funny- I'm looking to by an XL! :) Any XL (capable of being a good MUX
Master) or an 800XL with 128K or 256K.

I'm willing to spend up to $35 for a 256K 800XL.

Anyone? (My girlfriend has got my spare stock 800XL, if you're wondering
why I need SO MANY :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[Home of: New Breed Software, 21BJ, newdex, and soon WebBS!]

3764. Wanted: Info. re: printers, DDIII, color, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <49be5i$j38@nic-nac.CSU.net>
Source record: 87486

Hello - a week or so ago I hooked up my aunt's new color Epson printer.
I'm interested in getting such a beast for my Atari (and my PC might get
some use out of it every once in a while, but probably not :)).

I want to know:

(1) What's the best (price -> speed -> quality -> ease of use) printer
to get nowadays? I remember that the HP500 was a good one. Now jet
printers seem to be coming out of the woodwork, so what do you folks
recommend?
(2) Would DDIII be able to support any of it? I got a lot of good use
out of my old DDIII + XMM801 setup. I HATED it (slow!), but it still
looked pretty nice. Is it even worth using DDIII though, with these
built in fonts on printers? (Although from what I've seen, they aren't
scalable... DDIII at least has plenty of different sizes.)
(3) What about color? Would it be worth it? How about writing software
FOR the printer to print in color, assuming there is none. Any
experience color jet printer users out here in A8 land?
& (4) What's the best (most reliable -> cheapest) printer interface? I just
got rid of my only one; then a day later hooked up my aunts printer
and almost wished I hadn't. :)

Thanx in advance!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[Home of: New Breed Software, 21BJ, newdex, and soon WebBS!]

3765. Re: **FREE GIFS FREE**

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-27 00:00:00 UTC
From: Birger Wathne <Birger.Wathne@nho.hydro.com>
Message-ID: <30B9962C.5DB7@nho.hydro.com>
Source record: 87487
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.graphics,comp.sys.amiga.hardware,comp.sys.amiga.marketplace,comp.sys.apollo,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.handhelds,control

Sorry. I just had to add some info. After this, let this thread die, ok?

GIF doesn't loose data, but is restricted to 8 bits of information.
Which means only 256 colors. But if the original picture is a 24-bit
image you loose big time, as you have to reduce it to 256 colors first.

JPEG is 'lossy', but is a 24 bit format. Which means you propably
get all the colors you want.

I would say you loose far more data with GIF if you reduce a good
picture to 8 bit of data format. With JPEG you can vary the amount
of loss to suit your needs regarding compression and picture quality.
A 24-bit picture saved as a JPEG can look better and still be
smaller than the GIF equivalent.

GIF: Use for business graphics (as JPEG is at its worst with
graphs and other pictures with solid colors and sharp edges).

JPEG: Use for all photographic material. If people only have
8 bit screens, and want to reduce the picture to GIF to get
faster loading, let them do so themselves.

The dithering algorithm used when decompressing the JPEG file
will make a big difference. Just compare Sun's 'imagetool' (quick,
but coarse) with 'xv' (run with 'xv -perfect -8 -slow24' if you have
an 8-bit screen).

Birger

3766. Re: Wanted: Info. re: printers, DDIII, color, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-27 00:00:00 UTC
From: cmwagner@gate.net
Message-ID: <49c3uh$1h4s@navajo.gate.net>
Source record: 87488

In article <49be5i$j38@nic-nac.CSU.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
> (1) What's the best (price -> speed -> quality -> ease of use) printer
> to get nowadays? I remember that the HP500 was a good one. Now jet
> printers seem to be coming out of the woodwork, so what do you folks
> recommend?

I would still recommend Hewlett Packard for printers, they make the best
printers, IMO. I have an HP660C (InkJet/DeskJet), works great, excellent
quality.
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

3767. New Emulator..

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-27 00:00:00 UTC
From: tclark22@aol.com
Message-ID: <49cb0k$goj@newsbf02.news.aol.com>
Source record: 87489

Does anyone have the I.B.M Emulator for the Atari 8-bit?
I cant seem to find one..

Thanks

3768. Re: Why those Auction's ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-27 00:00:00 UTC
From: winston@merk.com
Message-ID: <DIp6LF.9sn@merk.com>
Source record: 87490

```
Domainless Bang-Path Reply Route -->
...!EU.net!sun4nl!xs4all!twilight.xs4all.nl!bernard
Of the Organization -->
The TWiLiGHT Zone BBS
On Tuesday, November 21, 1995 at 08:09:53 +0100 (2:09am EST ?),
bernard@twilight.xs4all.nl (Bernard Kok) wrote:

BK> Hello ALL,
BK>
BK> [For] The last few weeks or months I [have] seen many messages about
BK> Auctions ? ... And of course they are BIG ... sometimes about
BK> 20 or 25 Kb a message .... But now [here] is my question :
BK> We put 'BIG Auction'-s in this area with games and stuff for
BK> other computer systems ???
BK> So [please] put ALL those C64 and other Auctions in their right
BK> area and NOT in a ATARI XL/XE area ! ! !
BK>
BK> ...
BK>
BK> P.S. Not all people have a [free] account at their high school, but
BK> [some] have to call and pay for their mail ....
BK> Think about that [!] ....

Hello Bernard! I usually see you on the FidoNET .... Yah! We tried
explaining to the auctioneers that their biggest market for buyers of 6502
hardware and software wouldn't be able to fit 50K of messages into their
text buffer, as the average size of a message text buffer on an 8-bit is
about 10 kilobytes maximum. Apparently the posters don't even wish to
reach their ideal buyers market, but prefer to hawk their wares to other
INTeL and Macintosh owners. It makes no sense to me either, but the
sellers probably don't even read this message base anyway; they merely
post here.

BK> .-------------------------------------------------------
BK> ----------------.
BK> | -=> The TWiLiGHT Zone BBS <=- -=> +31-(0)-20-6764584 <=-
BK> -=> 24 Hrs <=- |
BK> | -=> Modules Heaven! <=- -=> 9600 to 14400 Baud <=-
BK> -=> /\MIG/\ Only <=- |
BK> `-------------------------------------------------------
BK> ----------------'
BK> -- Via Xenolink 1.97, XenolinkUUCP 1.1

Interesting telephone number: +31-(0)-20-6764584
```

In North America, your number would be divided into: Country Code, State Area Code, Metropolitan Exchange, Local Extension ... and would be read as: +31-(020)-676-4584 ... except that there would be a '1' in place of the '31'. Just out of curiosity, how is a European telephone number subdivided ?

3769. Re: WTB: Cassette drive for 800, disk drive for XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-27 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <49cggp$k2t@news.tcd.net>
Source record: 87491

Your friend needs a Atari 410 recorder or a 1010 recorder, I have both in good working condition. Make offer shipped as to your xe, I also have disk drives, 810, 1050, Indus, Track, Rana at $24.00 shipped...price is the same for the old 810 as it weighs more..

your friend would probably be better off picking up a disk drive as the old tape drives take forever to load..

3770. Re: STUFF WANTED!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-27 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <49cgnp$k2t@news.tcd.net>
Source record: 87492

By driver do you mean disk drive?

If so I have several 1050s stock at $24.00 shipped, if you order
one will throw in 2 joysticks..

3771. Re: Fast Floating Point routines

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-27 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <49ch12$k2t@news.tcd.net>
Source record: 87493

Modified O/S, have access to TurBoss, licensed o/s modification
check Best catalog..save you writting all the code and copyright
problems.

3772. (no subject)

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-27 00:00:00 UTC
From: Sven Gleich <sgl@hrz.tu-chemnitz.de>
Message-ID: <49cl9o$g54@pyrrhus-f.hrz.tu-chemnitz.de>
Source record: 87494

Hi there again,

thanks to all persons who helped me with my SIO2PC problem,
I really checked out the APE, but I found only version 1.04d.
But it is too early now for me to say special things, only
so much that it seems to be running veerrry goood but I need
more time to check all its functions (first I figured out
that the XF551 emulation seems to have errors - I tried XFTools,
would be nice if you would try it too). I will definitely spend
more time to get the stuff working...
And there will be a new article from me soon.
But there is another reason that I am posting a new article, it
has something to do with these .DCM files. Some of them really
work fine, the DiskCommunicator (DC 3.2) reported no errors.
But on some files they won't work at all. I get messages like
'Header unknown','Bad Sector Data' or 'No DCM File'.
I figured out that the files which worked fine had the
following first 4 bytes (headerbytes) : FA 01 01 00

But the files which would not work had : 1F 8B 08 00

Now my question: Did I something wrong as I got the files
from the ftp-server ?
Has it something to do with this UUDECODE/UUENCODE stuff ?
You see I am a really beginner at this point and I am also
new at university this year and my English is poor ...
What can I say, I don't know how to get these files
to a atari disk.
A try would be the file XFTOOLS.DCM which had a bad header
as I tried to de-DCM it.
The stuff I figured out about correct DCM files follows (not much
but maybe interesting):

all the stuff is not tested too much

1st byte density of the disk (and/or length of a sector ???)
F9 - Medium
FA - Single (or Double - don't know)

2nd byte maybe indicator for more than one DCM file
01 - just one DCM file
<> 01, e.g. 41 - the value in the filename
which has to be increased for
the next DCM part
e.g. part.1
part.2

.
.
.

3rd and 4th byte the sector in low/high byte notation, from which on
the following data should be written on disk

04 00 - 4th sector
0A 01 - 265th sector (I think ;-) but not sure)

I will try to get further into this subject and any help is welcome.
That's all for now

CU8er, Sven .

3773. Re: Was SIO2PC Problem: APE Problem!

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-27 00:00:00 UTC
From: classics@seka.nacs.net
Message-ID: <49cn24$t01@wariat.wariat.org>
Source record: 87495

stefan@ihug.co.nz@ihug.co.nz wrote:
: Since I had some problems with SIO2PC, I've decided to try APE 1.06S.
: However, there seem to be new problems:
: Reading (once again) works fine. Writing seems to work fine also.
: BUT, though the ATARI reports no error, there is no writing done!!!
: A Format will leave me with 0000 free sectors, a copy will not copy
: anything even though it makes the writing noise.....

: What am I doing wrong here and where can one get version 1.07?

Setfan,

The 'ignored writes' problem is a known bug in 1.06, resulting from
a small change I made to the source code before I released it. The above
formatting and writing problem are the same bug, and are fixed in 1.07.

I have not make 1.07 available yet, but will do so within the next
few days. It also looks like the .PRO system will be distributed as
shareware was well, so look for that.

If you would like me to notify you by e-mail at the time I make it
available please let me know. I will also announce it here, as well
as provide details on the new .PRO system.

Thanks

Steve

--
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

3774. Re: Wanted: Info. re: printers, DDIII, color, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-27 00:00:00 UTC
From: classics@seka.nacs.net
Message-ID: <49cnb7$t01@wariat.wariat.org>
Source record: 87496

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Hello - a week or so ago I hooked up my aunt's new color Epson printer.
: I'm interested in getting such a beast for my Atari (and my PC might get
: some use out of it every once in a while, but probably not :)).

: I want to know:

: (1) What's the best (price -> speed -> quality -> ease of use) printer
: to get nowadays? I remember that the HP500 was a good one. Now jet
: printers seem to be coming out of the woodwork, so what do you folks
: recommend?

Bubble jet works good for me. Though the ink cartridges for the
HP 550C I have are a whopping $30 each. I would suggest any of the
cannon 300dpi color ink jets, they are inexpensive, the ink cartridges
are less expensive and the output is very good.

: (2) Would DDIII be able to support any of it? I got a lot of good use
: out of my old DDIII + XMM801 setup. I HATED it (slow!), but it still
: looked pretty nice. Is it even worth using DDIII though, with these
: built in fonts on printers? (Although from what I've seen, they aren't
: scalable... DDIII at least has plenty of different sizes.)

I have a Epson emulator cartridge for my HP 550C, and it works 100% with
all my 8-bit stuff. I dont know if other printers are/have available
backward compatibility with the 'standard' dot matrix printers.

: (3) What about color? Would it be worth it? How about writing software
: FOR the printer to print in color, assuming there is none. Any
: experience color jet printer users out here in A8 land?

I have not use for color when using the 8 bit obviously, without a
specially programmed application. The color output is outstanding if
you use a nice ultra-white ink-jet paper.

: & (4) What's the best (most reliable -> cheapest) printer interface? I just
: got rid of my only one; then a day later hooked up my aunts printer
: and almost wished I hadn't. :)

APE is pretty cheap <plug plug>. :) I think B&C or somebody had the old
MPP printer interface for like $5. Otherwise your into a PR, 850, or
Black Box, etc.

: Thanx in advance!

Your welcome.

Steve

--
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

3775. Sorry I forgot it - DCM problem + info

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-27 00:00:00 UTC
From: Sven Gleich <sgl@hrz.tu-chemnitz.de>
Message-ID: <49co72$i42@pyrrhus-f.hrz.tu-chemnitz.de>
Source record: 87497

I forgot the subject of my latest article.
It should be: ' DCM problem + info '

Sorry,

Sven.

3776. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <49d9mq$h3m@nic-nac.CSU.net>
Source record: 87498

In article <148142@cup.portal.com>,
<Rick_Michael_Cortese@cup.portal.com> wrote:

>on for SIO2PC. I found that for whatever reason it was cycling through all
>the disks IDs. Some like time [$31, $32, $33, $34, ...] after each time out.

In case you didn't know, this is also what MyDOS does when it's jumping back into DUP.SYS but can't find it.

For example, I boot up. I format my D9: RAMdisk. I write DOS to it (or copy DUP.SYS, but writing from RAM to RAM is quicker than copying from SIO2PC to RAM). When I run a program and then exit to DOS, I just hit BREAK a few times to speed up the cycling process until it eventually tries D9: and BAM! the menu's up on the screen.

From then on, it'll try D9:. If for some reason it can no longer find DUP on D9:, it'll start cycling again. It can be annoying ; you kind of think to yourself "just give up!" Then you think "well wait, what ELSE can it do??" :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[Home of: New Breed Software, 21BJ, newdex, and soon WebBS!]

3777. Re: Wanted: Info. re: printers, DDIII, color, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <49d9qc$h7l@nic-nac.CSU.net>
Source record: 87499

In article <49c3uh$1h4s@navajo.gate.net>,
Chad Wagner <cmwagner@gate.net> wrote:

>I would still recommend Hewlett Packard for printers, they make the best
>printers, IMO. I have an HP660C (InkJet/DeskJet), works great, excellent
>quality.

C = Color, eh? And you use this with your 8bit? Do you do color with your
8bit?

Also, what're the stats (speed, price, price of ink, types of paper you can
use, etc.) ?

.. umm.. if you don't mind spending the time answering. Also, is it cool
in that the manual explains all of the escape-codes? :)

Thanx!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[Home of: New Breed Software, 21BJ, newdex, and soon WebBS!]

3778. ACEC holding SWAP MEET Dec. 13

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-27 00:00:00 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <49de0o$6hf@charm.magnus.acs.ohio-state.edu>
Source record: 87500

The Atari Computer Enthusiasts of Columbus would like to extend an invitation to all to join us in our annual ATARI SWAP MEET. This event will be held Wednesday Dec. 13 7:30 - 9:30 at Chemical abstracts.

Interested in trying to unload some Atari hardware/software? Looking to see what others are trying to unload? Are you in close proximity to the Columbus area?

Then look no further.

Any questions? send email.

```
|_ |_ |_
|_ |_ |_ Michael Steve jr.
Proud member of: |_ |_ |_ The sequel
|_ |_ |_
/_ |_ \_
/_ |_ \_
~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^ |___ |_ \___ ~^~^~^~^~^~^~^~^~^~^~^~^~^~

P.O.BOX 29103 ###### ###### ######## ###### providing support
COLUMBUS, OHIO 43229-0103 ## ## ## ## ## ## ## for the Atari ST,
######## ## ###### ## TT, Falcon, 8-bit,
Meetings are held the ## ## ## ## ## ## ## Lynx, and Jaguar.
2nd Wednesday of every ## ## ##### ###### #####
Month, 7:30 pm, at
Chemical Abstracts Atari Computer Enthusiasts of Columbus
--------------------------------------------------------------------------------
```

3779. [--- OS With Mouse ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-27 00:00:00 UTC
From: winston@merk.com
Message-ID: <DIp3Jz.8Ez@merk.com>
Source record: 87501

Domainless bang-path reply route:
...!simtel!news.sprintlink.net!news.indy.net!indy3!noeltox
On Thursday, November 23, 1995 at 04:23:25 GMT (11:23pm, Nov 22, EST ?)
noeltox@indy.net (John Noel) wrote:

JN> I found an old ST mouse and was testing it on my 130XE with a program
JN> called GOE demo. It works pretty well. Anyone know of any other
JN> programs that support this type of setup?

Other programs that work with the ST mouse-driver upgrade are:

o The update to G.O.E., the DIAMOND OS cartridge.

o The public re-release of G.O.E. (now called G.O.S. ?).

o 8-bit TOS (A mouse is mandatory with this OS, as it
is "pixel driven" and would take three to five minutes to
"walk the screen" to the exit button using a joystick. A
trackball would also probably work, as well.)

3780. Announce: Classic Atari Commericials on WWW

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-27 00:00:00 UTC
From: aramos@cis.ohio-state.edu
Message-ID: <49cqsuINNlgh@fandango.cis.ohio-state.edu>
Source record: 87502
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Hello, fellow Atari fans...

While unpacking my video collection after the last move, I found a tape
I had borrowed from my previous job. It was a TV special dating from 1981
about the 'computer revolution'. I popped it in and grooved on a time-warp
back to the feathered-back, parted-in-the-middle days of my early 80's youth.

Anyway, the kicker is that this special was sponsored by Atari, and so
it features what must have been their entire television promotional
campaign. The Atari 2600 and 8-bit computers are shown off nicely!

All six commercials, captured as QuickTime movies, are available via the
World Wide Web. They're ~3MB in size on average; sorry but that's the
smallest I could make them.

They are referenced on the "BRiTiSH Underground Atari 8-bit Page" at

http://nimitz.mcs.kent.edu/~clisowsk/8bit.html

Ironically, it's a U.S. site; the movies will soon have a European
home at Ivo van Poorten's "Atari Home Page".

Grin and groan; I did!

Tony R.

--
Tony Ramos : inter\active
1322 W. 7th Ave. Apt A : ramos.15@osu.edu, tony_ramos@fitch.com
Columbus, OH 43212 : *** computer-mediated environments ***
(614)486-6253 : *** interface ** image synthesis ***

3781. Re: Wanted: Info. re: printers, DDIII, color, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-27 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.116.001402AE@mindspring.com>
Source record: 87503

In article <49c3uh$1h4s@navajo.gate.net> cmwagner@gate.net (Chad Wagner) writes:
>From: cmwagner@gate.net (Chad Wagner)
>Subject: Re: Wanted: Info. re: printers, DDIII, color, etc.
>Date: 27 Nov 1995 05:29:37 -0500

>In article <49be5i$j38@nic-nac.CSU.net>,
>William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>> (1) What's the best (price -> speed -> quality -> ease of use) printer
>> to get nowadays? I remember that the HP500 was a good one. Now jet
>> printers seem to be coming out of the woodwork, so what do you folks
>> recommend?

>I would still recommend Hewlett Packard for printers, they make the best
>printers, IMO. I have an HP660C (InkJet/DeskJet), works great, excellent
>quality.

I also have a 660C and I agree, but for price, you might look at the 600C .
It was about $70 less and came with the color kit. The only difference is
that you have to swap cartridges to print color or black, where the 660C has
dual cartridge holders.

Bruce Willard bwillard@mindspring.com

3782. : 8-bit floppy -> .XFD file; What's the easiest way?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-27 00:00:00 UTC
From: aramos@cis.ohio-state.edu
Message-ID: <49cuv2INNo2l@fandango.cis.ohio-state.edu>
Source record: 87504

I want to try some old 8-bit disks on the Rainbow demo. Problem is,
Rainbow understands only ".XFD" files, not the more common ".ATR".
All the converter utilities I've seen make .ATR files.

What's the most painless way to make an .XFD file of an Atari 8-bit disk?
.XFDs are 92,160 bytes long, so are they simply direct sector copies?

I have a disk -> .ATR utility for the PC; if there is an .ATR -> .XFD
util I guess I could do it in two steps. >:-P

Just don't make me write an .XFD file creator on the 8-bit. The "SIO calls"
area of my personal memory bank is teetering on collapse. ;-)

Thanks all,

Tony R.

p.s. reply via e-mail if the answer makes me look stupid! ;-)

--
Tony Ramos : inter\active
1322 W. 7th Ave. Apt A : ramos.15@osu.edu, tony_ramos@fitch.com
Columbus, OH 43212 : *** computer-mediated environments ***
(614)486-6253 : *** interface ** image synthesis ***

3783. File Selector v.0.0 has a bug already? :(

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <49daah$hv3@nic-nac.CSU.net>
Source record: 87505

Michael Kling, the person I wrote "File Selector" for, has already reported
a possible bug to me:

Under MyDOS 4.5, some programs refuse to run under File Selector,
UNLESS DUP.SYS has been loaded first. (ie, instead of
booting into "File Selector", it boots into the DOS Menu,
and from there you [L]oad "File Selector" manually).

I can't really understand why this is happening. If it's part of my "load
the executable" routine, all that does is call XIO 39 with AUX1 = 4. Perhaps
I'm using the wrong AUX1 value???

Well, anyway, he's going to try it with MyDOS 4.53 (which seemed to work for
me, but I can't trust anything since my main 8-bit is a 65816, and my alter-
nate 8-bit is a PAL; so I can blame problems on either of those without doing
major testing) so it might end up just being a 4.50 bug...

But - if any of you Action!-knowledgable c.s.a.8er's are bored, the source
code is sitting in the ARC along with the program and docs, so have to it. :)

(And don't worry, it'll look nicer/cleaner by the next version) :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[Home of: New Breed Software, 21BJ, newdex, and soon WebBS!]

3784. 8 Bit Atari Computer Carts for trade!

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-27 00:00:00 UTC
From: C626021@mizzou1.missouri.edu
Message-ID: <17463132E1S86.C626021@mizzou1.missouri.edu>
Source record: 87556
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

I have two carts for the atari 8 bit computers for trade. They are Alien Ambush, and Cloudburst, both by DANA software. They are both new in the box, but not shrinkwrapped. I will entertain all offers of atari 2600, 5200, and coleco carts. Also would be interested in atari and video game memorabilia

3785. Re: BlackBox Info.

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-27 00:00:00 UTC
From: bernard@twilight.xs4all.nl
Message-ID: <bernard.06vd@twilight.xs4all.nl>
Source record: 87557

Hello James,

In a message of 26 Nov 95 James wrote to All:

JK> From: jeking@xmission.com (James King)

JK> Still puzzled about doing hard disk partitioning on the black box (been
JK> doing it on an MIO for so many years).

JK> If setting up say 3 40 meg hard disks, and you want to create as many
JK> 16 meg partitions as possible, would you partition like so:

JK> # CTL Start Length
JK> -- 1 A 17 65535
JK> 2 A 65536 65535
JK> 3 A 131071 65535
JK> 4 B 17 65535
JK> 5 B 65536 65535
JK> 6 B 131071 65535
JK> 7 C 17 65535
JK> 8 C 65536 65535
JK> 9 C 131071 65535

This is the right one ! ! !

Start = Start sector
Length = How big (amount of sectors) for that partition)

JK> Does the Black Box "LENGTH" line really mean length of that partition,
JK> or does it really mean END SECTOR like the MIO?? Am puzzled about
JK> this.

JK> Any help greatly appreciated.

You're welcome.....

_
/_) |/
/_)ernard |\ok ////
(o o)
+-------------------------oOO--(_)--OOo-------------------------+
| PMN : 17:200/100.3 DAN : 55:100/121.3 WARP : 137:8/103.3 |
| NLA : 14:102/100.3 GFX : 98:101/100.3 FIDO : 2:280/315.3 |
| ERO : 68:311/416.3 AMY : 39:150/200.3 AGA : 171:103/200.3 |
| Internet : bernard@twilight.xs4all.nl |
+---+
.---.
| -=> The TWiLiGHT Zone BBS <=- -=> +31-(0)-20-6764584 <=- -=> 24 Hrs <=- |

```
| -=> Modules Heaven! <=- -=> 9600 to 14400 Baud <=- -=> /\MIG/\ Only <=- |
`-------------------------------------------------------------------------'
-- Via Xenolink 1.97, XenolinkUUCP 1.1
```

3786. Was SIO2PC Problem: APE Problem!

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-28 00:00:00 UTC
From: <>
Message-ID: <49drv0$e6j@newsource.ihug.co.nz>
Source record: 87558

Since I had some problems with SIO2PC, I've decided to try APE 1.06S.
However, there seem to be new problems:
Reading (once again) works fine. Writing seems to work fine also.
BUT, though the ATARI reports no error, there is no writing done!!!
A Format will leave me with 0000 free sectors, a copy will not copy
anything even though it makes the writing noise.............

What am I doing wrong here and where can one get version 1.07?

Stefan

//--
// Life sucks and then you die!
// e-mail: stefan@ihug.co.nz
// fido: 2:244/1455.8

3787. Re: Was SIO2PC Problem: APE Problem!

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-28 00:00:00 UTC
From: <>
Message-ID: <49fuj0$kfl@newsource.ihug.co.nz>
Source record: 87559

> I have not make 1.07 available yet, but will do so within the next
> few days. It also looks like the .PRO system will be distributed as
> shareware was well, so look for that.
>
> If you would like me to notify you by e-mail at the time I make it
> available please let me know. I will also announce it here, as well
> as provide details on the new .PRO system.

Thanks! I will look for version 1.07 in the newsgroup. I browse it daily
anyway.

Stefan

>--
>-- @ @ @ ------------------------------------ @ @ @
> @ @ @ Steven Tucker - classics@nacs.net @ @ @
> @ @ @ ------------------------------------ @ @ @
>
> Video game playin, adventure addicted, chocolate craving, woman lovin,
> Limbaugh hatin, Trek watchin, all around lazy computer fart.
>
> !! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

//---
// Life sucks and then you die!
// e-mail: stefan@ihug.co.nz
// fido: 2:244/1455.8

3788. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-28 00:00:00 UTC
From: "Ernest.R.Schreurs" <ernest@pi.net>
Message-ID: <49dlvd$kks@neptunus.pi.net>
Source record: 87560

I currently have version 4.04 of SIO2PC. Nick Kennedy sent it to me
when I wrote him a letter (and added a shareware donation). I think
he does not use Internet himself, otherwise he would have posted this
version to the Umich archive or so himself. I do not understand why
people who are complaining about things that are not working right in
SIO2PC, do not write it down in a simple letter to Nick Kennedy himself.
I did, and the bug I reported was fixed in the version he sent me.
I am still having problems with it, as do some of my friends, but
if you do not write the author, how is he supposed to find out?
I was too busy to check out what my exact problem was, but if I have
time, I know where my comments should be adressed to.
But to answer your question, version 4.04 solves some of the timing
problems that are in the 3 series. However, on our Toshiba portable 486,
SIO2PC does not run at all, while APE does. We told Nick Kennedy this,
so we will see what the mail will bring soon I hope.

3789. WANTED :8-bit Kyan pascal documentation

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-28 00:00:00 UTC
From: Mariano Dominguez <mariano@fciencias.unam.mx>
Message-ID: <49fada$4lt@academ00.mty.itesm.mx>
Source record: 87561

Hola:
anybody has a copy of KYAN pascal Manual?
Photocopies or a .txt file is fine.
i have some programs for atari 8-bit, mail me fore software exchange too.
also Mexican atarians Mail me my old club sunks
TNX.

3790. Re: : 8-bit floppy -> .XFD file; What's the easiest way?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-28 00:00:00 UTC
From: cmwagner@gate.net
Message-ID: <49e81v$7no@navajo.gate.net>
Source record: 87562

In article <49cuv2INNo2l@fandango.cis.ohio-state.edu>,
anthony daniel ramos <aramos@cis.ohio-state.edu> wrote:
>I want to try some old 8-bit disks on the Rainbow demo. Problem is,
>Rainbow understands only ".XFD" files, not the more common ".ATR".
>All the converter utilities I've seen make .ATR files.

dcmtoatr handles xfd images as well. It is written in C, and works under
UNIX or DOS, and someone is working on a Mac version, which is on my ftp
site.

Try looking in: ftp://ftp.gate.net/pub/users/cmwagner/dcmtoatr

>I have a disk -> .ATR utility for the PC; if there is an .ATR -> .XFD
>util I guess I could do it in two steps. >:-P

You can convert an ATR to XFD by simply chopping off the 16-byte header from
the ATR image

--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

3791. Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-28 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <817575463.6640@chowgar.demon.co.uk>
Source record: 87563

Does anybody nkow if this will run on Xformer 3?

Cheers.

3792. Interfacing my 8-bit to my Linux box

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-28 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <8n3uwksjYpAJ088yn@IBM.NET>
Source record: 87564

I'm going to be starting up a BBS in the near future, and I thought it would be neat to be able to hook up one of my extra Ataris to my BBS for the purpose (at first) of getting the current temperature. I do have one of those learning kits which has the temperatue sensor, so that part is not a problem. The problem is connecting my 8-bit to my Linux box. I think a SIO2PC cable is a little over kill for such a little project. My current ideas are:

1. Use one of those R: drivers that use a joystick port. I would need to find plans for the joystick-RS232 cable, and I would be limited to 300 baud, but that isn't a big problem.

2. Hook one of the joystick ports directly to the parallel port. This would give me probably two lines for data and two lines for handshaking. The problem with this approach is that it requires a lot more work on both ends for the software.

Any other thoughts? I'm planning on writing the software for the 8-bit in basic, since I just want something short and sweet, but haven't thought far enough a long for what I'm going to use on the Linux side.

Thanks.

--

Ryan 'Gozar' Collins rlcolli@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

3793. PERCOM Disk Drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-28 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <49g09k$9tj@blackice.winternet.com>
Source record: 87565

For anyone that is interested and have been following the discussion
on PERCOM Disk Drives: Today I found the problem.
I dug up at work an old SIEMENS Technical manual on the FD179X
series of Floppy Disk Controlers. The FD1791 is not capable of Double Sided
operation, the FD1795 is. Of the two Percom's I have, the one had a bad 1795
and the other had a 1791. Good enough for single sided, but not for handling
a 3.5", 720K Double Sided, Double Density drive. Works fine as a Single Sided
360K drive. This would also carry over to the 5.25", 360K drives. They will only
work as Single Sided, 180K.
Of course, to change the Percom drives to Double Side use and your's
has the FD1791, just change it out for a FD1795. It's on a socket so no big deal.
Just wish I had a cheaper source for them, $18.50 is a little steep (Best Elect.'s
new price on them).

Rich Mier

3794. ST mouse on 8bit (was Re: 8bit questions)

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-28 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <49g33q$i4r@charm.magnus.acs.ohio-state.edu>
Source record: 87566

In article <490svt$ids@news.indy.net>, John Noel <noeltox@indy.net> wrote:
>I found an old ST mouse. and was testing it on my 130XE with a program
>called GOE demo. It works pretty well. Anyone know of any other
>programs that support this type of setup? The joystick inputs values
>into the stick(0) and paddle(0,1). Any ideas? Thanks.

The ST mouse is compatible with the Atari trakball, so you can use the
mouse to control any program designed for the trakball.

One program that comes to mind that you can use it with is Missile
Command. Hit control-T, then use the mouse/trakball as your controller.
--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

3795. Pres Release

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-28 00:00:00 UTC
From: nkey@free.org
Message-ID: <Pine.BSD.3.91.951127193804.20287A-100000@squeaky.free.org>
Source record: 87567

**

3796. APE 1.07 NOW AVAILABLE! :)

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-28 00:00:00 UTC
From: classics@seka.nacs.net
Message-ID: <49doji$img@wariat.wariat.org>
Source record: 87568

The shareware release of APE 1.07 is now available! :) This release includes the complete APE Pro System, which allows you to create .PRO images using any 1050 (or compatible) disk drive.

WHERE TO GET APE?

I just uploaded APE107D.ZIP to archive.umich.edu, and it will appear soon in the Atari/8Bit/Ape directory.

It will be a few days, and I am willing to e-mail a uuencoded copy of the distribution to absolutly anyone who requests it. Just send me e-mail at classics@nacs.net and I will reply asap.

REGISTERED USERS: You will need to re-submit your key information so a new keyfile for 1.07 can be created for you. This key will be compatible with all future version of APE.

Please submit your Name, Address, City, State, Zip, Country and Telephone number. I will generate a key for you and send it along with the new registered version of APE 1.07.

Thanks to the few registered users who encouraged me to keep working on APE, and to everyone who helped (and continues to help) in its delevopment!

Steve
--
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin, Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

3797. MUX-Window project rolling again! :)

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-28 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199511290227.SAA26696@zippy.sonoma.edu>
Source record: 87569

Last you folks heard of the MUX-Window project, I was only this far:

Window handling:
Open, Close, Raise
Graphics:
Line, Rectangle
Text:
OS Font, Special drawing modes

In the past few days, I've added!

Event handling:
Keyboard, Button, Expose
Graphics:
Circle, Ability to draw into windows other than the topmost
Pointer:
Joystick controlled, Raises windows
Special controls:
SHIFT+CONTROL+TAB to swap the top two windows

With this, I've made a simple drawing program which is very similar in both look/feel and code to one which my friend and I wrote for X Window!

Also, soon I'll be getting a MUX setup, so I can become a little more free (I'm SO running out of memory :)).

Look for updates on my home page by this weekend!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

3798. Re: Wanted: Info. re: printers, DDIII, color, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-28 00:00:00 UTC
From: classics@seka.nacs.net
Message-ID: <49fpai$ep0@wariat.wariat.org>
Source record: 87570

James King (jeking@xmission.com) wrote:
: Bruce Willard (bwillard@mindspring.com) wrote:
: :
: : I also have a 660C and I agree, but for price, you might look at the 600C .
: : It was about $70 less and came with the color kit. The only difference is
: : that you have to swap cartridges to print color or black, where the 660C has
: : dual cartridge holders.

: I have the 600C and it's an excellent printer. Somebody (about 2
: messages ago) mentioned that they had an EPSON cart. for their 550C. Do
: they make such a beast for the 600 series as well? I havent seen
: anything that looks like a cart port. on the 600C or my old 540C

On the 550C there are 2 cart ports just above the user controls for page
eject etc. They are normally covered with little anti-dust inserts, and
you have to remove one to insert a cart.

I would assume your printer must have these somewhere, as these are also used
for extra internal fonts and such.

Steve

--
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

3799. Re: WANTED :8-bit Kyan pascal documentation

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-28 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Nov28.222217.24260@wariat.UUCP>
Source record: 87571

```
(Pardon me not editing this, but I got no more calls today.0
From MAILER-DAEMON@wariat.org Tue Nov 28 16:46:00 1995
Received: from wariat.org by apk.wariat.org (UniBoard bbsmaild 2.36)
id AA05191; Tue, 28 Nov 95 16:50:30 EST
Received: from localhost (localhost) by wariat.wariat.org
(8.6.12/8.6.9) with int
ernal id QAA25179; Tue, 28 Nov 1995 16:46:00 -0500
Date: Tue, 28 Nov 1995 16:46:00 -0500
From: Mail Delivery Subsystem <MAILER-DAEMON@wariat.org>
Subject: Returned mail: Host unknown (Name server: fciencias.unam.mx:
no data kno
wn)
Message-Id: <199511282146.QAA25179@wariat.wariat.org>
To: wariat!apk.wariat.org!Russ.Gilbert
MIME-Version: 1.0
Content-Type: multipart/mixed;
boundary="QAA25179.817595160/wariat.wariat.org"

This is a MIME-encapsulated message

--QAA25179.817595160/wariat.wariat.org

The original message was received at Tue, 28 Nov 1995 16:45:46 -0500
from bbs@localhost

----- The following addresses had delivery problems -----
mariano@fciencias.unam.mx (unrecoverable error)

----- Transcript of session follows -----
550 mariano@fciencias.unam.mx... Host unknown (Name server:
fciencias.unam.mx: no
data known)

----- Original message follows -----

--QAA25179.817595160/wariat.wariat.org
Content-Type: message/rfc822

Return-Path: Russ.Gilbert@apk.wariat.org
Received: (from bbs@localhost) by wariat.wariat.org (8.6.12/8.6.9) id
QAA25175; T
ue, 28 Nov 1995 16:45:46 -0500
From: Russ.Gilbert@apk.wariat.org (Russ Gilbert)
To: mariano@fciencias.unam.mx
Subject: Kyan docs.
Date: Tue, 28 Nov 95 16:45:45 EST5EDT
Message-Id: <1995Nov28.164545.24518@wariat.org>
```

X-Mailer: UniBoard 1.30a S/N 013921

I'm almost positive that the pascal at umich is Kyan Pascal. The docs
are in the umich atari archive. 8bit/Languages/pasdoc.arc and
pascal.arc is the programs. ftp them.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

--QAA25179.817595160/wariat.wariat.org--

(Now for the steeeeeenking signature again.)
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

3800. Re: Neat quick hack..

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-28 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <49fhnu$qna@nuke.csu.net>
Source record: 87572

In article <49glst$o63@newsource.ihug.co.nz>, <stefan@ihug.co.nz> wrote:
>
>Maybe I was to quick :-)
>
>What's the name supposed to be?
>

D'oh! I knew it. I forgot to mention the file name before I posted that message, but I figured it'd be obvious. (And oops, it's not in "Newitems", it's in "New").

Now, if you're up for a challenge, don't read any further and see if you can find it yourself. :)

It's called "filesel.arc". Again, it's had a little trouble, but it could just be the version of MyDOS. For best results, try MyDOS 4.53. Good luck!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[Home of: New Breed Software, 21BJ, newdex, and soon WebBS!]

3801. Re: 4 player games on atari 400/800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-28 00:00:00 UTC
From: lelie@smail.srl.ford.com
Message-ID: <lelie.90.000BFBE0@smail.srl.ford.com>
Source record: 87573
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <48rcjc$5g@d2.tufts.edu> kisrael@diamond.tufts.edu (Kirk Israel) writes:
>From: kisrael@diamond.tufts.edu (Kirk Israel)
>Subject: Re: 4 player games on atari 400/800?
>Date: 21 Nov 1995 02:13:00 GMT

>Scott Butler (sydtech@skypoint.com) wrote:
>: VGR (Craig Pell) (vgriscep@wam.umd.edu) wrote:
>: : In article <47k9k0$9oq@crl5.crl.com>, John M. Vogel <jvogel@crl.com> wrote:
>: : >
>: : >I think there was a soccer cart from Thorn-EMI that allowed 4 player.

>: : Do you mean Kickback? I don't recall whether it's 4-player, but I do
>: : know that it is one of the *worst* games I've ever encountered for
>: : the 800.

>: Nope. I don't think so, anyway. I have a soccer cart from Thorn-EMI. It's
>: called simply "Soccer", and it's a pretty fun game. Good control scheme, and
>: nicely animated ball and players....

>Agreed. I remember this one. Even was a decent 1 player game, though I
>remember finding a simple pattern for the kick-off that was made instant
>goals...

I have had both. Kickback is a one or two player game, and sorry. Socker is
a 1 to 4 player game very similar to Thorn's hockey), and quite good. They
are _NOT_ the same.

3802. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-28 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <148162@cup.portal.com>
Source record: 87574

Bill; Thanks for the MyDOS info. It's been so long since I used anything but SDX, I'm getting pretty lame using a standard DOS. For instance, I am usually on one of my 256k XLs, but 90% if the time I forget to create a memsav so I lose whatever I was doing when I pop into DOS. I still haven't even got anything but a 64k ramdisk for MyDOS set up. One of Steve's versions of APE uses the DSR line vs the RI & this has eliminated most of the problems I've had with SDX & NAKs, haven't bothered to upgrade to a newer version of SDX yet. Steve's also got the high speed I/O working with MyDOS well & I can't get it to work under SDX 4.19 that it's put me back in the DOS decision confusion state. If only you could have two carts plugged in at once with MyDOS!
Rick

3803. Re: Wanted: Info. re: printers, DDIII, color, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-28 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <49eu3t$fl@news.xmission.com>
Source record: 87575

Bruce Willard (bwillard@mindspring.com) wrote:
:
: I also have a 660C and I agree, but for price, you might look at the 600C .
: It was about $70 less and came with the color kit. The only difference is
: that you have to swap cartridges to print color or black, where the 660C has
: dual cartridge holders.

I have the 600C and it's an excellent printer. Somebody (about 2
messages ago) mentioned that they had an EPSON cart. for their 550C. Do
they make such a beast for the 600 series as well? I havent seen
anything that looks like a cart port. on the 600C or my old 540C

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3804. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-28 00:00:00 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <49f00m$6g9@pyrrhus-f.hrz.tu-chemnitz.de>
Source record: 87576

Hi again,

Steven Tucker (classics@seka.nacs.net) wrote:

>Are you using the 1 chip or 2 chip Max232 design?

I am using the 1 chip Max 232 design which is described in
the SIO2PC38 (should be version 3.18 I think) archive,
the name of the file is 1SIO2PC.ASC to 3SIO2PC.ASC, made by Nick Kennedy.

>In any case, lets try to get SIO2PC working for you. :)

This is really nice and I am pleased to hear this.
I will spend a lot of time beside my study to reach it.

>Then I assume you have the 1 chip, or a faulty 2 chip.

Right.

>I assume you are getting an error reading the virtual disk, and not
> reading the XF551?

Absolut correct, first I just tried to get two virtual drives working right.

>Your disk may be error free, but if your getting the Device Nak (error 139?)
> on exactly the same sector each time, the 'next sector' link on that
> sector of the disk image may be incorrect, and pointing to a
> non-existant sector, like 4000 or something. This would cause
> sio2pc to NAK your sector request.

But if I boot from the first vdrive and running all programs which are on it
everything works fine. No errors in loading and executing the software. I did
not try to use a disk editor for checking the file and sector links but it
should not change the result anyway.

>My Mydos Tech Manual says error #164 is a bad file link #. I would bet
> your disk image is corrupted.

I did not found any error. As I said the disk ran fine.

> Second, is 'quad' density a DS/DD 720k
> format?

No, 'quad' density is the 4th density of the XF551 drive.
Beside single, medium and double there is quad.
It means DS/DD (double sided-double density), that's
720*2 = 1440 sectors with 256 byte , approx. 360 KB.
And that is all without disk flipping (the XF551 has 2 heads)

>....
>This is not important. The Atari computer requests sectors by their
> ordinal #, like 500. It cannot tell how they are stored on the disk, and
> frankly does not care. They could be on a floppy disk or a HD, if the
> Atari gets sector #500 when it requests it, all is fine. The disk drive/emulator
> is responsible for finding/translating sector '500'.
>
>Dont even worry about this, just use a sector copier.

Yes, but I think if I copy 1 DD sector e.g. #160 the it is not sector #160 at
a single density disk because of the SD (128 byte) sectors.
E.g. sector 4 on a quad disk is the same as sector 4 and 5 on a single disk,
i think the disk copy at the atari does not any transformations.
you can also think of the directory of a disk, the file links would not be
right.
That is what I wanted to express (my english was wrong I assume).

>The format, again, is unimportant. All you need to worry about
> is 1) the density, double or single (256 or 128 bytes per sector), and
> 2) the TOTAL number of sectors on the disk. Create your disk image
> using these values.

For the software running at the pc - this is right.
But a copy-program like XFTools would not write a quad disk loaded from the
real XF551 to a double density disk in the virtual drive created by the
pc.XFTools must have a quad disk 'on the other side'.
I know, a file copy with a DOS doesn't bother about density as long as it can
identify the density.

>: And what is wrong with these DCM files ? I loaded down
>: some at university and tried to create the disks but the
>: diskcommunicator 3.2 from Robert Puff always found BAD BYTES
>: in these files. I get the DCM files at a single file, how
>: can I get them on an vdisk file .ATR ?
>
>DCM is a compressed disk format. You need to convert these images to
>the uncompressed .ATR format for use. There is a dcm2atr.com program
>available that does this, or APE has its own DCM->ATR converter built in.

Please read the latest article about this DCM problem.
But I notified now what I did wrong. First I got some a DCM file via UNIX
workstations and the DCM file had a wrong header after downloading it. Later
I tried the same file with DOS-machines and realized that the header of the
same file looked different (like it should look to proper function). Maybe it
has something to do with the unzipping stuff under UNIX - I don't know but I
used the workstation for a fast download, sometimes it is annoying to wait 30
minutes to get a 300 KB file. In both cases I used Netscape.

>If you want to try APE, its in Atari/8Bit/Ape at archive.umich.edu. You
> will probably find dcm2atr.com in the Sio2pc directory, or the
> utilitys directory.

Yes, I tried it and it is really great. My words in english are too limited to express my feeling about this fine piece of work.
Finally I got the version 1.06d from UMICH (hard 'cause of busy net and slow lines to America - I am from germany/europe. first i used a mirror somewhere in the u.k. there i could not find the 1.06d of ape...)
So I look forward and test this program. As I said it seems to be very good and does not produce any errors. I wrote in my DCM article that the APE had probably problems with the XF551 and now I got the 1.06 and I saw nobody complained about this thing (I could not I am new here ...) but finally it is fixed and today I will try it (if I come at home and don't spend my night at the PC-Pool ;-).
Some questions to Steven concerning the APE:

- If I want to purchase it, is there a special student price ?
- How can I cash - is a euro cheque enough ?
- Can I purchase it with email (I don't want to pay 9.50 $ for postage)?

That is definitely no 'commercial', I am really impressed by APE after all I am gone through with SIO2PC. Nothing against SIO2PC but maybe I have a 'bad' pc-stuff. I heard of a friend of mine, he is using SIO2PC and did not have any errors.

Beside the atari stuff if anybody finds a really big mistake I made in my english he or she can tell me, I always try to improve my english for better understanding.

Thanks,

Sven.

-[email: sven.gleich@mb1.tu-chemnitz.de]-

3805. second part of DCM problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-28 00:00:00 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <49f0bt$6g9@pyrrhus-f.hrz.tu-chemnitz.de>
Source record: 87577

Buenos dias,

ok, it seems to me that I solved my problem alone but I want to tell
everybody, maybe there are others which had this problem too.

The described error only happened if I downloaded atari DCM files from
the net using UNIX workstations. If I download the same stuff under
DOS-machines the header looks correct. Maybe it has something to do with
the configuration of our UNIX workstations at university - i will try to
download the stuff from now on at pc's running DOS/Windows.

Bye,

Sven.

3806. Re: New Emulator..

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-28 00:00:00 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <49f0gf$6g9@pyrrhus-f.hrz.tu-chemnitz.de>
Source record: 87578

```
You don't have to search for it.
It is built in in the XL/XE OS.
Try to run it with JMP $E477 ... ;-)))

Bye and happy emulating

Sven.
```

3807. Re: [--- OS With Mouse ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-28 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-2811951813110001@ppp12-stk.sonnet.com>
Source record: 87579

Actually this has been done. Diamond GOS by ReeveSoft. Very cool, if
somewhat limited in application though not potential.

-Marlin

In article <49g96a$j1b@charm.magnus.acs.ohio-state.edu>,
rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:

> In article <DIp3Jz.8Ez@merk.com>, Winston Smith <winston@merk.com> wrote:
> > o 8-bit TOS (A mouse is mandatory with this OS, as it
> > is "pixel driven" and would take three to five minutes to
> > "walk the screen" to the exit button using a joystick. A
> > trackball would also probably work, as well.)
>
> 8-bit TOS? As in an 8-bit version of the ST operating system? I've
> never heard of that one.
> --
> ------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
> "A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
> Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
> -- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr
---
---*** All hail the Fuji! PLUG IN THE WIRE! http://www.atari.com
---*** Marlin Bates / Canon Color / Taylor Made Office Systems
---*** 2600: 420 / 7800: 56 / XL/XE: 169 / Lynx: 74 / Jaguar: 31
--*-*-* Duo: 158 / TI: 142 / SMS: 35 / Genesis: 30/ MicroVisn: ALL
-*--*--* For my current list of Classic Home Video Games I own and
------* trade check out: http://www.stocko.sonnet.com/Fujidom/

3808. Press Release

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-28 00:00:00 UTC
From: nkey@free.org
Message-ID: <Pine.BSD.3.91.951127194027.20287B-100000@squeaky.free.org>
Source record: 87580

PRESS RELEASE PRESS RELEASE PRESS RELEASE

To all ATARI 8-bit users
who use SpartaDOS as their main
disk operating system.

My name is Nelson Nieves.

I want to announce my intentions
to support the ATARI 8-bit computer
users running SpartaDOS.

The programs are modeled after
MS-DOS and Norton Utilities programs
on the IBM platform.

This is a software only project, among the following programs in
development are:

vUnErase - view and/or unerase deleted files or directories; recover
partial deleted files to other disks or hard-drive partitions.

XCopy -- will use the extra 64k on 130XE computers for faster read and
write operations; SpartaDOS 3.2x users will be able to take advantage of
archival copies when used in combination with FAtr.

DeFrag -- a two part defragmentor with a separate directory optimizer.

I need to here from you! It is a critical moment. Your support will keep
this project alive. I have created a sample ARCed file which contains
several of the programs (that will be released commercially, in mid 1996),
a list of programs under development, and a questionnaire for you to send
along with $5.00 U.S. dollars. (If you can send $10.00 U.S. dollars, so
much the better!) :)

The file will be FTP-able in the future. For now you can send e-mail to
nkey@free.org. I will e-mail you NNTOOLS.ARC in MIME format. (Sorry, I am
using PINE on a shell account.)

For those of you who cannot receive e-mail file attachments send $10.00
U.S. dollars to:

Nelson Nieves ATTN: ATARI 8-bit project P.O. BOX 1702 Hatillo, PR
00659-1702

Questions? Call 1 (809) 820-3135. From 8 a.m. to 5 p.m. eastern standard
time. Ask for Nelson.

3809. Re: Assembler/editor cart questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-28 00:00:00 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <49f2ia$6g9@pyrrhus-f.hrz.tu-chemnitz.de>
Source record: 87581

Hi,

Maybe I know the assembler you have.
I know an assembler with the command LIST
and numbering the lines like in Basic.
Try also the command MON (for monitor).
The only strange thing is that I have the assembler
as a disk file called Bibo-Assembler.
But could it be that the commands and stuff are the same ?

Try it...

Bye, Sven.

3810. Re: Assembler/editor cart questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-28 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <148262@cup.portal.com>
Source record: 87582

Tom, a little more then rusty & I haven't seen my docs lately, but this
should be enough to get you started.
For file i/o, it is LIST #D:MYPRO.SRC or #C: for cassette. The reverse
of this is ENTER#D:MYPRO.SRC You can also do binary saves/loads by
just giving the file name followed by the address range, but another
way of doing it is to just assemble to disk. That's where the .OPT
directives come in. They are something like
.OPT OBJ
.OPT NOOBJ
The default is OBJ for the ASM/ED cart, but let's say you have a large
program you are editing & the edit buffer is filled higher then where
you want your code to be placed. Just use the NOOBj <Or is it NO OBJ?>
directive & everything will be tested for being legal w/o the actual
code being generated to overwrite your text buffer.
The ASM directive defaults to the text buffer, but you can also
compile to & from disk, something like:
ASM #D:MYPRO>SRC,,#D:MYPRO.OBJ
A few other directives if memory serves:
.OPT TITLE rem so each page of listing has "name"
.OPT PAGE rem ejects a printer page
.OPT NOLIST rem shut off listing to screen, speeds assembly
.BYTE rem lets you add data type statements 2,$FF,3 or "Hello"
.WORD rem converts a number to 6502 lowbyte/high byte format
so something like .WORD $A000 will be => 00, $A0
.DBYTE rem $A000 become $A0,00
* rem sets where to start assembling i.e. *=$600 starts program at $600
SIZE well give you info about lomem, text buffer, & I think memtop, once
again, I almost always copile from disk to disk so I don't really
do stuff like set aside memory pointers so my .SRC & .OBj can
coexist, but if you really need to know how to do this, ask &
I'll dig out my docs.
DOS rem returns you to DOS
BUG rem brings up the debug program, only commands I remember are
Daddress to dump memory starting at $600
Laddress to disassemble starting at address
X return to the editor
I believe you can also execute code (G?), maybe trace (T?), set
breakpoints & display registers, but the built in debugger is
not my favorite so I seldom use it either. Once again, if you need
this info, ask & I'll find it. I may be thinking of my MAC/65 cart.
OK, now to write a program, I'm sure you're aware of fields. If you
want numbering to be automatic, just type NUM<RETURN>
one space after the line number is the label field, two spaces
is the OP CODE or directive, so to do something like create a

program in page 6 that will set your left margin to zero

```
10 .OPT OBJ
20 RTMARGIN=$52
30 *=$600
40 LDA #0
50 STA RTMARG
60 RTS
70 .END
```

Rick

3811. 1489/75LS189 sio2pc design

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <148264@cup.portal.com>
Source record: 87356

```
ATARI=>() IBM=>[]
SIO CABLE 9 pin serial
------U-------
:* :
(5)------1:in-: :14------(10)
: \ / : :
*NC 2: o 1 :-in:13 ---
: : 4 \ / :
[2]------3:out 8 o :12 *NC
: 9 : :
(7)------4:in-: out:11 *NC
: \ / :
*NC 5: o :-in:10------[3]
: : \ / :
[9]------6:out o :9 *NC
: : :
(6)&[5]--7: out:8--:<--(3)
: : *DIODE
--------------
*NOTES: If you're positive the cable will never be used with other
peripherals like a 1050, you don't need the diode. If you do use a
diode <recommended> make sure it has a low forward voltage. In the
prototype I tried one with a 1.2V forward drop & it failed to operate,
but a diode with a .65V forward voltage drop worked like gang busters.
This means you can surely get away with any germanium diode & probably
most small signal diodes like the 1N914.
NC means not connected, you don't tie it to anything. Only pins 13 & 14
are tied together. If you feel bad because the thing is too easy, you
can add a few more parts like a .1 Micro Farad disk capacitor between
pins 14 & 7 for decoupling. The funny \ /
o on the 1489 are just an
attempt to show the inverting logic of the 1489. All parts can be had
from your local Radio Shack, but once again, I hate Radio Shack & would
recommend going anywhere else. The SIO pin out when looking at the back
of the Atari is
2 4 6 8 10 12
1 3 5 7 9 11 13
Colors I've found in addition to what Nick Kennedy found
4 & 6 Black & or bare wire. Both of these are grounds, one logic & the
other shield. If you really want to be sure you have a good ground you
can use both of them. Black wire is pretty safe if you're in a hurry &
don't want to bother.
10 +5V Blue in every cable I've seen.
5 DATA OUT It's Green or Dark Green on cables with two green wires.
```

7 COMMAND Violet on some, light green on others.
3 DATA IN & I don't think it comes in any color but orange.
That's it, 5 connections to the Atari serial cable, 4 to the IBM serial cable, 1 chip, 1 diode. The IBM connector will have the numbers on the plastic, but you may need a magnifiying glass to see them. If somebody wants help building a cable, you're better off asking me about this one vs the MAX or 7400 as I'm quite bored with them & this circuit is IMO: The obvious way to go.
Rick

3812. Re: Does anybody use TopDos?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Nov29.232346.29526@wariat.UUCP>
Source record: 87357

(TopDOS user asks about SpartaDOS.)
The command line interface is a little convenient. Just type the name
of a .com file to run it, instead of L and the full filename. The
principle advantage is the ease of getting around. You can turn BASIC
on and off with TopDOS, but basic on or off is built in to SpartaDOS.
Also, as far as I know, SpartaDOS is the only DOS that can run, copy,
delete any DOS, not only SPartaDOS, but menu DOSes as well.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

3813. Atari 800 repairs in UK?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: Pete Mangan <pete@ampc.demon.co.uk>
Message-ID: <9511291937.AA000di@ampc.demon.co.uk>
Source record: 87358

Hi,
Been reading this group for a little while now, amd I was wondering
if any one knows of a company in the UK that can repair a malfunctioning
800 (It seems to short out now and then.) And maybee repair a 1050 drive.
also does any one know of avalability of the US Doubler chip in the UK

MTIA

Pete

--
:'~`:
(o o) ___
.-.oooO--(_)--Oooo.--. ////
| Email: pete@ampc.demon.co.uk | ____////
| oooO | \\\X///
| ( ) Oooo IRC : Studley | \XXX/
`----\ (----( )---'
_)) /
(_/ Computers save a lot of guesswork - So does a bikini

3814. Re: (no subject)

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: Sven Gleich <sgl@hrz.tu-chemnitz.de>
Message-ID: <49hbgi$pno@pyrrhus-f.hrz.tu-chemnitz.de>
Source record: 87359

Hi Stefan,

das kann gut sein, doch gestern habe ich die Version 1.06s getestet
und manchmal lief die Sache (ich kann nicht sagen warum, es
trat nicht zyklisch auf).
Benutzte ich eine bereits vorhandenes ATR File und formatierte es neu,
lief die ganze Sache. Formatierte ich jedoch eine frisch 'create'te
Diskette, so bekam ich auch immer 0000 Sectors free und beim Schreiben
den Fehler 'Disk voll'.
Aber was anderes, da du aus dem deutschsprachigen Raum kommst, wirst du
doch das BIBODOS und aehnliche Sachen kennen. Solltest du auch eine XF551
haben, welches DOS benutzt du dann fuer den Filetransfer XF551 -> PC ?

Ok, besten Dank und bye

Sven.

3815. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DItEr2.KIw@jackson.napervilleil.attgis.com>
Source record: 87360

```
#==========Crash, 11/28/95==========
#
#(Now doesn't _this_ bring back memories...)
#
#I would be very very
#glad to chat over email with old AR vets, so please gimme a yell at
#brents@bgnet.bgsu.edu (this goes quintuple if you're Phillip Price. :)

Phillip Price is still around and, in fact, checked in here and chatted
with us about AR just a few months ago. I don't think he reads here
regularly, but you might get lucky. He might see your post.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM
"Patience is waiting without worrying"
```

3816. FlickerTerm 80

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <30BCD000@syrinx.dyess.af.mil>
Source record: 87361

Well, it's been a long five months since I released FlickerTerm 80 v.0.51, and then promptly dropped out of sight. Spent a few months in Biloxi training to program computers for the Air Force (yes!), then another month bopping around my native Missouri, and now these last few weeks settling into Abilene, TX. Things have certainly been interesting.

Anyway, I'm finally in a position to resume work on Flick. My agenda is still pretty much:
Add a capture buffer
Add a backscroll buffer
Add some protocols (Xmodem ChkSum at least. CRC continues to boggle me)
Augment the macro language

So, in the time since 0.51 was released, has anyone encountered any new bugs/glitches/et al? As always, I welcome all feedback.

ps-- It's good to be back!

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | /////////// M A T H

3817. Re: second part of DCM problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: Sven Gleich <sgl@hrz.tu-chemnitz.de>
Message-ID: <49hdmn$pno@pyrrhus-f.hrz.tu-chemnitz.de>
Source record: 87362

Hi Rob !

Thanks for giving me this hint.
But I am a very beginner under unix and thatswhy
I work under X-windows Rel.6 and I am downloading
the files with the Netscape Browser.
I don't know at all where I have to set this
binary file type. I am using the http: location
to download the stuff and if i click on a file a
window appears where i can specify the path, nothing
else. Can you tell me where I have to set it ?

Thanks, Sven.

3818. Re: Why those Auction's ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: bernard@twilight.xs4all.nl
Message-ID: <bernard.06w8@twilight.xs4all.nl>
Source record: 87363

Hello Winston,

In a message of 27 Nov 95 Winston wrote to All:

WS> Hello Bernard! I usually see you on the FidoNET .... Yah! We
WS> tried explaining to the auctioneers that their biggest market for buyers
WS> of 6502 hardware and software wouldn't be able to fit 50K of messages
WS> into their text buffer, as the average size of a message text buffer on
WS> an 8-bit is about 10 kilobytes maximum. Apparently the posters don't
WS> even wish to reach their ideal buyers market, but prefer to hawk their
WS> wares to other INTeL and Macintosh owners. It makes no sense to me
WS> either, but the sellers probably don't even read this message base
WS> anyway; they merely post here.

Yep, that is also the problem for user that use a QWK door to get and
read there usenet (Internet) mail and use a XL/XE with a qwk reader to
read it... Like pabmail, that one has also problems with BIG
messages...

But my probleem is more that they put those BIG aucations in this area
and they don't reader this area.... and also that in those aucations
there are NOT only ATARI systems but also C64 and some other
systems... And for thse computer there are other area....

And than also so people must PAY for every 100 kb or megabyte what
they are getting from the net.... So they have to pay for those
aucations....

WS> Interesting telephone number: +31-(0)-20-6764584
WS>
WS> In North America, your number would be divided into: Country
WS> Code, State Area Code, Metropolitan Exchange, Local Extension ... and
WS> would be read as: +31-(020)-676-4584 ... except that there would
WS> be a '1' in place of the '31'. Just out of curiosity, how is a European
WS> telephone number subdivided ?

Oke I will try it :

+31 = The access code for "The Netherlands".
20 = The area code for "Amsterdam" and some small places around
amsterdam (When you call inside the netherlands it will be 020.
6764584 = Is the number for the BBS line or voice.

WS> I usually see you on the FidoNET....

FIDO net ??? Well that must be about 1 year or so....

Do you also have an AMIGA or PC or some other computer ???

If you like you kan also write me by E-mail or a other network if you
like.....

Gtx,

_
/_) |/
/_)ernard |\ok ////
(o o)
+-------------------------oOO--(_)--OOo-----------------------+
| PMN : 17:200/100.3 DAN : 55:100/121.3 WARP : 137:8/103.3 |
| NLA : 14:102/100.3 GFX : 98:101/100.3 FIDO : 2:280/315.3 |
| ERO : 68:311/416.3 AMY : 39:150/200.3 AGA : 171:103/200.3 |
| Internet : bernard@twilight.xs4all.nl |
+---+
.---.
| -=> The TWiLiGHT Zone BBS <=- -=> +31-(0)-20-6764584 <=- -=> 24 Hrs <=- |
| -=> Modules Heaven! <=- -=> 9600 to 14400 Baud <=- -=> /\MIG/\ Only <=- |
`---'
-- Via Xenolink 1.97, XenolinkUUCP 1.1

3819. Re: Wanted: Info. re: printers, DDIII, color, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <6BGvwksjYFMR088yn@IBM.NET>
Source record: 87364

In article <49g92f$j14@charm.magnus.acs.ohio-state.edu>,
rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:
>In article <49be5i$j38@nic-nac.csu.net>,
>William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>> (1) What's the best (price -> speed -> quality -> ease of use) printer
>> to get nowadays? I remember that the HP500 was a good one. Now jet
>> printers seem to be coming out of the woodwork, so what do you folks
>> recommend?
>
>If you really want to do color work, go for the bjc600e or bjc610. If
>you don't need THAT much speed and can live with no color, the bjc200e
>seems pretty good too.

I have a BJ200e hooked up to my PC clone, and it is one heck of a
printer!! And the price of ~$200.00 can't be beat! I haven't tried it
on my 8-bit though, I still have my old Panasonic 1080i for it. If
someone would like me to try it, I can. I have three printer interfaces
I can try it with, the Supra MP??? (I can't remember the exact number),
a 256K MIO, and an Ape-Face converter.

--

Ryan 'Gozar' Collins rlcolli@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

3820. Re: Assembler/editor cart questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: francis@twilight.xs4all.nl
Message-ID: <francis.06xf@twilight.xs4all.nl>
Source record: 87365

Hello Tom,

In a message of 25 Nov 95 Tom wrote to All:

TC> From: cronin@teleport.com (Tom Cronin)

TC> I recently purchased an Atari Assembler/Editor cart, unfortunately I
TC> didn't ask for any documentation, so I'm stuck at where to begin. I've
TC> assembly experience on other processors (6809 in school, at work I do
TC> hand-tuning of assembly on the Pentium processors..), and I've
TC> documentation on the 6502 instruction set. I just need to know how to
TC> woek with this specific assembler (I've already encountered 'LIST' and
TC> the fact that the lines of code like to be numbered ala BASIC..).

Hmmm, Mac65 also has the command 'List' for listing the sources.

--
Grtz.: /-rancis !)ethmers

.---.
| -=> The TWiLiGHT Zone BBS <=- -=> +31-(0)-20-6764584 <=- -=> 24 Hrs <=- |
| -=> Modules Heaven! <=- -=> 9600 to 14400 Baud <=- -=> /\MIG/\ Only <=- |
`---'
-- Via Xenolink 1.97, XenolinkUUCP 1.1

3821. Re: Wanted: Info. re: printers, DDIII, color, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <49g92f$j14@charm.magnus.acs.ohio-state.edu>
Source record: 87583

In article <49be5i$j38@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
> (1) What's the best (price -> speed -> quality -> ease of use) printer
> to get nowadays? I remember that the HP500 was a good one. Now jet
> printers seem to be coming out of the woodwork, so what do you folks
> recommend?

Although the HPs seem to be more popular, I highly recommend the Canon bubblejets. They're 360 or 720 dpi (vs. HP's 300 or 600), and not as clunky. My bjc4000 is faster (in the still-great-looking "draft" mode) than any non-laser I've seen, and it can also handle color (albeit slowly).
If you really want to do color work, go for the bjc600e or bjc610. If you don't need THAT much speed and can live with no color, the bjc200e seems pretty good too.

> (2) Would DDIII be able to support any of it? I got a lot of good use
> out of my old DDIII + XMM801 setup. I HATED it (slow!), but it still
> looked pretty nice. Is it even worth using DDIII though, with these
> built in fonts on printers? (Although from what I've seen, they aren't
> scalable... DDIII at least has plenty of different sizes.)

I think printer fonts are more trouble than they're worth, but then I've become spoiled by GUIs....

Did I mention that the Canons are epson- and proprinter-compatible out of the box? Your 8bit softwaare should work without having to buy any extra cartridges. One catch, though, is that the printable page size is smaller than most graphics programs expect, but if I remember correctly that's adjustable in DDIII. I haven't tried DDIII with the Canon, but I did try Print Shop and a few others....

> (3) What about color? Would it be worth it? How about writing software
> FOR the printer to print in color, assuming there is none. Any
> experience color jet printer users out here in A8 land?

Color is great if the software is there. The only color-printing Atari software I know of is YEMACYB (which probably wouldn't work with color inkjets), but I'm sure there are programs I don't know about.

You could use Epson LQ-2550 codes to program the Canon BJC printers in color, and I believe HP publishes the info for programming their color printers.

>& (4) What's the best (most reliable -> cheapest) printer interface? I just
> got rid of my only one; then a day later hooked up my aunts printer
> and almost wished I hadn't. :)

I use a P:R: connection I picked up a long time ago, and it's been my
most reliable interface. (I've also had an
MPP-1150 and one whose name I forget but it started with X and had
lots of DIP switches.)
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

3822. Re: [--- OS With Mouse ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <49g96a$j1b@charm.magnus.acs.ohio-state.edu>
Source record: 87584

In article <DIp3Jz.8Ez@merk.com>, Winston Smith <winston@merk.com> wrote:
> o 8-bit TOS (A mouse is mandatory with this OS, as it
> is "pixel driven" and would take three to five minutes to
> "walk the screen" to the exit button using a joystick. A
> trackball would also probably work, as well.)

8-bit TOS? As in an 8-bit version of the ST operating system? I've
never heard of that one.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

3823. Re: second part of DCM problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <49g9j2$j2j@charm.magnus.acs.ohio-state.edu>
Source record: 87585

In article <49f0bt$6g9@pyrrhus-f.hrz.tu-chemnitz.de>,
Sven Gleich <sven.gleich@mb1.tu-chemnitz.de> wrote:
>The described error only happened if I downloaded atari DCM files from
>the net using UNIX workstations. If I download the same stuff under
>DOS-machines the header looks correct. Maybe it has something to do with
>the configuration of our UNIX workstations at university - i will try to
>download the stuff from now on at pc's running DOS/Windows.

When you FTP files, make sure to set the file type to BINARY before
getting the file. (Just type "bin" at the FTP prompt.) Unix ftp
programs often default to transferring files in ASCII mode, which
corrupts most of them.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

3824. Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: brents@bgnet.bgsu.edu
Message-ID: <49gbdp$mil@infoserver.bgsu.edu>
Source record: 87586

(Now doesn't _this_ bring back memories...)

Well, I can fondly spending many a night as a young preteen agonizing over this game... so seeing this newsgroup, I thought I'd look for anybody else who shared my old addiction for the greatest games ever put out for the ole Atari 8-bit platform: namely, Alternate Reality: The City, and Alternate Reality: The Dungeon. I might hope beyond hope that there's an archive of AR stuff somebody's got (my old maps and potion lists are looong gone, sniff), or that anybody out there ever figured out some of the stuff I never did (what the hell was the answer to the Gargoyle's rhyme, anyway? :), you get the picture. I would be very very glad to chat over email with old AR vets, so please gimme a yell at brents@bgnet.bgsu.edu (this goes quintuple if you're Phillip Price. :)

Danke,
-brent
--
I B: Brent Stocking : "Exercising his constitutionally protected 2nd
BGSU undergrad dude : amendment rights, I see."
Cartoonist-at-large : "Apparently at the neighbors."
Northwest Ohio, USA : http://www.bright.net/~stocking/brent.html

3825. APE 1.07 available on the web!

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: classics@seka.nacs.net
Message-ID: <49gcec$dqk@wariat.wariat.org>
Source record: 87587

Getting into umich, and getting anything posted there takes so
long that ive decided to make APE available on this machine by WWW.

To get 1.07, point your browser to http://www.nacs.net/~classics/ape107d.zip

To get the 'newest' version in the future, there should be a pointer
to it at http://www.nacs.net/~classics/

Thanks everyone!

Steve
--
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

3826. Re: Neat quick hack..

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: <>
Message-ID: <49glst$o63@newsource.ihug.co.nz>
Source record: 87588

```
>So if you, like Michael (and I), have a huge MyDOS disk full of programs
>hidden within subdirectories, check out "MyDOS File Selector".
>
>It'll be up at UMich (in "Newitems") by the time you read this. :)

Maybe I was to quick :-)

What's the name supposed to be?

Stefan

//-------------------------------------------------------------------------
// Life sucks and then you die!
// e-mail: stefan@ihug.co.nz
// fido: 2:244/1455.8
```

3827. Re: For sale or trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: phigan@goodnet.com
Message-ID: <DItDs1.EFp@goodnet.com>
Source record: 87589

James King (jeking@xmission.com) wrote:
: 2 x 256k ICD/FTE Multi-IO
: 256k ramdisk or print buffer -- can be split eitherway
: 300-19.2k modem usage
: parallel printer port
: hard disk port will run MFM/RLL/SCSI drives

: 1 x Complete 8bit Atari hard-disk system. Consists of:
: 256k MIO
: Adaptec 4000a
: Seagate ST225 20meg drive
: PC Mini-tower housing everything but MIO

How much do you want for those? Seperately that is. I would want one or
the other. probably the first one since I have plenty of hard drives myself.

--
,,,
(o o)
.-------------oOO---(_)---OOo-------------.
| Joe S. Phigan |

3828. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <817649369.8713@chowgar.demon.co.uk>
Source record: 87590

rwilmott@mars.superlink.net (Ray Wilmott) wrote:

>In article <817575463.6640@chowgar.demon.co.uk>,
>smoore@chowgar.demon.co.uk (Simon Moore) wrote:

>> Does anybody nkow if this will run on Xformer 3?
>>

>Not answering your question, I know, but should anyone care -
>Alternate Reality (both City and Dungeon) runs under Rainbow.

What's Rainbow?

Regards.

3829. Email for Rick Santonica

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: nltd@grove.iup.edu
Message-ID: <1995Nov29.163320.2474@news.iup.edu>
Source record: 87591

Need the Email address or address (snail mail) for rick santonica of Creative Software Systems. Any help you could give me would be greatly appreciated. Thanks!

Cliff Friedel
nltd@grove.iup.edu

3830. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: DM9200@mm.appstate.edu
Message-ID: <49hkrt$18u@lester.appstate.edu>
Source record: 87592

Ray Wilmott (rwilmott@mars.superlink.net) wrote:
: In article <817575463.6640@chowgar.demon.co.uk>,
: smoore@chowgar.demon.co.uk (Simon Moore) wrote:

: > Does anybody nkow if this will run on Xformer 3?

: Not answering your question, I know, but should anyone care -
: Alternate Reality (both City and Dungeon) runs under Rainbow.

Well, the main problem with running most of these (like Fractalus and
AR) is getting past the copy protection on the diskette to make a
working disk image. So if you have done that, the image should work
on Xformer as well as Rainbow?

Send it my way and I'll tell you. I own AR the City.

From the Desk of Daniel Miller, Starving Artist/Parched Writer/Amiga User
---

3831. Re: Press Release..DiskCache

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: bmcbrine@hakatac.port.island.net
Message-ID: <49iu46$33p@hakatac.port.island.net>
Source record: 87593

In article <Pine.BSD.3.91.951127194027.20287B-100000@squeaky.free.org>,
Nelson none. Nieves <nkey@free.org> wrote:
>PRESS RELEASE PRESS RELEASE PRESS RELEASE

>This is a software only project, among the following programs in
>development are:

>DeFrag -- a two part defragmentor with a separate directory optimizer.

>I need to here from you! It is a critical moment. Your support will keep
>this project alive. I have created a sample ARCed file which contains

I find the defrag pgm quite interesting... I have a suggestion.

What would the usefulness be of a Disk Caching program? Especially for
the people with HD's.. Optional WriteBehind Caching as well.
It should be very doable, since there is lots of ramdisk software src
code available, and people can make drive drivers no problem.
Good idea, or has it been done/asked before?

>Questions? Call 1 (809) 820-3135. From 8 a.m. to 5 p.m. eastern standard
>time. Ask for Nelson.

l8r...
--
* Bill McBrine *** EMail: ragtag@hakatac.almanac.bc.ca (other address pending)
Interests: Atari8bit. Tandy 6000 (i have 3.1) * bmcbrine@{this doesn't work!?}
Amiga News and Devel's. Linux. Networking. Userfriendly Datamanagement Systems.
Disclaimer: I cannot be held accountable for my action or inaction...Can I?

3832. Re: [--- OS With Mouse ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: bmcbrine@hakatac.port.island.net
Message-ID: <49iumj$36l@hakatac.port.island.net>
Source record: 87594

In article <49g96a$j1b@charm.magnus.acs.ohio-state.edu>,
Rob Funk <rfunk@magnus.acs.ohio-state.edu> wrote:
>In article <DIp3Jz.8Ez@merk.com>, Winston Smith <winston@merk.com> wrote:
>> o 8-bit TOS (A mouse is mandatory with this OS, as it
>> is "pixel driven" and would take three to five minutes to
>> "walk the screen" to the exit button using a joystick. A
>> trackball would also probably work, as well.)
>
>8-bit TOS? As in an 8-bit version of the ST operating system? I've
>never heard of that one.

GEM is a pretty simple type of OS 'GUI'... it could be done fairly well
I imagine. It would need a way to store programs in swap-ram though for
it to be usable at all.

Don't anyone forget about a LightPen! It could sound old, and useless,
since they haven't been used for years, but they are having some comeback
as they are helpful. And more natural for some. A properly built lightpen
can be quite accurate too, so if someone has had bad experiences with a
lightpen being inaccurate, I'd say that it doesn't have to be.
Just use a Shadow register for the lightpen coords, and away ya go!

l8r...
--
* Bill McBrine *** EMail: ragtag@hakatac.almanac.bc.ca (other address pending)
Interests: Atari8bit. Tandy 6000 (i have 3.1) * bmcbrine@{this doesn't work!?}
Amiga News and Devel's. Linux. Networking. Userfriendly Datamanagement Systems.
Disclaimer: I cannot be held accountable for my action or inaction...Can I?

3833. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: rwilmott@mars.superlink.net
Message-ID: <rwilmott-2811952200430001@p28.superlink.net>
Source record: 87595

In article <817575463.6640@chowgar.demon.co.uk>,
smoore@chowgar.demon.co.uk (Simon Moore) wrote:

> Does anybody nkow if this will run on Xformer 3?
>

Not answering your question, I know, but should anyone care -
Alternate Reality (both City and Dungeon) runs under Rainbow.

3834. Re: Wanted: Info. re: printers, DDIII, color, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: mfriedel@earth.execpc.com
Message-ID: <49gju8$t24@daily-planet.execpc.com>
Source record: 87596

classics@seka.nacs.net ( ) wrote:

>James King (jeking@xmission.com) wrote:
>: Bruce Willard (bwillard@mindspring.com) wrote:
>: :
>: : I also have a 660C and I agree, but for price, you might look at the 600C .
>: : It was about $70 less and came with the color kit. The only difference is
>: : that you have to swap cartridges to print color or black, where the 660C has
>: : dual cartridge holders.

>: I have the 600C and it's an excellent printer. Somebody (about 2
>: messages ago) mentioned that they had an EPSON cart. for their 550C. Do
>: they make such a beast for the 600 series as well? I havent seen
>: anything that looks like a cart port. on the 600C or my old 540C

>On the 550C there are 2 cart ports just above the user controls for page
> eject etc. They are normally covered with little anti-dust inserts, and
> you have to remove one to insert a cart.

>I would assume your printer must have these somewhere, as these are also used
> for extra internal fonts and such.

I just retired a DJ500 that had aforementioned cart ports, and bought
a new DJ660Cse. The new printers DO NOT have cart ports. Sorry

BTW The DJ500 is for sale, make me an offer...

Mark

>Steve

>--
>-- @ @ @ ------------------------------------ @ @ @
> @ @ @ Steven Tucker - classics@nacs.net @ @ @
> @ @ @ ------------------------------------ @ @ @

> Video game playin, adventure addicted, chocolate craving, woman lovin,
> Limbaugh hatin, Trek watchin, all around lazy computer fart.

> !! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

3835. Re: WANTED :8-bit Kyan pascal documentation

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <DIt82F.IyJ.0.-s@cs.vu.nl>
Source record: 87597

Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:

>I'm almost positive that the pascal at umich is Kyan Pascal. The docs
>are in the umich atari archive. 8bit/Languages/pasdoc.arc and
>pascal.arc is the programs. ftp them.

Nope, that's Draper Pascal, a shareware compiler that only compiles
to p-code.

>Russ Gilbert, user of the UniBoard System @ wariat.org
>E-Mail: Russ.Gilbert@apk.wariat.org

Ivo

3836. LEFTY's Atari 400/800/etc Cartridge Auction #1 (UPDATE #4)

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: leftyle5@delphi.com
Message-ID: <RxME7HI.leftyle5@delphi.com>
Source record: 87598

```
#
********************
** AUCTION #1 **
| | | ****************************************
| | | W-E-L-C-O-M-E T-O
| | | ~~~~~~~~~~~~~~~~~~~~~~~~~
| | |
| | | LEFTY's Atari 400/800 Cartridge Auction
\_/ | \_/ ****************************************
#
#
**************************************************************************
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LOOK FOR OTHER GREAT FUTURE AUCTIONS by LEFTY
--------------------------------------------------------------------------
AUCTION # 1: *Atari-400/800/600XL/800XL/130XE Cartridge Auction
AUCTION # 2: Atari 5200/7800 Cartridge Auction
AUCTION # 3: Atari 800/5200/800 Systems Auction
AUCTION # 4: Atari 2600 Cart Auction/Part 1 (Aprox 100 carts)
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NOTE: These 3/2600 auctions each contain their own
unique variety of cartridges. The first
and second auctions contain common and
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AUCTION # 7: Atari 2600 Special Systems Auction
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AUCTION #11: Misc Leftover Auction (A little bit of everything, and more)
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NOTE: Most of the future auctions listed above will start in '96. The
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exact date of each auction will depend on how much time I have
and how long it takes me to gather data for that auction.
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Auction will continue using the 24-hour rule. This rule simply
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o First time bidders are required to give their full name and address
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or not. If I do not receive one, I will make one up starting with
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3-STRIKES AND YOUR OUT!!!
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NOTE: If someone cancels a bid, that bid will be removed and the
previous bidders bid and bidder name will be entered in
lieu of, and email will be sent notifying that bidder of
the change.
#
o New updates will be received by all bidders every 24-48 hours
(I will try to keep it within 24-hours as much as I can). I
will also try to keep an updated posting in the following
usenet area - "rec.games.video.classics" and "comp.sys.atari.8bit",
whenever possible.
#
o Shipping cost will depend on the how many cartridges you buy:

1 Cartridge = $2.00 Total
2-6 Cartridges = $0.50 per Cartridge extra ($2.50 to $4.50)
7-15 Cartridges = $5.00 Total
16-49 Cartridges = $7.00 Total
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NON-Cart Item (10lbs & under) = $7.00
NON-Cart Item (over 10lbs) = Shipping Wgt x .40 (Aproximately)
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and a weight and destination can be determined)
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NOTE: All shipping will be done US Parcel post or UPS, depending
on your choice. Please let me know ahead of time if you
have a preference. Otherwise, I will ship US Parcel Post
for all cartridges and/or items totalling $5.00 or less
in shipping and UPS if the total shipping is over $5.00.
#
o I will accept payment either by check or money order only. If by
check, I will wait 5-7 days for it to clear before mailing any of
the cartridges and/or items. If by money order, the cartridges
and/or items will be mailed within 24-48 hours of having received it.
#
o All cartridges are sold as is. Most have been previously tested,
but not all (mainly because I believe that most cartridges will
work). However, I will test each cartridge on my system before
shipping it out. This way, when you receive your cartridges and/or
items, you know they are working properly. If I have a problem
with a cartridge, I will notify you and you will be compensated
to suit.
#
o Whenever an asterisk is shown to the left of the cartridge name,
it means that the instructions for that cartridge is available,
and will be included in whatever bid you make.
#
o I reserve the right to pull or refuse to sell any cartridge from
this auction for the following reasons only:
1 - The Cartridge and/or item has not met its minimum bid
settings and has not been bid on by the halfway point.
2 - There is an offer on the side for a cartridge and/or item,
that is acceptable to me.
#
o The information listed with each cartridge is to my knowledge,
accurate. However, I am not responsible for any mistakes and/or
errors that I may have overlooked. If I find any mistake on
any of the cartridge information, I will send the correction
along in the next update to all bidders.
#
****************************** END OF RULES ******************************
#
#

Cartridge Maker Codes (These may be revised depending on the auction):
AT = Atari AV = Activision BB = Broderbund
BF = Big Five EP = Epyx IM = Imagic
LT = Lightning MW = Midway PB = Parker Bro's
RK = Rokian SI = Sierra SY = Synapse
TE = Thorne Emi
#
Cartridge Types (These may be revised depending on the auction):
TL = Text Label only.
PL = Picture Label.
#
Cartridge Conditions:
VG = Label has heavy signs of wear and tear. There may be tears,
peeling offs, and/or scratches. The label is mostly
readable, but some parts of it may not be.
F = Label is completely readable. May show some signs of minor
wear and tear, such as scratches. Screw holes may also be
evident (see Comments).
VF = Label has very slight wear and tear. There may be some very
slight discolorings. The label is clear and should not have
any major defects marring the readability it. However, there
may be an End Label Missing, Screw Hole(s), etc which should
not affect its readability and clarity.
NM = Near perfect label. May show very slight wear. No defects.
M = This is a new cartridge and label or is just like new.
#
Defect Codes (These may be revised depending on the auction):
LP = Label Peeling.
LW = Label is Wrinkled.
SSL = Small Scratch(es) on Label.
#
Comment Codes (These may be revised depending on the auction):
XE = 130XE compatible system cartridge
OEC = Open End Cartridge (Mostly Non-Atari)
ITMS = includes Temparature Module, sensor, etc (COMPLETE)
ILSAS = Includes Light sensor, assembly, stand, etc (COMPLETE)
J#### or R ### # = Number Stenciled on Cartridges (Atari only)
(I don't know what this number represents.)
#
Duplicate Cartridge Comments:
o All duplicate cartridge names listed have been added because
they have subtle differences among them. Examples of some of
the differences found would be:
1 - Numbers stenciled on cartridge.
2 - Color of cartridges (Not the label).
3 - Country where cartridge came from (Mostly MN carts).
4 - Picture vs Text Label.
5 - Year cartridge was released.
6 - Maker of cartridge.
#

When a duplicate cartridge is listed, I have listed each
cartridge separately along with its maker in alphabetical order.
#
#
****
ATTENTION *** ATTENTION *** ATTENTION *** ATTENTION *** ATTENTION
--
# #
ONLY 6- DAYS left before this Auction ends. Get those bids in,
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# #
--
ATTENTION *** ATTENTION *** ATTENTION *** ATTENTION *** ATTENTION
****
#
#
Cartridge Listings - Atari 800 System
##
** (* = Ins); BY = Maker; L/B = Loose or Boxed Cartridges **
****
CARTRIDGE NAME	BY	L	BID	COMMENTS (SEE NOTES)	BID NAME
************************	***	**	*******	*********************	********
Assembler Editor	AT	L	$ 3.00	TL; VF;'?? (SSL)	NOBIDDER
*Asteroids	AT	L	$ 3.00	TL; M; '??	TRandall
Asteroids	AT	L	$ 2.00	TL; NM;'?? (R 41 2)	OM
Atarigraphics (Silvr Lbl)	AT	L	$ 4.00	TL; M; '83	PowerPC
*AtariLab Light Module	AT	B	$ 5.00	TL; M; '84 (ILSAS)	NOBIDDER
*AtariLab Starter Set	AT	B	$ 5.00	TL; M; '83 (ITMS)	NOBIDDER
Atariwriter	AT	L	$ 4.00	TL; M; '82 (J273)	NOBIDDER
Atariwriter	AT	L	$ 4.00	TL; M; '82 (R 02 4)	NOBIDDER
Atari Logo	AT	L	$ 4.00	TL; VF;'83 (J343)	PowerPC
Atlantis	IM	L	$ 7.00	TL; M; '83 (OEC)	petebuil
Basic Cartridge	AT	B	$ 5.00	TL; M; '79	NOBIDDER
Basic Cartridge	AT	L	$ 4.00	TL; M; '??	NOBIDDER
Basic Cartridge	AT	L	$ 4.00	TL; NM;'?? (R 40 3)	NOBIDDER
*BC's Quest for Tires	SI	B	$10.00	TL; M; '83	smw
Caverns of Mars	AT	L	$ 3.00	TL; VF;'82(J193)(LP)	Pinnegar
*Centipede	AT	L	$ 3.00	TL; NM;'82 (R 43 2)	NOBIDDER
Centipede	AT	L	$ 2.00	TL; NM;'82 (R 48 2)	NOBIDDER
Centipede	AT	L	$ 2.00	TL; M; '82 (R 49 2)	TRandall
Choplifter	BB	L	$ 4.00	TL; M; '82	NOBIDDER
*Davids Midnight Magic /XE	AT	L	$ 4.00	PL; NM;'83 (OEC)/BB	NOBIDDER
*Defender	AT	L	$ 3.00	TL; M; '82	NOBIDDER
Defender	AT	L	$ 2.00	TL; NM;'82 (R 03 3)	dneyman
*Deluxe Invaders	RK	L	$ 6.00	TL; M; '?? (OEC)	petebuil
Demon Attack	IM	L	$ 5.00	TL; M; '82 (OEC)	tboot
Dig Dug (Black Label)	AT	L	$ 3.00	TL; VF;'82 (R 40 3)	smw
*Dig Dug (Silver Label)	AT	L	$ 3.00	TL; VF;'82	tboot
Donkey Kong (By Nintendo)	AT	L	$ 3.00	TL; M; '83 (J243)	petebuil
Eastern Front	AT	L	$ 3.00	TL; VF;'82 (R 26 3)	NOBIDDER

Eastern Front	AT	L	$ 3.00	TL; M; '82 (J223)	NOBIDDER
*Galaxian	AT	L	$ 3.00	TL; M; '82	TRandall
Gorf	MW	L	$ 5.00	TL; NM;'81 (OEC)	petebuil
*Hardball /XE	AT	L	$ 4.00	TL; M; '87 (OEC)/AC	NOBIDDER
Jungle Hunt	AT	L	$ 3.00	TL; M; '87 (OEC)	PowerPC
*Joust	AT	B	$ 5.00	TL; M; '87	petebuil
Kaboom	AV	L	$ 5.00	TL; M; '83 (OEC)	Bidder00
*Master Type	LT	B	$ 4.00	TL; M; '82	NOBIDDER
Miner 2049er (Black Case)	BF	L	$ 6.00	PL; M; '83 (OEC)	petebuil
*Miner 2049er (Blue Case)	BF	L	$ 6.00	PL; NM;'83 (OEC)	smw
*Miner 2049er	BF	L	$ 6.00	TL; VF;'82 (OEC)	NOBIDDER
*Missile Command	AT	L	$ 3.00	TL; M; '?? (SSL)	NOBIDDER
Missile Command	AT	L	$ 2.00	TL; M; '?? (R 37 2)	NOBIDDER
Ms. Pac-Man	AT	L	$ 3.00	TL; M; '83	Gandalf
*Pac-Man	AT	L	$ 3.00	TL; M; '82 (R 39 2)	NOBIDDER
Pac-Man	AT	L	$ 2.00	TL; M; '82 (R 50 2)	NOBIDDER
*Pengo	AT	B	$10.00	TL; M; '83	Gandalf
Pengo (Silver Lbl)	AT	L	$ 7.00	TL; NM;'82	dneyman
Pilot Programming Lang	AT	L	$ 4.00	TL; VF;'80 (SSL)	PowerPC
Pitfall!	AV	L	$ 5.00	PL; M; '84 (OEC)	Gandalf
Pitstop	EP	L	$ 4.00	TL; VF;'84 (LW)(OEC)	NOBIDDER
Pole Position	AT	B	$ 4.00	TL; M; '82	Gandalf
*Pole Position (Silvr Lbl)	AT	L	$ 3.00	TL; VF;'83 (R 51 3)	tboot
*Qix (Black Label)	AT	L	$ 4.00	TL; M; '82 (R 31 3)	smw
Qix (Brown Label)	AT	L	$ 3.00	TL; M; '82	Pinnegar
Realsports FB (Silvr Lbl)	AT	L	$ 3.00	TL; VF;'83 (R 07 4)	NOBIDDER
*River Raid	AV	B	$ 7.00	TL; M; '83	petebuil
Shamus	SY	L	$ 6.00	TL; M; '82 (OEC)	PowerPC
Space Invaders	AT	L	$ 3.00	TL; VF;'81	TRandall
*Star Raiders	AT	L	$ 3.00	TL; M; '?? (R 39 2)	dneyman
*Star Raiders	AT	L	$ 3.00	TL; M; '?? (R 49 2)	NOBIDDER
Star Raiders	AT	L	$ 2.00	TL; M; '?? (R 50 2)	NOBIDDER
Star Wars:Ret of Jedi:DSB	PB	L	$ 4.00	TL; NM;'83 (OEC)	NOBIDDER
Submarine Commander	TE	L	$ 5.00	TL; M; '82 (OEC)	PowerPC
Super Breakout	AT	L	$ 2.00	TL; NM;'??	NOBIDDER
*Telelink I	AT	L	$ 4.00	TL; M; '??	PowerPC
*Typo Attack (Silver Lbl)	AT	L	$ 7.00	TL; NM;'84	Gandalf
Video Easel	AT	L	$ 5.00	TL; M; '??	Gandalf
*Wizard of Wor	RK	B	$ 4.00	TL; M; '83 (OEC)	petebuil
****
#
Please send all bids to "leftyle5@delphi.com". Thank you.
#
#

3837. LEFTY's Atari 400/800/etc Cartridge Auction #1 (UPDATE #5)

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: leftyle5@delphi.com
Message-ID: <R1LmLDt.leftyle5@delphi.com>
Source record: 87599

```
#
********************
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| | | W-E-L-C-O-M-E T-O
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and/or items will be mailed within 24-48 hours of having received it.
#
o All cartridges are sold as is. Most have been previously tested,
but not all (mainly because I believe that most cartridges will
work). However, I will test each cartridge on my system before
shipping it out. This way, when you receive your cartridges and/or
items, you know they are working properly. If I have a problem
with a cartridge, I will notify you and you will be compensated
to suit.
#
o Whenever an asterisk is shown to the left of the cartridge name,
it means that the instructions for that cartridge is available,
and will be included in whatever bid you make.
#
o I reserve the right to pull or refuse to sell any cartridge from
this auction for the following reasons only:
1 - The Cartridge and/or item has not met its minimum bid
settings and has not been bid on by the halfway point.
2 - There is an offer on the side for a cartridge and/or item,
that is acceptable to me.
#
o The information listed with each cartridge is to my knowledge,
accurate. However, I am not responsible for any mistakes and/or
errors that I may have overlooked. If I find any mistake on
any of the cartridge information, I will send the correction
along in the next update to all bidders.
#
****************************** END OF RULES ******************************
#
#

Cartridge Maker Codes (These may be revised depending on the auction):
AT = Atari AV = Activision BB = Broderbund
BF = Big Five EP = Epyx IM = Imagic
LT = Lightning MW = Midway PB = Parker Bro's
RK = Rokian SI = Sierra SY = Synapse
TE = Thorne Emi
#
Cartridge Types (These may be revised depending on the auction):
TL = Text Label only.
PL = Picture Label.
#
Cartridge Conditions:
VG = Label has heavy signs of wear and tear. There may be tears,
peeling offs, and/or scratches. The label is mostly
readable, but some parts of it may not be.
F = Label is completely readable. May show some signs of minor
wear and tear, such as scratches. Screw holes may also be
evident (see Comments).
VF = Label has very slight wear and tear. There may be some very
slight discolorings. The label is clear and should not have
any major defects marring the readability it. However, there
may be an End Label Missing, Screw Hole(s), etc which should
not affect its readability and clarity.
NM = Near perfect label. May show very slight wear. No defects.
M = This is a new cartridge and label or is just like new.
#
Defect Codes (These may be revised depending on the auction):
LP = Label Peeling.
LW = Label is Wrinkled.
SSL = Small Scratch(es) on Label.
#
Comment Codes (These may be revised depending on the auction):
XE = 130XE compatible system cartridge
OEC = Open End Cartridge (Mostly Non-Atari)
ITMS = includes Temparature Module, sensor, etc (COMPLETE)
ILSAS = Includes Light sensor, assembly, stand, etc (COMPLETE)
J### or R ## # = Number Stenciled on Cartridges (Atari only)
(I don't know what this number represents.)
#
Duplicate Cartridge Comments:
o All duplicate cartridge names listed have been added because
they have subtle differences among them. Examples of some of
the differences found would be:
1 - Numbers stenciled on cartridge.
2 - Color of cartridges (Not the label).
3 - Country where cartridge came from (Mostly MN carts).
4 - Picture vs Text Label.
5 - Year cartridge was released.
6 - Maker of cartridge.
#

When a duplicate cartridge is listed, I have listed each
cartridge separately along with its maker in alphabetical order.
#
#
****
ATTENTION *** ATTENTION *** ATTENTION *** ATTENTION *** ATTENTION
--
# #
ONLY 6- DAYS left before this Auction ends. Get those bids in,
and best of luck on them. *** HAPPY HOLIDAYS EVERYBODY ***
# #
--
ATTENTION *** ATTENTION *** ATTENTION *** ATTENTION *** ATTENTION
****
#
#
Cartridge Listings - Atari 800 System
##
** (* = Ins); BY = Maker; L/B = Loose or Boxed Cartridges **
****
CARTRIDGE NAME	BY	L	BID	COMMENTS (SEE NOTES)	BID NAME
************************	***	**	*******	*********************	********
Assembler Editor	AT	L	$ 3.00	TL; VF;'?? (SSL)	NOBIDDER
*Asteroids	AT	L	$ 3.00	TL; M; '??	TRandall
Asteroids	AT	L	$ 2.00	TL; NM;'?? (R 41 2)	OM
Atarigraphics (Silvr Lbl)	AT	L	$ 4.00	TL; M; '83	PowerPC
*AtariLab Light Module	AT	B	$ 5.00	TL; M; '84 (ILSAS)	NOBIDDER
*AtariLab Starter Set	AT	B	$ 5.00	TL; M; '83 (ITMS)	NOBIDDER
Atariwriter	AT	L	$ 4.00	TL; M; '82 (J273)	NOBIDDER
Atariwriter	AT	L	$ 4.00	TL; M; '82 (R 02 4)	NOBIDDER
Atari Logo	AT	L	$ 4.00	TL; VF;'83 (J343)	PowerPC
Atlantis	IM	L	$ 7.00	TL; M; '83 (OEC)	petebuil
Basic Cartridge	AT	B	$ 5.00	TL; M; '79	NOBIDDER
Basic Cartridge	AT	L	$ 4.00	TL; M; '??	NOBIDDER
Basic Cartridge	AT	L	$ 4.00	TL; NM;'?? (R 40 3)	NOBIDDER
*BC's Quest for Tires	SI	B	$10.00	TL; M; '83	smw
Caverns of Mars	AT	L	$ 3.00	TL; VF;'82(J193)(LP)	Pinnegar
*Centipede	AT	L	$ 3.00	TL; NM;'82 (R 43 2)	NOBIDDER
Centipede	AT	L	$ 2.00	TL; NM;'82 (R 48 2)	NOBIDDER
Centipede	AT	L	$ 2.00	TL; M; '82 (R 49 2)	TRandall
Choplifter	BB	L	$ 4.00	TL; M; '82	NOBIDDER
*Davids Midnight Magic /XE	AT	L	$ 4.00	PL; NM;'83 (OEC)/BB	NOBIDDER
*Defender	AT	L	$ 3.00	TL; M; '82	NOBIDDER
Defender	AT	L	$ 2.00	TL; NM;'82 (R 03 3)	dneyman
*Deluxe Invaders	RK	L	$ 6.00	TL; M; '?? (OEC)	petebuil
Demon Attack	IM	L	$ 5.00	TL; M; '82 (OEC)	tboot
Dig Dug (Black Label)	AT	L	$ 3.00	TL; VF;'82 (R 40 3)	smw
*Dig Dug (Silver Label)	AT	L	$ 3.00	TL; VF;'82	tboot
Donkey Kong (By Nintendo)	AT	L	$ 3.00	TL; M; '83 (J243)	petebuil
Eastern Front	AT	L	$ 3.00	TL; VF;'82 (R 26 3)	NOBIDDER

Eastern Front	AT	L	$ 3.00	TL; M; '82 (J223)	NOBIDDER
*Galaxian	AT	L	$ 3.00	TL; M; '82	TRandall
Gorf	MW	L	$ 5.00	TL; NM;'81 (OEC)	petebuil
*Hardball /XE	AT	L	$ 4.00	TL; M; '87 (OEC)/AC	NOBIDDER
Jungle Hunt	AT	L	$ 3.00	TL; M; '87 (OEC)	PowerPC
*Joust	AT	B	$ 5.00	TL; M; '87	petebuil
Kaboom	AV	L	$ 5.00	TL; M; '83 (OEC)	Bidder00
*Master Type	LT	B	$ 4.00	TL; M; '82	NOBIDDER
Miner 2049er (Black Case)	BF	L	$ 6.00	PL; M; '83 (OEC)	petebuil
*Miner 2049er (Blue Case)	BF	L	$ 6.00	PL; NM;'83 (OEC)	smw
*Miner 2049er	BF	L	$ 6.00	TL; VF;'82 (OEC)	NOBIDDER
*Missile Command	AT	L	$ 3.00	TL; M; '?? (SSL)	NOBIDDER
Missile Command	AT	L	$ 2.00	TL; M; '?? (R 37 2)	NOBIDDER
Ms. Pac-Man	AT	L	$ 3.00	TL; M; '83	Gandalf
*Pac-Man	AT	L	$ 3.00	TL; M; '82 (R 39 2)	NOBIDDER
Pac-Man	AT	L	$ 2.00	TL; M; '82 (R 50 2)	NOBIDDER
*Pengo	AT	B	$10.00	TL; M; '83	Gandalf
Pengo (Silver Lbl)	AT	L	$ 7.00	TL; NM;'82	dneyman
Pilot Programming Lang	AT	L	$ 4.00	TL; VF;'80 (SSL)	PowerPC
Pitfall!	AV	L	$ 5.00	PL; M; '84 (OEC)	Gandalf
Pitstop	EP	L	$ 4.00	TL; VF;'84 (LW)(OEC)	NOBIDDER
Pole Position	AT	B	$ 4.00	TL; M; '82	Gandalf
*Pole Position (Silvr Lbl)	AT	L	$ 3.00	TL; VF;'83 (R 51 3)	tboot
*Qix (Black Label)	AT	L	$ 4.00	TL; M; '82 (R 31 3)	smw
Qix (Brown Label)	AT	L	$ 3.00	TL; M; '82	Pinnegar
Realsports FB (Silvr Lbl)	AT	L	$ 3.00	TL; VF;'83 (R 07 4)	NOBIDDER
*River Raid	AV	B	$ 7.00	TL; M; '83	petebuil
Shamus	SY	L	$ 6.00	TL; M; '82 (OEC)	PowerPC
Space Invaders	AT	L	$ 3.00	TL; VF;'81	TRandall
*Star Raiders	AT	L	$ 3.00	TL; M; '?? (R 39 2)	dneyman
*Star Raiders	AT	L	$ 3.00	TL; M; '?? (R 49 2)	NOBIDDER
Star Raiders	AT	L	$ 2.00	TL; M; '?? (R 50 2)	NOBIDDER
Star Wars:Ret of Jedi:DSB	PB	L	$ 4.00	TL; NM;'83 (OEC)	NOBIDDER
Submarine Commander	TE	L	$ 5.00	TL; M; '82 (OEC)	PowerPC
Super Breakout	AT	L	$ 2.00	TL; NM;'??	NOBIDDER
*Telelink I	AT	L	$ 4.00	TL; M; '??	PowerPC
*Typo Attack (Silver Lbl)	AT	L	$ 7.00	TL; NM;'84	Gandalf
Video Easel	AT	L	$ 5.00	TL; M; '??	Gandalf
*Wizard of Wor	RK	B	$ 4.00	TL; M; '83 (OEC)	petebuil
****

#

Please send all bids to "leftyle5@delphi.com". Thank you.

#

#

3838. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: <>
Message-ID: <49hn6f$r4o@newsource.ihug.co.nz>
Source record: 87600

>version to the Umich archive or so himself. I do not understand why
>people who are complaining about things that are not working right in
>SIO2PC, do not write it down in a simple letter to Nick Kennedy himself.

Don't get things wrong here: I wasn't complaining, I was ASKING. That's
what is newsgroup is there for. And it's true APE 1.04 runs fine on my
machine.
If SIO2PC 4.04 is still shareware, why don't you post it here?

Stefan

//---
// Life sucks and then you die!
// e-mail: stefan@ihug.co.nz
// fido: 2:244/1455.8

3839. Re: (no subject)

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: <>
Message-ID: <49hnb5$r4o@newsource.ihug.co.nz>
Source record: 87601

```
>thanks to all persons who helped me with my SIO2PC problem,
>I really checked out the APE, but I found only version 1.04d.

Die Version 1.06 kannst Du Dir sparen. Die schreibt zwar und man
denkt Alles ist OK aber es landet NICHTS auf der Platte. Der Author
von APE hat mir geschrieben, dass die 1.07 diese Tage released wird.

Stefan

//-------------------------------------------------------------------------
// Life sucks and then you die!
// e-mail: stefan@ihug.co.nz
// fido: 2:244/1455.8
```

3840. Re: second part of DCM problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <49inte$son@charm.magnus.acs.ohio-state.edu>
Source record: 87602

In article <49hdmn$pno@pyrrhus-f.hrz.tu-chemnitz.de>,
Sven Gleich <sgl@hrz.tu-chemnitz.de> wrote:
>But I am a very beginner under unix and thatswhy
>I work under X-windows Rel.6 and I am downloading
>the files with the Netscape Browser.
>I don't know at all where I have to set this
>binary file type. I am using the http: location
>to download the stuff and if i click on a file a
>window appears where i can specify the path, nothing
>else. Can you tell me where I have to set it ?

Ahh, I assumed you were using the command-line FTP program. With
netscape it should work as long as you don't save as text. Maybe
there was a problem downloading from unix....
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

3841. Mega Magazine on WWW

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <DItAFJ.LwJ.0.-s@cs.vu.nl>
Source record: 87603

Mega Magazine, the famous multinational disk magazine, now on WWW.
Opened for the public today! The URL is:

http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/

You can also FTP all issues (upto issue #7) from:

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/

They are stored both in ATR and DCM format.

Later!
Ivo

PS. You'll need an HTML 3.0 capable browser to view the WWW pages...

3842. Re: Neat quick hack..

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <49ilj1$vg@stratus.skypoint.net>
Source record: 87604

Arrrrgggh!

I tried to get it. What's up with this:

403 Forbidden

Your client does not have permission to get URL
/~archive/atari/8bit/New/filesel.arc from this server.

Hints, please?

Thanks,
Scott

3843. 8-bit stuff wanted...

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-29 00:00:00 UTC
From: The Kid <76371.40@CompuServe.COM>
Message-ID: <49h436$2qm$1@mhafn.production.compuserve.com>
Source record: 87605

I'm looking for a few 8-bit items...
I need a printer and interface. I would prefer an epson or gemini 10x.. also a 1200-2400 baud modem... I am getting into 8-bit programming .. if you have any atari stuff you'd like to sell..
let me know...
-- Kid

3844. Does anybody use TopDos?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: kdegroff@rainbow.rmii.com
Message-ID: <49j3na$qg3@natasha.rmii.com>
Source record: 87366

The contributors to the newsgroup here generally seem to prefer Spartados or Mydos. What is the big advantage with Spartados? I tried it several years back and managed to wipe out some files by forgetting to leave the comma out when copying files. I have had very few problems using Topdos and it seems to be compatible with most programs. It is very user friendly with a nice menu/status display which tells you at a glance what your current configuration is. It allows the use of up to 65535 sectors for disk access. There is a nice command file system (a little limited, but very useful). There is a good help file system also. The ramdisk management is excellent IMO. It supports Happy and "Wise" density switching for floppies. I use it with a 320K 130XE and 360k XF551 plus some double density 1050s. Admittedly, I have not tried it with larger memory or floppies but have no reason to think that it will not work (as advertised). It has some neat features built-in such as disk RPM checking, a file comparison capability, the ability to read, modify and write sectors, memory modification, etc. It works fine with Turbo Basic XL and does not use ram under the OS but still leaves about the same amount of free memory as the old DOS II. The version I mainly use is TopDos Professional. Anyway, I would be interested in hearing from anyone out there who can tell me the advantages of Spartados. I would rather be in the mainstream if I don't have to give up the convenience of TopDos and the relatively seamless integration of disparate programs that I have been able to accomplish with it.

--

3845. Announce: Atari '81 commercials on WWW

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: aramos@cis.ohio-state.edu
Message-ID: <49kkurlNN5kn@boa.cis.ohio-state.edu>
Source record: 87367

Hello, fellow Atari fans...

While unpacking my video collection after the last move, I found a tape I had borrowed from my previous job. It was a TV special dating from 1981 about the 'computer revolution'. I popped it in and grooved on a time-warp back to the feathered-back, parted-in-the-middle days of my early 80's youth.

Anyway, the kicker is that this special was sponsored by Atari, and so it features what must have been their entire television promotional campaign. The Atari 2600 and 8-bit computers are shown off nicely!

All six commercials, captured as QuickTime movies, are available via the World Wide Web. They're ~3MB in size on average; sorry but that's the smallest I could make them.

They are referenced on the "BRiTiSH Underground Atari 8-bit Page" at

http://nimitz.mcs.kent.edu/~clisowsk/8bit.html

Ironically, it's a U.S. site; the movies will soon have a European home at Ivo van Poorten's "Atari Home Page".

Grin and groan; I did!

Tony R.

--
Tony Ramos : inter\active
1322 W. 7th Ave. Apt A : ramos.15@osu.edu, tony_ramos@fitch.com
Columbus, OH 43212 : *** computer-mediated environments ***
(614)486-6253 : *** interface ** image synthesis ***

3846. Micro Print Interface

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: derek fern <derek@dfern.demon.co.uk>
Message-ID: <817741415snz@dfern.demon.co.uk>
Source record: 87368

Can any 8 bit users help me to complie a list of printers that is known to work
with the Micro Print Centronics Printer Interface.
If you are using this interface yourself please complete the following details
it will prove usefull information for me to provided a complete list of known
working printers to all new users.

What make and model of printer.....
9 pin : 24 pin : ink jet : lasor:.....
Mono : colour .....
Tractor Feed : Single Sheet: .....
DIP SWITCH SETTINGS :.....

Many Thanks for your Help.

--
derek fern

3847. Re: FlickerTerm 80

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <49k757$cig@news.xmission.com>
Source record: 87369

Halliwell E Sra 436TS/TAC (halliwee@ts436.dyess.af.mil) wrote:

: So, in the time since 0.51 was released, has anyone encountered any new
: bugs/glitches/et al? As always, I welcome all feedback.

I'd really like to see an auto dialer. Manually having to redial a busy
number really gets to be a pain.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3848. Re: Neat quick hack..

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <49leuf$cdp@blackice.winternet.com>
Source record: 87370

```
> sydtech@skypoint.com (Scott Butler) writes:
> Arrrrgggh!
>
> I tried to get it. What's up with this:
>
> 403 Forbidden
>
> Your client does not have permission to get URL
> /~archive/atari/8bit/New/filesel.arc from this server.
>
>>>>
Try again later. It just means that the Server is
Max'ed out with 'Anomyous' users.

Rich Mier
```

3849. Re: ST mouse on 8bit (was Re: 8bit questions)

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <49jef0$238@charm.magnus.acs.ohio-state.edu>
Source record: 87371

Depends on your definition of compatible... If I remember the ST mouse uses
both trig(0) and trig(1) for its mouse buttons. So as long as you don't mind
sacrificing 50% of your button input capability, you can be fine.

Though the above is 'configured' for the ST's...

But I could be, wrong, I'll need to check...

Michael Steve jr.
The Sequel

^~^~^~

3850. Re: Does anybody use TopDos?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <49lfpn$d1q@blackice.winternet.com>
Source record: 87372

> kdegroff@rainbow.rmii.com (Kent Degroff) writes:
> The contributors to the newsgroup here generally seem to prefer Spartados
> or Mydos. What is the big advantage with Spartados? I tried it several

(SNIP, TopDOS abillities)

>>>
SpartaDOS has everything you mentioned and more, without a MENU.
I guess the main reason I went to it was when I got my MIO back in ?? 1988??
I had to have it to use the MIO and the 20Meg Hard Disk connected to it. Not
sorry about it and I went with SpartaDOS X as soon as it was available. SDX is
Cart. based so you have even more RAM available and can be configured NOT
to use OS RAM (if you have a 130XE or Expanded 8Bit). I happen to have a
modified version of AtariWriter Plus that runs from my Hard Drive and you can
RESET out of it back to DOS. Also a modified version of ComputerEYES that
runs off the Hard Drive and can handle all 9 Devices, Single or Double Density.
Neither of these programs will work with MYDOS or TopDOS from my Hard Drive.

Rich Mier

3851. InfoCom games, etc..

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <49l06p$uu@news.xmission.com>
Source record: 87373

I know I have a couple of .DCM files that consist of an InfoCom game that was converted into ONE .DCM, even though the original game consisted of two disks.

How is this possible?

I've just recently purchased ALL of the InfoCom games, and now wish to put them each on a 720k hard disk partition, but since almost all of the original Infocom games are 1 disk (side 1 and two), I'm not sure how I can accomplish this.

Any help greatly appreciated.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3852. Re: 8-bit stuff wanted...

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: nltd@grove.iup.edu
Message-ID: <1995Nov29.230131.2482@news.iup.edu>
Source record: 87374

In article <49h436$2qm$1@mhafn.production.compuserve.com>, The Kid
<76371.40@CompuServe.COM> writes:
>I'm looking for a few 8-bit items...
>I need a printer and interface. I would prefer an epson or gemini 10x.. also a 1200-2400
baud modem... I am getting into 8-bit programming .. if you have any atari stuff you'd like
to sell..
> let me know...
> -- Kid

I have printers if you want them. I have 2 epson fx100 wide carriages and
would sell them for 25 dollars each. You can get a printer interface through
somebody like toad computers for about 10 dollars. Hope this helps. I will
also sell these to whoever else wants them.. Thanks!

Cliff Friedel
nltd@grove.iup.edu

3853. SIO2PC, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: noeltox@indy.net
Message-ID: <49j9ij$jlb@news.indy.net>
Source record: 87375

I've heard a lot about the SIO2PC cable in the last couple of years, but I have never been ambitious enough to really get my 8bit up and running again. Most of what I've heard has been pretty good, and I'd really be interested in obtaining one of these devices.

However, getting the parts has been a little difficult, and I'm not much of a solderer, so I was wondering if there were any alternatives...

Anyone want to sell a working SIO2PC cable? Or do you know of some other way I might obtain one? E-mail if interested... Thanks.

3854. Re: For sale or trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <49jdih$pce@news.xmission.com>
Source record: 87376

Joe S. Phigan (phigan@goodnet.com) wrote:
:
: How much do you want for those? Seperately that is. I would want one or
: the other. probably the first one since I have plenty of hard drives myself.

I'd like to get around $100.00 for the 256k MIO and around $200-250 for
the complete hard disk system.

--
@ @ @ ----------------------------------- @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ----------------------------------- @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3855. How to get >4800 bps?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: Jeff Potter <potter>
Message-ID: <49ldin$t4o@theopolis.orl.mmc.com>
Source record: 87377

Well, here I am with my new 14.4 kbps modem (Sportster Si), and I find my old P:R:Connection doesn't work past 4800 (is that normal? I thought I could attain 9600 at least). So what are my options? Of course I can buy the Black Box from CSS, and would have liked his R:P:Connection. Mike (FTe) may yet produce an MIO II with high-speed RS-232. How fast can I go with anything else? Even building something to connect to the end of an SIO cable?

--
Jeff Potter
...potter@escmail.orl.mmc.com
...74030.2020@compuserve.com
...JDPOTTER@genie.geis.com

3856. Re: FlickerTerm 80

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <49l9b5$a1j@charm.magnus.acs.ohio-state.edu>
Source record: 87378

In article <30BDCB32@syrinx.dyess.af.mil>,
Halliwell E Sra 436TS/TAC <halliwee@ts436.dyess.af.mil> wrote:
>Redial is proving to be somewhat of a conceptual sticky wicket. I could
>(somewhat) easily code a simple dialer routine that would let you type in a
>number and keep trying it until it connects, or I could take the more
>flexible approach of implementing a macro language that would let you do
>your own autodialer. Currently I'm favoring the latter approach.

Although the language approach is more flexible, I'm sure many people
would be happy with the simpler approach. Then work on adding the
macro language on top of that.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

3857. Re: Does anybody use TopDos?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: Kent Degroff <kdegroff@rmii.com>
Message-ID: <Pine.SOL.3.91.951130190334.29884A-100000@rainbow.rmii.com>
Source record: 87379

On Thu, 30 Nov 1995, Richard Wegner wrote:

> TopDOS professional? I never heard of that one, I have TOPDOS for the
> home user that came with a disk drive called The One. In my opinion it
> is an okay DOS system for the 8 bit computers, it is nice it supports
> DS/DD disks though for 360K format instead of 180K like usual.
>

TopDos Professional, by Richard K. Bennett, is more fully-featured than TopDos 1.5 Plus and includes subdirectories among other things. Both versions will do things like sort directories, undelete files. 130XE ram is also supported along with ramdisks, if you want it. Configurability is a strong point.

--- Kent

3858. Re: A Matter of Choice

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <49kvvb$4d6@link.xs4all.nl>
Source record: 87380

r >From: rbmier@winternet.com (Rich Mier)
r >Subject: Re: A Matter of Choice
r >Date: 27 Oct 1995 21:17:18 GMT
r >
r >> mathniss@link.xs4all.nl (Mathy Van Nisselroy) writes:
r >
r >> I very rarely answer a message on-line. It saves online time. And online
r >> is money, even if you only have to pay the phone company.
r >>
r >> CU Mathy Van Nisselroy mathniss@link.xs4all.nl
r >>
r >>
r >
r >>>>>
r > ?? A quick question here: How are you billed for on-line time and
r >phone service?
r > The reason I'm asking is because I do almost Everything on-line. The
r >phone call is a local call and costs nothing above the normal monthly billing
r >Internet service provider is paid a flat rate, no limits on time of day nor n
r >hours on-line per month. Let's see, normal phone bill, $28 per month, includ
r >Call-waiting, Tone dail and Caller ID and Taxes. Internet provider, $24.95,
r >PPP.
r > Just wondering, Rich Mier

I've found somebody who let's me use his system for free. That means I have access to usenet groups (he doesn't "carry" all, but if I ask nicely, he'll add an extra group) and Email. For free. But... He only seems to have one modem, which he has to unplug from something and plug it into the phoneline whenever I call. If he aint home, or in bed, or lazy, I don't get to pick up or leave any messages. Because my XE doesn't understand all those nice control characters used in stuff like ANSI, etc. I have to use QWK, to up and download my mail. QWK also was easier to learn then his unix system.

End since he lives in Amsterdam and I live in Heerlen (close to the moste southern point of the Netherlands, Europe), my calls are long distance.

I read: comp.sys.atari.8bit, rec.autos.marketplace and the offroad list (my provider wrote me a special utility, that will cut the long Digests (read: a lot of messages bundled and send out at once. As one big message.) into lots of messages.) It takes me about 20 minutes to up- and download my QWK packages (using a 130XE (BobTerm and Z.COM in RAMdisk), BlackBox (with spooler, so I can dump the "posting to..." stuff to printer instead of disk) and a SupraFaxModem V.32bis at 19k2.

At the moment I'm hoping Bob Puff will rewrite the BB RS232 drivers, so Erhard Puetz can start on the hardware to bring the 6551 on the BB up to 57k6

BTW it takes me hours to read through all the messages. Compare that to the 20 minutes or so I need to download (every 2 to 3 weeks) and you understand why I do as much as possible OFF-LINE. And I can read my mail whenever I want, plus I always have it on disk (untill I've read it, then it's deleted)

Stupid thing about PabQWK is, you can't use it if it doesn't find message files , so if I want to send somebody a message (as in Not-a- reply), I either have to do it ON-line, or have a message file on disk.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS When calling BBS's I use my capture buffer. Then prepare my answers off-line. Because A) getting distracted while on-line increases the time I spend on-line B) their are no Atari BBS's local to me

Believe me, it might look like a hassle to do "everything" off-line, but it decreases your on-line time quite a bit, and the phone bill accordingly.

After rereading what you said above I might add; I always have to pay per "click". The time between "clicks" varies depending on local or long distance or international (depends on country you are calling to.) and daytime/nighttime . In the weekend, nighttime is charged on all services. Calling voice or modem doesn't make a difference (cost wise that is).

---
* PabQwk 2.0 *

3859. Re: Iomega Zip FAQ 1.6 on

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <49kvvd$4d8@link.xs4all.nl>
Source record: 87381

```
r >From: rbmier@winternet.com (Rich Mier)
r >Subject: Re: Iomega Zip FAQ 1.6 on
r >Date: 27 Oct 1995 21:19:48 GMT
r >
r >> mathniss@link.xs4all.nl (Mathy Van Nisselroy) writes:
r >> s >From: steveg@cnct.com (Just Steve)imtel!chi-news.cic.net!news.wctc.net!
r >>
r >> s >Yes. Use Zip Tools. This is rather clearly stated in the Zip documentat
r >>
r >> Maybe this can also be found on the ZIP FAQ but, what is Zip tool? Softwa
r >> XE compatible?
r >>
r >
r > Nope. Strickly PC or MAC compatible. Nothing for the MIO or BlackBox, YET.
r > /
r > Rich Mier /
/
What does THAT ------------------------------------------------------------/
mean? (I do understand the English :-) but what are you saying?)

Cu Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3860. New Issue of Atari Classi

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <49kvvf$4di@link.xs4all.nl>
Source record: 87382

r >From: Joe Walsh <ransom22@delphi.com>
r >Subject: New Issue of Atari Classics
r >Date: Sat, 4 Nov 95 16:15:47 -0500
r >
r >Say, an article which has been completely written, but which
r >must be spread across two or three issues.

I've sent him a whole bunch of stuff (mainly hardware articles) that were once printed in a Dutch magazin. It can be re-published, the original autor/designer gave his permission. I don't know much about how hardware and software is put together, but I do know that there are a lot of good stories in that package. If Bob doesn't use it, than that's his fault and our loss.

BTW I always like the articles by Mike Jewison, Jeff McWilliams and even Ben Poehlands own hardware stories. Hope they will be back soon...

If I had a wife and kids and not much of an income, AC would be one of the first to go. Really sorry I have to say that, but that's the way I feel about AC at the moment. I know that AC had more than it's fair share of bad luck, and I thank the guys for doing the job. I REALLY hope quality goes up.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3861. 600xl with no color

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <49kvvf$4dk@link.xs4all.nl>
Source record: 87383

```
c >From: cmwagner@news.gate.net (Chad Wagner)
c >Subject: 600xl with no color
c >Date: 6 Nov 1995 22:08:23 -0500
c >
c >I have a 600xl that has no color, and it is not in the RF modulator,
c >I am wondering if there is possibly color RAM in the 600xl, or more
c >likely where is the circuit that handles color (is it chroma or lumina?)?
c >
c >I need some schematics, or a service manual, or hopefully some testpoints
c >or components to check out. Any help will be greatly appreciated...
c >--
c >Chad Wagner
```

Try Atari Classics, the Video Issue, volume two number 6. Ben Poehland tells you how he solved the same problem you're having on the same machine. Step by step. maybe it helps. You can contact them via Bob Woolley's Email address rwoolley@ix.netcom.com or Atari Classics, 5507 Langford Court, Concord, California 94521-1614, USA.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3862. Re: MUX Cart internal

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <49kvvf$4dm@link.xs4all.nl>
Source record: 87384

k >From: kendrick@zippy.sonoma.edu (William Kendrick)internetmci.com!in2.uu.net!
k >Subject: Re: MUX Cart internal
k >Date: 11 Nov 1995 03:09:03 GMT
k >
k >James King wrote:
k >>Just curious if anybodies ever consider mounting a mux cartridge on the
k >>INSIDE of a case.
k >
k >No, but this is a GREAT idea! :)
k >
k >-bill!

[Brainstormin' mode ON]

How about wireless. As in infra Red.

[Reality mode ON]

I'm on hardware designer

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3863. Re: 8-bit stuff wanted...

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: dlord@connect.net
Message-ID: <49jlmk$gme@dallas1.connect.net>
Source record: 87385

In article <49h436$2qm$1@mhafn.production.compuserve.com>, The Kid
<76371.40@CompuServe.COM> says:
>
>
>I'm looking for a few 8-bit items...
>I need a printer and interface. I would prefer an epson or gemini 10x.. also a 1200-2400
baud modem... I am getting into 8-bit programming .. if you have
> let me know...
> -- Kid

How much are you willing to pay for the above items. I have quite a bit
of 8 bit stuff in my closets and might be willing to part with it if the
price is right. I have an APE FACE printer interface and also a PR
Connection. I don't know if I should keep them or not...make an offer.

3864. ATARI 8-BIT BARGAIN SOFTWARE / BOOKS / PARTS

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <49kroo$eu7@cloner2.ix.netcom.com>
Source record: 87386

AMERICAN TECHNA-VISION HAS A HUGE INVENTORY OF NEW 8-BIT SOFTWARE,
BOOKS AND REPLACEMENT PARTS FOR YOUR SYSTEM. EXAMPLES:

13 PIN SERIAL I/O CABLE 3 FT . . . $1.50 EA. OR (10) FOR $10.00
9VAC POWER PACK FOR 1050 / 800 / 400 / 1200XL / XF551 / 850 . . . $4.00
MICROPRINT PRINTER INTERFACE ALLOWS YOU TO CONNECT ANY STANDARD
PARALLEL PRINTER TO YOUR SYSTEM . . . . ONLY $14.50
XL/XE REPLACEMENT POWER SUPPLY . . . $9.95
CRIMEBUSTERS CARTRIDGE (REQUIRES LIGHTGUN) . . $5.00
VIDEO TITLESHOP (GRAPHICS DESIGN) . . . $5.00
BLUE MAX CARTRIDGE . . . $5.00
JOUST CARTRIDGE . . . $5.00
PAC-MAN CARTRIDGE . . $2.50
DONKEY KONG CART. . . $2.50

HUNDREDS OF OTHER ITEMS. TO RECEIVE YOUR FREE CATALOG, PLEASE PROVIDE
US WITH YOUR NAME AND STREET ADDRESS. TO REQUEST A CATALOG BY PHONE,
CALL OUR SALES OFFICE AT 510-352-3787. FAX US AT 510-352-9227.

GO ATARI!!

3865. Re: Power supply for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <49kvve$4dc@link.xs4all.nl>
Source record: 87387

```
m >From: "Mark E. Huss" <meh@bis.adp.com>ntp!psinntp!psinntp!bis.adp.com!usenet
m >Subject: Re: Power supply for 800?
m >Date: 27 Oct 1995 20:38:49 GMT
m >
m >There's a mail order outfit (I can't think of the name,
m >I've got their flyer at home) that sells them by the dozen.
m >
m >If no else helps, I'll try to look it up tonight.

Guess you're refering to American TechnaVision.

The "requestor" of this information can find their address in the Vendor/
developer list.

Their Email address is rmax99@ix.netcom.com

(To Michael Current: Are these V-D :-) Email address in the FAQ too? )

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3866. Keep them ads SHORT

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <49kvve$4de@link.xs4all.nl>
Source record: 87388

```
R >From: Rick_Michael_Cortese@cup.portal.com!Rick_Michael_Cortese
R >Subject: Re: Can PC-Xformer run cartridges?
R >Date: 27 Oct 1995 08:00:34 -0700
R >
R >There a ton of people, to many really as Russ pointed out, that post
R >list of used games for sale in this & rec.game.*.* groups. You may even
R >get a few offers after they read your post. One of the best sources for
R >software is B&C Computer visions in Santa Clara, CA. Their occassionally
R >have sales where they sell carts for about $5. Another good source is
R >American TV in San Leandro. The owner, Ralph Maddox<sp?> is on the net
R >and posts here from time to time.

I like the way Ralf Maddox advertises here. Just short notes. Not whole
lists. And even Ralf's messages don't get read by most here.

I can't even remember how many messages I've answered, where people ask
"where can I get..." when people like Ralf peek inhere every once in a while.

They are becomming frequently Asked Questions :-)

NO, I'M NOT GONNA START A FAQ ON "WHERE CAN I GET WHAT PARTS/STUFF"

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3867. My, what big feet you hav

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <49kvve$4dg@link.xs4all.nl>
Source record: 87389

```
r >From: rfunk@magnus.acs.ohio-state.edu (Rob Funk)
r >Subject: Re: HELP: ATARI 800XE as a terminal for PC Linux 1.2.13
r >Date: 30 Oct 1995 17:17:03 GMT
r >
r >>One of the problems is, that the wire should be about 5-6m long. That means
r >>should use RS-485 and ATARI doesn't heve this interface. Any ideas what shou
r >>I do? (from both sides. Software and Hardware)
r >
r >I would also like to do this eventually.
r >But why RS-485? RS-232 should be fine for 6 feet -- definitely better
r >than SIO for that length.

Howdy Rob

Vlado is talking about 5 to 6 METERS, not 6 feet. 5 to 6 meters is approx.
17 to 20 feet.

(my, what big feet you have. Little red riding hood)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3868. XEP80 part 1

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <49l023$4gr@link.xs4all.nl>
Source record: 87390

[Continued from last message]
So we take an EPROM, in which we place the new XEP 80 driver, a bit of electronics to decode some signals, a 6551 and a triple DIP switch. The DIP switch is used to select a device number (Mathy: Hmm, nice idea! Where have I heard that one before :-)) and connect the whole thing to the parallel bus of the XL/XE. For the electrical engineers among you I have to add that the XL/XE first of all needs a couple of powerfull bus drivers in the shape of two 74AS244 and one 74AS245, especially if you're running a BlackBox!

The memory map of the driver:

The driver for the XEP 80 basically exists of two parts. One of those parts is a so called Relocator, meaning, it moves the main programme to the top of the memory.
Now I've recently worked with TurboWord+ und while reading the manual, I bumped into something strange. The driver of the XEP 80 should be called AUTORUN.SYS under TurboWord+ and SpartaDOS, because otherwise the MEMHI would be too low. Read it, tried it, seen it. But why? With AUTORUN.SYS, MEMHI is set at $95FF, when run by hand with XEP80 (RETURN) or from a batch file, it's set at $8FFF. I accepted it for a long time, but since it kept bugging me, I checked into this. I'm not gonna tell you how. But what came out will knock you off your socks. When run by hand, the driver will install itself twice. But only the last one installed will be used. And it installs itself twice, because the file XEP80 ends with an INIT address, instead of a RUN address. DOS jumps to the INIT address ($2E2) after loading the file and when returning, tries to jump to the RUN address. But since there is none, it jumps to the beginnign of the file, which starts the relocator once again. Using a disk monitor, I changed INIT to RUN and that was it. I was rewarded with 1.5 kByte more free memory.

RESET

One thing you can not do is press RESET or otherwise cause a warm start. A warm start will reinitialise the device drivers, including the XEP 80 driver. One would think that all values are entered again, but the value for MEMHI is NOT entered. Sigh, those programmers at ATARI, real pro's. But even they can forget some things. However, after a warm start, MEMHi is set to the start of the display list. With BASIC this is $9C1F. If you now fill up the memory nicely, you'll eventually overwrite the XEP driver, which is located between $9600 and $9C1F. If at this point you press RESET again, not even DOS will be reinitialised and you will be unable to save anything. And that's by far not all. Small error, big results.

Well, that's about all I want to say about the XEP 80 for now, but the text is over 10 kByte anyhow. Maybe it's even usefull to somebody. I'm always happy to get an echo.

Greetings, your
Floppydoc
Erhard
Puetz

_____@

Erhard Puetz is the floppy repair guy of the ABBUC. He can be reached via there snailmail address: ABBUCev, Wieschenbeck 45, D-45699 Herten, Germany, or via IAN or USF-net under the name Atreju.

He also developed the HDI interface.

---
* PabQwk 2.0 *

3869. XEP80 part 2

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <49l023$4gt@link.xs4all.nl>
Source record: 87391

This is the second article about the XEP 80. It was originally written by Erhard Puetz a.k.a. Atreju and published in ABBUC magazine number 39, which was sent out to ABBUC members just before Christmas 1994.

Erhard gave me (Mathy Van Nisselroy) permission to translate the articles about the XEP 80. Please remember that neither English nor German is my mother language.

BTW the coils I (make that; Erhard) talked about in the previous article are called deflection coils in English.

On with the article....

--

The XEP 80 part two

When I said in my previous article that I would be please about an echo, I meant, I would be pleased with ANY echo, not ONE echo. But I shouldn't complain, better ONE echo then NO echo at all.
The echo said to me: Erhard, after I read you article about the XEP 80 in the ABBUC magazine (Mathy: number 38), I pulled my XEP 80 outof the drawer. I've always wanted to use it with BobTerm, but since the XEP driver for BobTerm doesn't switch the XEP to the German (Mathy: ahem, I thought it was called the European or PAL) standard, I've always had a flickering, too small image. Can't we do something about that?
Sure, I say, one takes the XIO command that sets the XEP 80 to the 50 Hz standard, turns that into a small machine language program and loads it as AUTORUN.SYS before BobTerm - Just a moment, this aint gonna work this way. There is no XEP driver initialised yet, making the XIO command disappear into thin air. OK, first the XEP driver, then the XIO command, then BobTerm... Hmmm, won't work either. The XEP driver for BobTerm isn't hooked to the normal editor. And, BobTerm loads and initializes the driver. - Think, Think, Think - The driver contains the subroutine for sending data to the XEP. That's the part we talked about in the previous article (Mathy: ABBUC magazine 38). Here is the address data for the driver: memory from $4000 to $422E and RUN $4001. Ah yes, this should work. At the end of the files, before the RUN address, I append a small routine and redirect the RUN address to it.

This is what that looks like:

```
$422F SEC ; A command is send
$4230 LDA #$D7 ; the number $D7 sets the XEP to 50 Hz in
```

```
textmode
$4232 JSR $4145 ; That's the point where the Send-routine
starts
$4235 JMP $4001 ; driver installed
.ORG $02E0 ; RUN vector
.WORD $422F ; RUN address
```

Try it, it works. During all these try outs, I've searched through the XEP driver several times, and that's when I saw that the Send-routine starts a bit earlier than I told you last month. It starts like this:

```
$4139 X_DAT CLC ; Data will be send
$413A .BYTE
$413B X_DAT SEC ; A command is send
$413C PHP ; Get Carry status
$413D WAIT_3 LDX VCOUNT ; Number of just created image divided by
two
$4140 CPX #$6B ; Equal or greater than 107
$4142 BCS WAIT_3 ; Yes, then wait
$4144 PLP ; return Carry Status
$4145 ROR ; shift byte to the right until
$4146 ROR ; bit 0 is send first.
$4147 ROR
$4148 ROR
$4149 ROR
```

... And this is where the part from the article in magazine 38 continues.
What do my square eyes see there? An other waiting loop? What's that suppose to do? Well, boldly said, it's not allowed to send data during the Vertical Blank. But it's not clear to me why. The VBI is disabled anyhow. Might the WSYNC register in the "austastluecke" (Mathy: some kind of interval. Maybe I'll know what this word means when I translate the next article about the XEP, should Erhard write more of them. :-)) not deliver the apropriate timing? Let's try that. Starting with $413D I'll just write the NOP command 7 times. We're still losing time, but at least we're not waiting 50 times a second. So, loaded BobTerm with the changed driver and - Look at that. All of a sudden BobTerm works with the XEP 80 at 9600 baud, not just 4800. I've tried it out a bit more, but could find any negative side effects. So I called the ABBUC BBS and looky here, works like a charm. With my chest raised in pride I called the ABBUCcian that had laid this task upon me. I've doen it, I've done it, I said, not just the 50 Hz, but even 9600 baud.

The day before yesterday was the day that I decided to show off my newly gained knowledge in ABBUC magazine. So I called Wolfgang (Mathy: Wolfgang Burger is the president of ABBUC and previous SysOp of the ABBUC BBS) to ask him, if he would in interested in a sequel to the XEP 80 article. Sure, he said, opening up the way to help the

ever information hungry ABBUCcians. And here's a little extra, just to make sure you don't starve. For $40E0 on, we have 13 bytes, with which the XEP is initialized:

$D9 Cursor always on
$D4 Use ATASCII characterset
$DE Bright characters on dark background
$D3 Burst mode, no cursor data is send back
$60 Left Margin 0 low nibble
$70 Left Margin 0 Hi nibble
$AF Right Margin low nibble 15 + 4*16 Hi nibble = 79
$B4 Right Margin hi nibble
$00 Horizontal cursor position = 0
$80 vertical cursor position = 0
$D0 Erase List flag
$C5 Fill RAM with SPACE-characters
$DC Set Scroll window to X-cursor position

Since all this trail and error stuff started to annoy me, I "just for a minute" reassembled the driver, so I now have a fairly readable file to work with. This means I'm gonna write more articles about the XEP 80. Since I was able to delve up more information about the XEP 80, I can already tell you: the 19200 baud are in reachable distance and I seem to be on a hot trail with my suspiciouns about the 6551 SIO chip from the first article (I think).

DEEPER DUNGEONS

The videocontroller inside the XEP 80 is a 48 pin chip. It's data bus is 16 bits wide on the video side. This way, two RAMs could be read simultaniously, one containing the text that should be displayed and another containing the text attributes. There are eight possible attributes:

Inverse : A character plus it's surrounding area is display "Inverse"

Halve Bright : The character in displayed with a lower brightness. Other options are a higher brightness and even color.
Flickering : On, Off, On, Off
Double Height : Text in double height, internally some conditions have to be met though.
Double Width : Text in double wide. The next line can't be displayed though, so we have to leave a blank line between two lines of characters.
Underlined : An apparently freely defined character is mixed in. This can be the "underline" character or an "overline" or "strait through the middle" character or whatever you want.
Hidden : The text is not displayed at all. This attribute should also be set when using a double height character, so the controller knows that this is the bottom halve of the double height character.

[Continued...]
---
* PabQwk 2.0 *

3870. XEP80 part 2

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <49l023$4gv@link.xs4all.nl>
Source record: 87392

[Continued from last message]
Graphics : Since this is an attribute, text and blockgraphics can be mixed at will. Except double height, all other attributes can be used at the same time.

And then there is the Graphics mode of the XEP 80. Just like the subject of block graphics, it's a very broad subject and will not be discussed here.

THE LIGHT PEN

The controller offers the option of connecting a lightpen to it. Via interrupts, the horizontal and vertical positions are stored into two registers. HPEN is 7 bit wide (128 positions) and VPEN is 5 bit wide (32 positions). Since this does not provide us with a very high resolution, we can forget about drawing with a light pen.

THE SERIAL INTERFACE

Here we find a UART (Universal Asynchronus Receiver Transmitter), that, in it's addresses and functions, equals the good old 6551 so much, that I'm assuming it is. With a 4 bit pre-devider, the system clock (12MHz in the XEP 80) is devided into one of 16 steps. These steps are 3.4, 4, 4.5, ... ,11. The actual baudrate devider is 11 bits wide and is further devided by 16 at the output. In the XEP 80 the baudrate is set to 15625. The mathematics could however also look like this:

12 MHz : 6.5 = approximately 1.8432 MHz
12 MHz : 6.5 = approximately 1.8432 MHz

1.8432 MHz : 6 = 307200 Hz
1.8432 MHz : 3 = 614400 Hz

307200 Hz : 16 = 19.200 kHz
614400 Hz : 16 = 38.400 kHz

Those 19.200 kHz lie within manufacturers specifications. If 38.400 kHz works, is something someone should try out. But since the deviders aren't used up yet (we can even go much faster), why wouldn't it work.

That's it for this
time.
Greetings, your
FloppyDoc

That's it for this time. Hope you enjoyed it. You can reach Atreju (and yours trully) via USF-Net and IAN.

CU Mathy Van Nisselroy

PS Please remember, I don't know much about hardware (and only a little bit about translating).

---
* PabQwk 2.0 *

3871. FlickerTerm 80

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <30BDCB32@syrinx.dyess.af.mil>
Source record: 87393

jeking@xmission.com (James King) sez:

> I'd really like to see an auto dialer. Manually having to redial a busy
> number really gets to be a pain.

Redial is proving to be somewhat of a conceptual sticky wicket. I could
(somewhat) easily code a simple dialer routine that would let you type in a
number and keep trying it until it connects, or I could take the more
flexible approach of implementing a macro language that would let you do
your own autodialer. Currently I'm favoring the latter approach.

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | /////////// M A T H

3872. Re: InfoCom games, etc..

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Nov30.214733.17149@wariat.UUCP>
Source record: 87394

```
(Make two sides of a Infocom fit on one disk.)
It should be possible to fit two sides of the Infocom single density on
one side of a dbl. dens. Like previous person said, some hacking
required. I did one where I looked for 'D1:' at certain places and
changed it to 'D2:'. This resulted in me be able to put 'Cutthroats'
on two RAMdisks of a MIO, thus removing the flipping and making the
Infocom extreemly fast, instantaeous.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
*********************************************************************
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
*********************************************************************
```

3873. Larry Richardson

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <49kvvs$4fj@link.xs4all.nl>
Source record: 87395

Howdy folks

I'm looking for the address of Larry Richardson, autor of the VTEX textreader.

I've send him a letter, using the following address;

Larry Richardson
5521 Madrid Avenue
Orlando, Florida 32807, USA

(this is the address mentioned in the DOC files)

It came back, marked "RETURN TO SENDER". Seems like the receiver wrote
"please forward, not at this address" on te envelope. USmail attempted to
do so, but have no forwarding address.

So now I'm looking for Larry's current address. Please help.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS if you do not know VTEX version 1.3, it's a text reader. Runs under
both MyDOS and SpartaDOS. Allow you to read a text screen by screen, forward
and backward, reads text containing Ctrl-M Ctrl-J text. Has the ability to
delete (on the screen) leading spaces (nice when reading text prepared for
copying to printer). Will do both case sensitive and insensitive search.
You can mark and save blocks of text. I've tried VTEX with textfile 730
screens long. NO PROBLEM.

---
* PabQwk 2.0 *

3874. XEP80 part 1

Newsgroup: comp.sys.atari.8bit
Date: 1995-11-30 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <49l022$4gp@link.xs4all.nl>
Source record: 87396

Howdy Folks

The following article was translated by me, Mathy Van Nisselroy (mathniss@link.xs4all.nl), with permission of the original autor, Erhard Puetz, a.k.a. Atreju.

Please keep in mind, that I translated this from German to English, while Dutch is my mother language.

Yes, I hated the XEP 80 too, but I read the following article (I was VEEERRRYYY bored) and it seems this baby is quite capable and can be really fast, even with BobTerm.

_____@

The XEP 80

Ever since the 1993 ABBUC Annual meeting (Jahreshauptversammlung) I've been working with the XEP 80 and gained quite a bit of knowledge and experience. I've used the XEP under BASIC, MAC65, BobTerm and from DOS to read texts.
At this time I want to ask everybody who's got information not mentioned in the manual, to send it to me. I'm especially interested in Information about the Hardware. Like, what graphicsprocessor was used?
While working with the XEP some very annoying things cought my attention. First there is this constant need to switch video plugs. Really nerve recking is readjusting of screen height, horizontal screen position and brightness. The height of the screen is almost right when the XEP is working in the American TV-standard with 50 Hz. But then the screen flickers and who knows how long the monitor will put up with the imposed 60 Hz. I once read that the higher screen frequency increases the current in the coils (Comment by Mathy: I don't quite know what these coils are called in English, but the direct the electronic beams that draw the picture on your cathode ray tube (according to this booklet I have)). This increases the load on both the electronics, which might not be designed to handle this higher current, and the coils, which might burn out. After switching to 50 Hz though, the screen is significantly higher than the standard XL/XE screen, pushing both upper and lower parts of the graphics off the screen. And the characters look really course. Once readjusted, one is rewarded with a good 80 character screen.
I've heard people say, the XEP would be slow. Well, when I print text to the XEP screen (X:) (original device driver), it rushes by so fast I hardly have time to press Ctrl-1 to halt the screen. Slow you say? Absolutely not, rather fast actually, in my opinion much faster then

the original screen editor (E:). So I tried out some demo's. So this is it, they really are slow. But why? For this purpose I printed out one of the BASIC-listings and read through it. And read it again, and again, and again... Oh my God, who committed this crime...Oops, programmed this. At that time I didn't understand the programme, but it was one big chaos and even on the first glance one would find the slowest BASIC solutions. So, I'm gonna cut this thing short and state: the XEP 80 is fast. And this is mentioned in the manual really: Data transfer speed between XEP and computer takes place at 15.7 kBit. That's quite fast, but why this rare number? Why not 19.2 kBit? In that case the XEp would be able to keep up with the highest transfer rate of BobTerm. And why on the other hand, can the XEP only keep up with speeds of 4800 baud under BobTerm, where it should at least get 9600 baud?
Let's start with the number 15.7 kBit. This means 15700 bits per second. The duration of one bit in this case is approximately 63.7 us (micro seconds = 10^-6 or 0.000001 sec.). The time the microprocessor in our computer needs to execute a command is measured in cycles. With the Atari 8bit every cycle takes approximately .564 us. One bit therefore takes about 113 cycles. The execution of a command takes 2 to 7 cycles. While one bit is send, the computer could execute 16 to 56 commands. Let's use an average of 35. Then we can say one thing for sure: our 8 bitter can handle a transfer rate of 15.7 kBit hands down. Back to the question why it only works up to 4800 baud under BobTerm. Here's part of the XEP driver (V1.2) for BobTerm:

```
LDX #$00 ; Load X with zero
SEI ; don't execute IRQ's
STX $D40E ; disable NMI's
STA WSYNC ; pause
STX PORTA ; send startbit
STA WSYNC ; pause
STA PORTA ; send bit 0
ROR ; next bit
STA WSYNC ; pause
STA PORTA ; send bit 1
ROR ; next bit
STA WSYNC ; pause
STA PORTA ; send bit 2
ROR ; next bit
STA WSYNC ; pause
STA PORTA ; send bit 3
ROR ; next bit
STA WSYNC ; pause
STA PORTA ; send bit 4
ROR ; next bit
STA WSYNC ; pause
STA PORTA ; send bit 5
ROR ; next bit
STA WSYNC ; pause
```

```
STA PORTA ; send bit 6
ROR ; next bit
STA WSYNC ; pause
STA PORTA ; send bit 7
ROR ; next bit
STA WSYNC ; pause
STA PORTA ; send Mode bit
LDA #$FF
STA WSYNC ; pause
STA PORTA ; send stopbit
STA $D40E ; enable NMI's
CLI ; IRQ's permitted
LDX #$20 ; wait 90 us
DEX
BPL LOOP
LDA PORTA ; read XEP status
AND #Mask ; ($02 or $20)
BEQ Busy ; XEP not ready yet
RTS ; ready, 1 byte sent
```

Everywere, where it reads "pause" the computer does the following: NOTHING. This command tells the computer it should halt the microprocessor until one screen line is processed. This seems to take up as much time as one bit at 15.7 kBit, or 63.7 microseconds. This command was issued 11 times, add to that the 166 cycles in the 90 us waiting loop, where the computer can't do much either. That makes 866 cycles or maximum 431, on average 250 commands, the computer can not execute, just because it is halted. The data BobTerm receives via the RS232 interface however, come in faster then they can be processed. The data not processed in time are lost. And this only because the computer is busy doing nothing while transfering data to the XEP. How could one change this and why could the XEP print to screen even faster yet? The computer has to the whole job, like for instance preparing the next byte that should be send to the XEP, in the time between 2 bytes. But what if the next byte to be send would instantaneously be available? The computer should get it from the buffer or wherever, while 1 byte is send to the XEP. To achieve this, the byte should be automatically - without the CPU having anything to do with it - be send and this is done by HARDWARE. Such a device is built into the computer and calls itself POKEY. That's the chip that, among other things, handles the datatraffic with your disk drive, printer and cassette. If we then think about how fast the data transfer with a disk drive can be, namely 51 kBit/s with a Speedy or even 78 kBit/s with the HSS Copier (Mathy: both are German hardware upgrades for the 1050 disk drive), it becomes clear what advantages there are to use a hardware solution. As far as I can see, POKEY can not be used for datatrafficing with the XEP, because the XEP uses 9 bit data words during data transfer, where POKEY only uses 8 bits. A standard SIO chip, like the 6551, should do it. Th nineth bit, used to distinguish between data and commands, could be emulated by the

parity bit. And here the 6551 has five possibilities: None, odd, even, mark and space parity. How we would handle the nineth bit when the computer receives it is one of the things I have to think about, but it should be possible.

[Continued...]
---
* PabQwk 2.0 *

3875. For Sale: 2 (Yes 2) Atari 800's -1050 disk drive +lots more)

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-01 00:00:00 UTC
From: djmikem@aol.com
Message-ID: <49nj0u$plf@newsbf02.news.aol.com>
Source record: 87306

Organization: America Online, Inc. (1-800-827-6364)

For Sale: Atari 8-bit Equiptment (2 (Yes 2) Atari 800's + 1050 disk drive)

Original Atari 800 8-bit computer with 1050 Disk Drive (Modified with ICD computers Disk Doubbler) Cartridges, books, manuals, over 200 disks of software -way to much to list. All for 75.00 - act now and I will throw in a Supra 2400 Baud modem, and a second Atari 800 (Needs os board + Keyboard) for free.

Please E-Mail me if you are intrested.
Micael Mielko - Master Sounds Entertainment
(516)254-4243 - Pro Club & Mobile DJ Services

3876. Re: How to get >4800 bps?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-01 00:00:00 UTC
From: classics@nacs.net
Message-ID: <49nte5$e1v@wariat.wariat.org>
Source record: 87307

On 1 Dec 1995 03:02:42 GMT, tdrake1@umbc.edu (drake thomas (phd posi)) wrote:

>Jeff Potter (potter) wrote:
>: Well, here I am with my new 14.4 kbps modem (Sportster Si), and I find my
>: old P:R:Connection doesn't work past 4800 (is that normal? I thought I could
>: attain 9600 at least). So what are my options? Of course I can buy the Black
>: Box from CSS, and would have liked his R:P:Connection. Mike (FTe) may yet
>: produce an MIO II with high-speed RS-232. How fast can I go with anything
>: else? Even building something to connect to the end of an SIO cable?
>
>Some of the P:Rs will only do 4800. I have seen a couple do 9600. The
>Atari 850 will do 9600. The MIO will do 9600/19.2 and the Black Box will
>do 19.2 with full hardware flow control.
>
>The problem is that some of the newer P:Rs appear to be "throttled". I
>have actually had better luck with some of the older P:Rs. And I have
>always had good luck with the Atari 850s. They will actually allow 19.2
>connections in many cases, even if the actual rate is 9600.
>
>Nice to see 19.2 though through my 28.8 Supra when using my Black Box!!

The registered version of APE will allow you to access your PC modem @ 38.4k BPS
using a MAX232 SIO2PC type cable.

Works great w/ my Cardinal 28.8.

Steve

3877. Unofficial Atari 8-bit New User, Emulator Help FAQ v.0.8

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <199512020006.QAA16672@zippy.sonoma.edu>
Source record: 87308

```
Welcome to:

THE UNOFFICIAL ATARI 8-BIT NEW USER, EMULATOR HELP FAQ

Revision 1.0, November 30, 1995

By Bill Kendrick

------------------------------------------------------------------

For general help (hardware, magazines, etc.) please check the Official
Atari 8-bit FAQ file:
Atari 8-bit FAQ
(http://www.smartpages.com/faqs/atari-8-bit/faq/faq.html)
You can also ask the FAQ keeper, Michael Current, for a copy at:
mcurrent@carleton.edu
------------------------------------------------------------------

Summary of Atari 8-bit's and emulated 8-bit Atari's:

* Real Ataris: Atari 8-bit computers were produced between 1979 and
1987. The major models released were the:
+ 400 - 8K-16K, 400/800 OS, CTIA or GTIA graphics (depends when
made)
+ 800 - 8K-16K-48K, 400/800 OS, CTIA or GTIA graphics (depends
when made)
+ 1200XL - 64K, 1200XL OS, GTIA graphics
+ 600XL - 16K, XL OS, GTIA graphics
+ 800XL - 64K, XL OS, GTIA graphics
+ 65XE - 64K, XL OS, GTIA graphics
+ 130XE - 128K, XL OS, GTIA graphics
+ XEGS (Game System) - 64K, XEGS OS, GTIA graphics (Had Missile
Command)
All of the XL's except the 1200XL had BASIC installed on ROM. BASIC
can be purchased on cartridge for the 400, 800 and 1200XL.
* Emulated Ataris:
+ On IBM PCs/compatibles:
o PC Xformer 2.x. Limited Public Domain demo.
o PC Xformer 3.0x. Powerful Commercial version.
+ On Apple Macintoshes:
o Rainbow. Limited Public Domain demo.
o Rainbow. Powerful Registered Shareware version.
+ On Atari STs, TTs, and Falcons:
o ST Xformer 2.x. Limited Public Domain (previously
commercial).
+ On UNIX and X Window: (including PC and Amiga)
```

o Atari 800 Powerful Public Domain version.

Capabilities of an Atari 8-bit:

GRAPHICS:
* The Atari has maximum resolution of 320 x 192 (standard, non-overscanned screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4, 160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are also supported. 40 x 24 x 256-character (128 normal, 128 inverse, character set indirection available) text mode is standard (2 colors).
* 40 x 24 x 128-multi-colored-character (4 colors per character allowed, the other 128 characters have 4th changed into a color 5) and 40 x 12 x 128-multi-colored-character screen modes are available.
* GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-only, and 80 x 192 x 9 color screen modes.
* Normal (bordered), narrow (underscanned), and wide (overscanned) screen modes are available.
* Screen modes can be mixed (by lines) down the screen using the Display List (a program which is executed by the ANTIC graphics chip every screen refresh (60 times per second on real NTSC Ataris).
* Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.
* All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via a "Display List Interrupt."
* Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available. A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection (which is not supported by the PC Xformer 2.0 and 2.5 and ST Xformer programs).

SOUND:
* Four voices of 8-bit pitch-resolution (3.5 octaves), 4-bit volume-resolution, and 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.
* A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was rerouted through the normal audio output, and the keyclick can be disabled.
* Some hardware stereo upgrades (like "Gumby") exist which double

the number of voices.

Objective of this file:

At the time of its release (mid 1994), much discussion went on in the comp.sys.atari.8bit Usenet newsgroup about the Atari 8bit emulator for IBM / MSDOS based computers, PC Xformer 2.0 (XF2 for short). Many people in the 8-bit community had gotten fed up with the XF2-based questions which did not pertain to them, or to the very simple questions which came up time and again which bothered regular readers / digest subscribers.

This file was created to reduce the number of 'newbie' and XF2 questions. Now it's becoming a fairly good reference (and got me the job of writing the commerical 3.0 release's documents!).

This FAQ will present answers to simple questions like "how do I turn off BASIC" (a good answer to that of course is, READ THE FRIGGIN' MANUAL) and "how do I get a disk directory?"

It will also direct people who are unaware of the large amount of Atari 8-bit support (NOT NECESSARILY EMULATOR SUPPORT) and perhaps become a supplement to the many official and unofficial files floating around the net (like the official FAQ, the Vendor/Developer List, the Who's Who list, etc.).

-- QUESTIONS AND ANSWERS: --

1. What does "READY" mean?

This is the Atari BASIC prompt. See below for hints on Atari BASIC.

2. Why doesn't this program load?

The program may not work under the Atari 800 Operating System, it may require the XL/XE Operating System. Be sure you're in 800XL or 130XE mode. (Note: Not all (versions) of emulators support XL/XE modes!)

It may not work under the XL/XE Operating System (rare cases), switch to 800 mode.

Be sure you turned BASIC off before trying to load it if it cannot run with BASIC on.

It might be a BASIC program! Be sure you're in BASIC and use the BASIC "RUN" or "LOAD" (and then "RUN") command. Also, be sure it works with the BASIC you have. Some programs only run in BASIC XL or XE (which are both cartridge-based BASIC's not easily available to an emulator), and some run with TurboBASIC XL (disk-based).

It may just refuse to run on the emulator.
3. How do I turn off BASIC?

To toggle BASIC on and off in PC Xformer, press [SHIFT]-[F10].

To toggle BASIC on and off in Rainbow, ???.

To toggle BASIC on and off in Atari800, ???.

To toggle BASIC on and off in ST Xformer, ???.
4. Why doesn't this game/program run correctly?

It may use player/missle collision detection which is not
supported on some versions of emulators.

See "Why doesn't this program load?", above.
5. How do I exit the emulator?

To exit PC Xformer, press [F5]. Note: this does NOT temporarily
'shell' or 'jump' to MSDOS.

To exit Rainbow, press [Apple]-[Q] or select "Exit" from the
"Apple Menu".

To exit Atari 800, ??? or close the window.

To exit ST Xformer, ???.
6. How do I get to Atari DOS?

In BASIC, type "DOS" at the "READY" prompt.

Reboot without BASIC on.

Be sure you have a DOS-bootable disk image installed in drive 1
("D1:").
7. How do I use files which are not in disk images with an emulator?

To "install" files as though there were plain disks with PC
Xformer, simply add the files to the command line and use them as
their respective drives (be sure the first drive is a DOS-bootable
disk image).
Example: XFORMER MYDOS45.ATR filename.ext

To use a file from your Mac in Rainbow, make sure the disk image
in drive 1 has enough space for the file, and select ???. The fill
will be added to that disk image.

To use Unix files in Atari800, use the H drive. ???.

Use the MSDOS program S2PC which allows you to access files within
a MyDOS/compatible .ATR disk image. S2PC let's you read, write,
delete, change directory, and view the directory of a
MyDOS/compatible .ATR disk image. It can be used via command-line
parameters from MSDOS, or as a menu.

Use the MSDOS program ATARIMG, which is much like S2PC but has a
nicer, more graphical (less-menu driven) interface.

(Unfortunately, this doesn't run on all IBM's!)

Use the Mac program Virtual Disk Editor ???.
8. Just what ARE .ATR and .XFD files?

Refer to the XFormer and SIO2PC manuals for details on these files.

Simply put, they are Atari disks, stored as files which are as big as the disk they represent (an 88k disk image will use 88k on the IBM). .ATR files are used by SIO2PC (see below) as well as most Atari emulators. .XFD files are used by ST Xformer and PC Xformer.
9. What's SIO2PC and APE?

Refer to the SIO2PC manuals for details on this program.

This is a program which runs on IBM/compatibles which, with the use of a simple (and relatively inexpensive) cable, makes the IBM act as though it were an Atari disk drive. (Up to four drives, actually). It uses disk image files (.ATR's) and can also let the Atari access single IBM files (much like XFormer does) as a single file all alone in its own disk. It also currently allows Print-Thru (all access to the Atari "P:" (printer) device can be redirected to the IBM's printer, screen, or MSDOS file; different translations/conversions are user-defined when the Print-Thru mode is turned on). Finally, with the use of two programs on the Atari 8-bit (the only two programs that currently have anything to do with SIO2PC that have been written (to my knowledge) for the Atari 8-bit), the IBM can be controlled remotely (commands are sent from the Atari, typing on the IBM is not necessary) and files can be sent directly to the IBM's drives. ???

-- Getting around on the Atari: DOS and OS --

Note: This section will simply discuss Atari BASIC, the Atari OS, and Atari DOS 2.5 and MyDOS 4.5x (because these topics seem the most relevant to the less-knowledged/experienced Atari 8-bit users). No emulator-specific information will be presented.
* AtariDOS and MyDOS QuickReference: MyDOS (4.50 and 4.53) presents the user with the following commands:
+ [*] Disk directory of current directory (like "dir *.*" in MSDOS)
+ [1]-[9] Disk directory of a disk drive (like "dir a:*.*" to "dir i:*.*")
+ [A] Disk directory (like "dir " and optional output destination)
+ [B] Quit to cartridge
+ [C] Copy file(s) ("[source],[destination]" copies from one place or disk to another, just "[source]" copies from one place on one disk in a drive to the same place on another disk in the same drive (asks for swapping))

+ [D] Delete file(s) (add "/N" to delete without being prompted
first) (add ">*.*" or ":*.*" after a subdirectory name to
delete the files within it. A subdirectory name alone will
delete the subdirectory (if it is empty and unlocked)). (Acts
like both "del" and "rd" in MSDOS.)
+ [E] Rename file(s) (renaming multiple files is allowed, but
be careful). (like "ren [old] [new]" in MSDOS - with MyDOS,
use "," between old and new masks.)
+ [F] Locks file(s) from overwrite, deletion and appending
(like "attrib +r [mask]" in MSDOS.)
+ [G] Unlocks file(s) (returns them to their default state).
+ [H] Writes DOS files to a disk (this creates a disk which
boots with the current version of MyDOS you are using and
also has the menu file "DUP.SYS" on it as well). (This is
like "sys"(?) in MSDOS.)
+ [I] Formats a disk (add "/N" after the drive number to do a
quick-format of an already-formatted disk (ie, just a very
fast "delete `*.*'").
+ [J] Duplicate disk (copies an entire disk, including boot
sector, when using XFormer, it's much quicker to just copy
one .XFD or .ATR to another).
+ [K] Make binary file: saves memory and makes it
binary-loadable. See [L].
+ [L] Load binary file: loads a compiled program. (like
"[filename]" in MSDOS, except any ".EXE", ".COM", ".OBJ",
etc. is still required.)
+ [M] Run at address. Mainly for advanced users. Reboot is
"E477", reset is "E474" (these are the hex values of the
addresses where the routines to reboot and reset are.)
+ [N] MEM.SAV: when this is on, whenever you go to DOS (from
BASIC, for example) it will write what is in memory to a file
"MEM.SAV" so that when DUP.SYS (the menu) loads it isn't lost
forever. When you exit DUP.SYS with the "B: Run Cartridge"
command, MEM.SAV is reloaded and the environment should be as
it was when you left. It's probably quicker to simply "SAVE"
your programs (if in a language) which aren't nearly as big
as all of the memory that MEM.SAV saves.
+ [O] Options: this presents the user with some options. Mainly
for advanced users or special setups. See the MyDOS docs for
details.
+ [P] Set density. Forces a drive to be recognized at a certain
density if MyDOS can't figure it out. (??)
+ [Q] Make a subdirectory. (like "md" or "mkdir" in MSDOS).
+ [R] Set default directory. (like "cd" in MSDOS and "cwd" in
SpartaDOS) This makes "D:" now the same as a subdirectory or
other drive. ie, "D2:" will make all calls to "D:" act as
though they are to "D2:" instead. Some programs when
prompting for filenames do not add "D:" to the beginning if
one is not present, they add "D1:". If you don't trust a
program to look to "D:" instead of "D1:" and you want it to

look to some place OTHER than "D1:" (ie, where "D:" is
pointing which could be a VERY long path list), just add "D:"
to the beginning. ALSO, some programs don't even ADD "D:"'s
if they aren't in the filenames you give and may give errors
(138, for example: device not present, ie, if you said
"TESTFILE.DAT" it may think you want "T:" instead of
"D:TESTFILE.DAT").
+ [S] Set ramdisk number. This is also under [O]ptions.
+ [V] Verify writes. This is also under [O]ptions. When Verify
is on, writes will be slower but 100% reliable. With it off,
writes will be much faster but possibly not as reliable (on
bad disks, for example). Default is off.

AtariDOS presents the user with the following commands which are
identical to MyDOS's commands: A,B,C(no swaping),D,E,F,G,H, I(some
densities),J,K,L,M,N

AtariDOS 2.5 presents the user with the following commands not
present or not the same as MyDOS's commands:
+ [O] Duplicate file. This is used to copy a file from one disk
to another using only one drive. (In MyDOS, giving just a
source will make [C]opy act like DOS 2's Duplicate.)
+ [P] Format Single. In DOS 2.5, this is used to format 88k
(Single Density) disks. To format an Enhanced Density (127k)
disk, just use [I]. In DOS 2.0, [I] is the only format option
and only handles 88k. (I may be wrong, but I have never had a
Double Density drive under Atari DOS 2.0 or 2.5!)
* General DOS and OS questions:
1. How do I access the disk drives?

First, you need to have booted with a DOS. All but one DOS is
on disk (SpartaDOS X is on cartridge). When the Atari boots
up, it does some of its 'boot-up stuff' which includes
looking for a disk drive connected and turned on which is set
up as drive #1. It then begins to load from the disk's "boot
sector". If none exists or there's a nasty error on the disk,
you get the "BOOT ERROR" notice until the error is fixed. (On
SpartaDOS disks, even non-bootable disks have a boot sector,
but all the boot sector is is a small program which displays
a 'not a boot disk' error).

To end the digression, the answer to 'how do I access the
disk drives' starts with 'you must boot the Atari with a
DOS'. Check the 8-bit FAQ and the UMICH and other FTP
archives for lists of DOSes available for Ataris, but the
most used are Atari DOS (for compatibility with almost ALL
older software), MyDOS (for an Atari DOS compatible high-end
DOS), and SpartaDOS (for a very high-end DOS which looks much
like MS-DOS but unfortunately cannont run all software which
runs fine with Atari DOS and MyDOS.) Note: SpartaDOS does NOT
run on Atari 400's and 800's (except the cartridge versions

and I believe disk version 1.1). Now that you have a DOS loaded, the Atari understands the "D:" device (see below for Atari devices). Since there is more than one disk drive, you have to be able to tell them apart. The Atari uses numbers when it has more than one of the same device, so "D1:" is drive 1, "D2:" is drive 2, "D3:" is drive 3, etc.!

After the "D:" device name comes the filename. Of the most used DOSes, only MyDOS supports lowercase letters in filenames, but since most programs force uppercase entry for filenames, nobody really seems to use lowercase in their filenames.
2. How do I copy things from one place to another?

Atari DOS and MyDOS give you the "C" command in their menu interface. When it asks for a source and destination, you can use wildcards (* and ? like in most other DOSes) to copy more than one file at a time. You can also present no destination so that a file can be copied from one disk in drive 1 to another disk in drive 1, for example, and the DOS will ask you to insert each disk.
3. What are subdirectories?

Subdirectories are places where files go which are just like the normal directory of a disk, except the they happen to be WITHIN that normal directory, or even another subdirectory. For example, you can have your disk divided up into the "GAMES" files, the "GRAPHICS" files and the "SOUNDS" files. A directory of the disk (the "root" or "base" or "trunk" directory) will simply list the three subdirectories, "GAMES", "GRAPHICS" and "SOUNDS". Then, if you ask for a directory listing of the "GAMES" subdirectory, you will see the files (and perhaps other subdirectories) within the "GAMES" directory. Think of it as a tree. For people familiar with Macintoshes, "Folders" are simply subdirectories. A window which appears when you open a "Disk" Icon is the "root", and all of the "Folders" within it have more windows in them which also have file and folder icons.

Here's a comparison to using subdirectories on different DOSes

root 'GAMES' 'SPACE' within 'GAMES'
AtariDOS D: n/a n/a
MyDOS D: D:GAMES: D:GAMES:SPACE:
SpartaDOS D: D:GAMES> D:GAMES>SPACE>
MSDOS (IBM) \ \GAMES\ \GAMES\SPACE\

Note, only Atari DOS would be using drive 1 here, all other DOSes are not necessarily using drive 1, and MyDOS and SpartaDOS may already 'be within' a subdirectory.

In MyDOS and SpartaDOS (and MSDOS), you can change the
'current' or 'default' directory to a different place (a
different drive or a subdirectory). "D:" can stand for "D1:"
(like AtariDOS always does) or "D2:GAMES:SPACE:"! PLEASE READ
THE MYDOS OR SPARTADOS DOCUMENTS FOR DETAILS ON THIS!
4. What does "P:", "E:", "K:", etc. mean?

As stated before, the Atari has devices. "D:" is added when a
bootable disk in drive 1 is read. Other exist as well:
o C: Cassette
Readable and writeable, no filenames.
o D: Disk Drive
Readable, writeable, random access, directory, files,
multiple devices (up to 9 on MyDOS and newer SpartaDOS,
8 on AtariDOS).
o E: Editor
Readable, writeable. This is how input from the keyboard
and output to the screen is normally handled. If you
wish to type a small file up by hand and have it sent to
the printer or a file, use "E:" as the source.
o G: Graphics Printer
Writeable. This is not built into the Operating System
but must be loaded. This is an Epson-compatible printer
driver which can easily dump graphics.
o K: Keyboard
Readable. This is just the keyboard. Input from it is
not `echoed' back like with the "E:ditor".
o M: "Multi-Mouse"
Readable, writeable? This is not built into the
Operating System but must be loaded. This is a handler
which runs in the background and accepts input from
either a mouse, a joystick or a touch-tablet and
displays a mouse pointer on the screen.
o M: "Multiplexer"
Readable, writeable. For Atari's connected to each other
via a "Multiplexer" local area network, the "MUX"
Operating System replacement provides an "M:" device for
computer-to-computer communication.
o P: Printer
Writeable. Send data to this and it will appear on the
printer. You can print files (documents, etc.) by using
"P:" as the destination. The Atari XL/XE OSes support
"P1:" and "P2:", although I believe this usage is rare.
o R: RS232 (COM port)
Readable, writeable, concurrent mode. This is not built
in to the Operating System, but is loaded. It supports
modems. The Atari 850 Interface has it's "R: handler"
'built-in', which means the Atari also looks for an 850
(or other compatible interface) and receives the "R:
handler" code from it. Other interfaces and the Atari
'direct-connect' modems require a file to be loaded

which contains the "R:" code. "R1:" and "R2:" is also
supported, but also its usage seems rare.
o W: Windowing (screens)
Readable, writeable. This is a graphics 8 graphical
windowing driver (rarely used, unfortunately!). It must
of course be loaded as well.
o Z: RTime8 Real-time Clock
Readable, writeable. This is also not built in to the
OS, but loaded. This is loaded from disk and lets the
user access the "RTime8" real time, battery-backed up
clock for the Atari 8-bit. (This is a cartridge-based
device). I am unaware of any "Z:" clone which let's you
set the Atari internal (non-real time,
non-battery-backed-up) clock if you do not have an
RTime8, although I'd love to see one! [hint!!]
5. How do I print something from DOS?

As stated above, just use the "C"opy command, then use the
file you wish to print as the 'source', and "P:" as the
'destination'. Example: "D1:DOCUMENT.TXT,P:"

-- Getting around on the Atari: BASIC --

What does "READY" mean?

Again, this is simply the prompt that Atari BASIC (and most older
BASIC's) presents the user when it is in "Immediate" mode.
* Entering a command will cause it to act immediately.
* Entering a line number and then a command will place that line
into the current program.
* Entering a line number alone will remove that line from the
current program.
* To start a program, use the "RUN" command.
* To erase a program, use the "NEW" command.
* To clear variables, strings and arrays, use the "CLR" command.
* To load a program, use the "LOAD" command followed by a filename
(see below). To load and run a program, use the "RUN" command
followed by a filename.
* To save a program, use the "SAVE" command followed by a filename.
* To list a program, use the "LIST" command followed by an optional
destination device ("D:file.lst", "P:"rinter) and an option start
and end set of lines seperated by (a) comma(s).

Where can I learn Atari BASIC?

A (set of) file(s) will be created explaining all of Atari (and Turbo)
BASIC's commands and their usage. (A larger file may be produced which
will be based on examples provided in the Atari BASIC Reference
Manual). (As of August 1, 1995, these particular files do not exist).

How do I quit BASIC?
* Type "DOS" to quit BASIC and return to DOS.
* Type "BYE" to quit BASIC and exit to the OS's "bye" routines (Atari Memo Pad on 400/800's, Atari Rainbow on 1200XL's, and Self Test on other XL's and XE's). (Note: On 1200XL's, use [HELP] to go to the Self Test when the Atari Rainbow appears).
* Reboot with [OPTION] held down to disable BASIC. (For emulator users, remember there are ways to totally disable BASIC.)

Why don't strings work?

Strings must be "dimensioned" like arrays in Atari BASIC. Strings are special character arrays. See the BASIC usage/etc. files mentioned in the answer to question 2. Simply put, to make a string that will accept up to "#" character, use DIM [name]$(#). Example: DIM A$(10) - now A$ can contain between 0 and 10 characters.

How do I make graphics?

Use the "GRAPHICS" command to switch between the following screen modes: (Note: All modes except 0, 9, 10 and 11 have four lines of 40 x 24 x 2 sized text covering the bottom of the screen. Add "16" to the mode number to remove this window (but do not make any PRINTs or PUTs to the standard output otherwise a GRAPHICS 0 screen will appear))

(Note: Add "32" to the mode number to keep the screen from clearing when it appears. One problem, however, all screens overlay each other so unless you only use certain modes at certain times, parts of some screens will become (or start out) with 'garbage' on them.)
* 0: 40 x 24 x 2 text
* 1: 20 x 24 x 5 text
* 2: 20 x 12 x 5 text
* 3: 40 x 24 x 4 graphics
* 4: 80 x 48 x 2 graphics
* 5: 80 x 48 x 4 graphics
* 6: 160 x 96 x 2 graphics
* 7: 160 x 96 x 4 graphics
* 8: 320 x 192 x 4 graphics
* 9: 80 x 192 x 16 luminence-only graphics
* 10: 80 x 192 x 9 graphics
* 11: 80 x 192 x 16 hue-only graphics
* 12: 40 x 24 x 4-colored text
* 13: 40 x 12 x 4-colored text
* 14: 160 x 192 x 2 graphics
* 15: 160 x 192 x 4 graphics

COMMANDS:

Commands available in Atari BASIC for manipulating simple graphics include:
* PLOT x,y - plot a pixel
* POSITION x,y - position cursor
* COLOR c - set drawing color (c=color or character value)

* DRAWTO x,y - draw a line from cursor location (set with
"POSITION", "PLOT", "DRAWTO" or "LOCATE")
* LOCATE x,y,r (where r is where result will be stored)
* SETCOLOR c,h,l (c=palette location, h=hue, l=lum)

COLORS:

Note: COLOR command colors are not identical to SETCOLOR command
colors:
* COLOR 0 will draw using the background color, set with SETCOLOR
4,hue,lum
* COLOR 1 will draw using color "0", set with SETCOLOR 0,hue,lum
* COLOR 2 will draw using color "1", set with SETCOLOR 1,hue,lum
* COLOR 3 will draw using color "2", set with SETCOLOR 2,hue,lum

Except in GRAPHICS mode 10, where COLORs 0, 1, 2, and 3 must be POKEd
into memory locations 704, 705, 706 and 707 (the player/missle
graphics color locations). Examples of this will be presented in the
BASIC usage files. (Sorry)

How do I make sound on the Atari

Remember, XFormer 2.5 doesn't support sound! (XF3.0 does)
But anyway, in Atari BASIC: SOUND c,p,d,v
* c=channel (0-3)
* p=pitch (0-255)
* d=distortion (0,2,4,6,8,10,12 or 14)
* v=volume (0-15)

The buzzer character is CHR$(253) aka [CONTROL]+[2] (NOT
[CONTROL]+[G])

How do I move the cursor and edit?

The Atari "E:" device (standard input/output which is the "editor")
allows the following characters for editing:

Key: AtASCII #: Use:
---------- -------- ----------
Atari none Turn inverse on/off (Atari 400/800 kybds)
Inverse [Triangle] none Turn inverse on/off (Atari XL/XE kybds)
CAPS none Turns caps-mode to lowercase (400/800 OS)
CAPS none Toggles caps-mode from upper to lower (XL/XE)
Sh-CAPS none Turns caps-mode to uppercase (all OSes)
Ct-CAPS none Turns caps-mode to [Control]-[Lock] (all)
Up ([^-]) 28 Move cursor up
Down ([^=]) 29 Move cursor down
Left ([^+]) 30 Move cursor left
Right ([^*]) 31 Move cursor right
Space 32 Move cursor right (overwrites w/Space char)
BackSpace 126 Move cursor left (deletes previous char)
Delete ([ShBkspc]) 156 Deletes a (logical) line (1-3 physical lines)
Insert ([Sh>]) 157 Inserts a physical line

Ct-Delete ([^Bksp]) 254 Deletes char under cursor, pulls rest left
Ct-Insert ([^>]) 255 Inserts space under cursor, pushes rest right
ClearScn ([^<]) 125 Clears screen
Bell ([^2]) 253 Sounds buzzer
TAB 127 Moves cursor to next TABstop
ClrTAB ([^TAB]) 158 Clears any TABstop under cursor
SetTAB ([ShTAB]) 159 Sets a TABstop under cursor
ESC 27 Sets ESCape (next edit char after is shown,
not done, non-edit chars shown (like normal))
RETURN 155 Sends End Of Line (moves cursor to lowerleft
of next line, accepts input)

Note: Inverse characters have values of the normal version of the characters plus 128. (The only non-viewable inverse character is inverse-ESC, or what would be the [ESC],[RETURN] combination. The character exists, but must be set into screen RAM by hand. Oh well, at least you still have 255 easily viewable characters! [grin])

How do I make the editor characters appear

As shown above, you must have an ESC sent before them.
* When simply entering text, type [ESC] then the edit key and the character for that edit key should appear.
* When entering text in a PRINT statement, you must have it send an ESC beforehand, so first type [ESC],[ESC] to make an ESCape character appear, then type [ESC] then the edit key and the character for that edit key should appear.
When the PRINT statement is executed, the first ESCape (which you typed as two [ESC]'s) will make the editor SHOW the following character (even if it is an edit character), then the character which you entered (with [ESC] and then the edit key) will make that character appear. This makes it difficult to align a set of PRINT statements which make a multi-line picture or menu which uses viewed edit keys.
It is probably best to have all of the lines in your program with the PRINT statements that can fit visible on the screen, then edit them (without putting any of the ESCape characters in, then when the picture looks like how you want it on the screen, move the cursor to on top of each edit-key character and press [Control]+[>] (Control-Insert). A blank space should appear under the cursor and the rest of the line should move right. Now, type [ESC],[ESC] and an ESCape edit-key character should appear where the blank space was. When you are finished doing that for each line with those PRINTs in it, BE SURE TO ENTER THEM INTO THE PROGRAM BY PRESSING [RETURN] ON EACH OF THOSE LINES! Whew!

Set the memory location "766" to "1" with the command "POKE 766,1" to turn on the no-edit mode (ALL characters except End Of Lines will appear, even ClearScreens!) When you want to go back into normal mode, set the location back to "0" with "POKE 766,0".

What's with the colors changing?

THIS IS THE FIRST EVER SCREEN SAVER! This is called "Attract mode" as was used on the Atari 2600 and Atari 400/800/XL/XE series (and probably on the 5200 and 7800 but I cannot confirm this). When a key hasn't been pressed for 7 or 9 (depending on OS, model, etc) minutes, the screen colors begin changing, thus protecting your TV or monitor from having an image burned on it.
* To turn this mode off, press a key, or, if within a program, use the command "POKE 77,0" at least once every few minutes (IF the screen is active, otherwise turning it off would be kinda useless).
* To turn it on, wait 7 or 9 minutes without pressing a key or having location "77" set to "0", or set location "77" to "128" with "POKE 77,128", voila! instant attract mode!

How do I access 'devices' on the Atari?

The following commands are available to Atari BASIC's (and also variations on these are available in most other Atari languages!):
* OPEN #a,b,c,d$
Opens channel 'a' for access to 'd$' in mode 'b' with auxillary mode 'c'. Channel 'a' must be free or else a 'Channel already open' (129) error will occur. To explain the different "modes", here are simply some examples:
+ OPEN #1,4,0,"K:"
Input from keyboard
+ OPEN #2,8,0,"P:"
Output to printer
+ OPEN #3,12,0,"D:FILE"
Random access to disk
+ OPEN #4,9,0,"D:DATA"
Append-output to disk
+ OPEN #5,13,0,"R:"
Concurrent to RS232 (modem)
+ OPEN #6,6,0,"D:*.TXT"
Directory access to disk (reads directory of "*.TXT" mask)
* CLOSE #a
Closes channel 'a' (freeing it for use)
* GET #a,b
Reads a byte from channel 'a' and stores it in 'b'
* PUT #a,b
Puts byte 'b' onto channel 'a'
* INPUT #a,b$
Reads a string (up to 255 bytes and a REQUIRED 'end of line' (character 155)) from channel 'a' and stores it in 'b$'
* INPUT #a,b
Reads a string (up to 255 bytes and a REQUIRED 'end of line' (character 155)) from channel 'a' and stores the numeric value of it in 'b'
* PRINT #a,[stuff]
Just like the normal BASIC PRINT statement, but sends the information to channel 'a' (semicolons, comas, and mixed types are of course allowed).

* STATUS #a,b
Reads the error 'status' of channel 'a' and stores it in 'b'
* XIO a,#b,c,d,e$
General I/O call. This a little complicated and may be expanded
upon in a future revision. Just be aware of the following:
+ a - command
+ b - channel to use (usually must be free)
+ c - auxillary mode 1
+ d - auxillary mode 2
+ e$ - file or device to act upon
Examples:
+ XIO 32,#1,0,0,"D:FILE,OLDFILE" renames file
+ XIO 33,#1,0,0,"D:OLDFILE" deletes file
+ XIO 34,#1,0,0,"D:GAMES" creates a directory in My- &
Sparta-DOS
+ XIO 35,#1,0,0,"D:NEWFILE" locks a file from over-write and
deletion
+ XIO 36,#1,0,0,"D:NEWFILE" UNlocks a locked file
+ XIO 40,#1,4,0,"D:PROG.OBJ" loads and runs a binary file (like
"L" in Atari and MyDOS)
+ XIO 40,#1,5,0,"D:PROG.OBJ" loads a binary file (like "L" in
Atari and MyDOS with the "/N" option)
+ XIO 41,#1,0,0,"D:GAMES" changes default directory that
drive/subdirectory (all calls to "D:" will now occur within
that drive/directory)
+ XIO 254,#1,0,0,"D2:" FORMAT a disk (in Atari DOS 2.5, this is
format 'enhanced', to format 'single' density, use XIO 253)
(in MyDOS, this is format, but not 'enhanced', use:
+ XIO 253,#[channel],1,0,"D[drive]:" for formatting a drive in
enhanced mode).
NOTE: 39 and 40 are the same. Also note the useage of AUX1 in the "XIO
40" example.

-- Getting Atari files to an IBM: --

1. How can I read Atari disks on my IBM?

Note: Someone please give more details or corrections here!
Thanks!

If you have double-density Atari disks, you can use the program
"Util" on the IBM which can read double-density Atari disks.
Please see the Atari 8-bit FAQ for more details.

If you have an Atari 1050 disk drive, you can use the program MULE
to copy files, one file at a time, 20k chunks at a time, from the
Atari to the IBM. You first must format a 180k disk on your IBM,
the run MULE on your Atari to get a file onto the MULE disk, then
run MULE on the IBM to get the file onto the IBM. Tedious, isn't
it? MULE wasn't meant to be a fully-functional program, just a

demo to show that this was even possible.

If you're fortunate to have a Black Box interface on your Atari, you can get an external IBM drive and the Black Box's add-on, the Floppy-Board and simply copy files from your Atari disks or hard drive(s) onto IBM disks via the floppy board, then load them up on your IBM.
2. Ok, I can't do any of that, now what?

You can use SIO2PC, which is a program for IBM's which turns your IBM into a set of Atari disk drives. You need the SIO2PC cable (which you can purchase, assembled or unassembled, or buy parts and build it yourself) and the SIO2PC software (available at UMICH). Connect your IBM to your Atari, load SIO2PC, and then run the program FILE2PC on the Atari to transfer files to the IBM's hard drive. Or instead create a disk image within SIO2PC and copy files from one disk (a real Atari floppy) to another (the SIO2PC image) with the Atari or MyDOS "C"opy command. If you want to extract files out of the SIO2PC disk image file and store them on your IBM's hard drive or floppies as single files, either again use FILE2PC or use S2PC, an IBM program which can extract files from or add files to MyDOS-compatible SIO2PC disk images!

You can use two modems (one on your PC and one on your Atari) to download files from your Atari 8-bit.

If you don't necessarily want files that you already have on your Atari 8-bit, you can download files from the huge collection available at FTP sites and Atari 8-bit supporting bulletin boards and save them onto your IBM.

If you have only one modem, so you can't connect both your Atari 8-bit and your IBM together via modems, you can do it via null-modem, OR you can upload files from your Atari to some bulletin board or account you have access to, and then connect the modem to your IBM and download the files.
3. Is there any easier way to get Disk Communicator (Atari disk image) files to and from SIO2PC disk images or PC Xformer XFD disk images other than using Disk Communicator 3.2 on my Atari! I mean, both files are disk images! They're both on my PC's hard drive! [cry]

(AND NOTE: DiskComm. doesn't like SIO2PC a lot of the time anyway!)

Yes! There's an IBM program out called "DCM2DSK". (Why "DSK" and not "ATR"? To keep people from getting confused with the ATR-8000(?))

There's also C source to a very similar program called "DCMTOATR" which works on PC's (a PC executable version comes in the archive) and Unix and probably any other system with a good C compiler.

-- Where to get or FTP files mentioned in this FAQ: --

+ PC Xformer 2.x can be downloaded via FTP from:
o : ftp://ftp.clark.net/systems/msdos/emulators/
o ftp://atari.archive.umich.edu/atari/8bit/Xf2/
o Branch Always Software's Home Page
(http://www.halcyon.com/brasoft/)
+ PC Xformer 3.0 can be purchased for $29.95 (prices may vary)
from:
o U.S.A.:
American Technavisions
510-352-3787, fax 510-352-9227
B & C Computervisions
408-986-9960, fax 408-986-9968
Mid Cities Computers
310-867-0626, fax 310-920-8933
Rising Star Computers
800-252-2787, fax 513-254-7970
Toad Computers
800-448-8623, fax 410-544-1329
o Germany:
Atari Bit Byter User Club
+49 02366-39623 (same for fax)
KE-Soft
+49 06181 87539, fax: +49 06181 83436
o United Kingdom:
Micro Discount
+44 021 353 5730, +44 021 352 1669
o or directly from Branch Always Software: (USA)
14150 N.E. 20th Street, Ste 302, Belleuve, WA 98007.
1-206-369-5513, fax 1-206-885-5893
e-mail: BraSoft@aol.com
+ Rainbow can be downloaded via FTP from:
o ???
+ Atari800 can be downloaded via FTP from:
o ???
+ ST Xformer can be downloaded via FTP from:
o ???
+ The following programs are availabel at the
"archive.umich.edu" FTP site:
o SIO2PC: atari/8bit/sio2pc/*.* (all files are
SIO2PC/utility files)
o Mule: atari/8bit/Diskutils/mule.com (Atari), mule.exe
(IBM), mule.txt
o Util: atari/8bit/Utilities/myutil.zip (IBM)

-- The End --

AGAIN, PLEASE CHECK OUT THESE OTHER FILES:

+ ATARI 8-BIT FAQ
+ PC XFORMER DOCUMENTS
+ RAINBOW DOCUMENTS
+ ATARI800 DOCUMENTS
+ MYDOS DOCUMENTS
+ SIO2PC DOCUMENTS

THANKS!

Contacts:

+ I (Bill Kendrick) can be contacted at:

o kendrick@zippy.sonoma.edu,
o or on the "comp.sys.atari.8bit" and
"comp.emulators.misc" newsgroups,
o or New Breed Software, 1530 Armstrong Ave. #47, Novato,
CA 94945-2574 USA.

+ Darek Mihocka, the author of PC Xformer and ST Xformer can
be contacted at:

o BraSoft@aol.com,
o or on the "comp.sys.atari.8bit" and
"comp,emulators.misc" and other newsgroups,
o or Branch Always Software, 14150 N.E. 20th Street, Ste
302, Belleuve, WA 98007 USA.

+ Micheal Current, keeper of the Atari 8-bit FAQ files can be
contacted at:

o mcurrent@carleton.edu,
o or on the "comp.sys.atari.8bit" newsgroup.

+ Chris Lam, the author of Rainbow can be contacted at:

o ???

+ David Firth, the author for Atari800 can be contacted at:

o ???

PLEASE add questions and report any mistakes or bugs to me as
soon as possible! Thank you!!!
kendrick@zippy.sonoma.edu

3878. Re: Luma/Chroma monitor cables

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-01 00:00:00 UTC
From: daniello@austin.ibm.com
Message-ID: <49njns$niq@ausnews.austin.ibm.com>
Source record: 87309

In <498jm4$3ts@gateway1.brisnet.org.au>, sup8pdct@brisnet.org.au writes:
>In <48vpmu$oea@news.xmission.com>, jeking@xmission.com (James King) writes:
>>Looking to get my hands on a couple of the 4 cable luma/chroma cables for
>>use on a Commodore 1702 monitor.

I was wondering myself if there is a way to hook up something
like an Atari 2600 (or 8 bit using the TV output) to one
of these types of monitors with all the RCA inputs. Anyone
know? Is there a way to hook what's meant to go into a
TV switchbox to an RGB connector?

3879. Re: Joystick Ports

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-01 00:00:00 UTC
From: 74022.2104@compuserve.com
Message-ID: <49o053$35e@dub-news-svc-1.compuserve.com>
Source record: 87310

Rick

Thanks for the Info, it was exactly what I needed.

David

3880. Re: Does anybody use TopDos?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-01 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <148290@cup.portal.com>
Source record: 87311

I'd like to think were DOS tolerant here, doesn't matter what you use &
I've never heard anything but good stuff about Top DOS. Main reason
why I started using SD are it came with the US Doubler I bought, it
gave me high speed I/O with the US Ultra Speed along with 180k of
storage. I used to do a lot more programming then I do now & I used
to do all my compiles from memory, but I got better<g>. The extra memory
with the ability to go to DOS without having a memsav was really convenient
for this style of use. My main computer was a 256k XL so the ICD 192k
ram disk made a lot of stuff more easier/quicker. ICD also had a
an account on the CIS 8 bit sig where they would read the all the post
& answer any questions about their products: Best support ever for an
Atari product if you were on CIS which was really the only game in town
at the time. I also ran an 8 bit bbs for a while when I wired up my
2nd 256k XL. In general, telecomunication programs of all kinds just
ran better because of the high speed I/O, 192k ramdisk.
When SDX first came out, I was still doing a lot of programming for
people who needed USR()s from BASIC. The ability to have my ASM/ED
or MAC cart plugged into SDX to write the routines with the ability
to switch MAC=>DOS=>BASIC w/o having to shut down my computer was
a great time saver.
As you mentioned, it is possible to screw up disks with SD. I'm not
married to SD, matter of fact I'm probably one of the few people who
actually bought MyDOS. *BUT* IMHO, 90% of the people who complain about
SD have never bought it & of those who did, they usually haven't read
the manual. I got this impression by telling people that were complaining
stuff like, "Read page XX of the manual" & getting responses like
"What does it say, I can't find my manual."
But now that I'm older, I program less & find I like to do all my
compiles from disk. Steve Tucker has triple speed I/O working on
APE/SIO2PC under MyDOS so it's even faster then the US Doubler. As
such, I find myself using MyDOS more & more.
Rick

3881. Re: Atari 800 upgrade to 65c816 (nice and simple)

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-01 00:00:00 UTC
From: sloopy@alaska.magpage.com
Message-ID: <49llte$ll1@tofu.alt.net>
Source record: 87312

Evan Samuel (esameul@iamerica.net) wrote:
: This is a multi-part message in MIME format.

: ----------------------------------32400236027073
: Content-Transfer-Encoding: 7bit
: Content-Type: text/plain; charset=us-ascii

: This is the upgrade to a 65c816 for early model 800 Atari computers.

: ----------------------------------32400236027073
: Content-Transfer-Encoding: 7bit
: Content-Type: text/plain

: This is all you have to do. Remove and replace the cpu, and place a Jumper
: wire at A303 pin36 to Z302 pin 5. Then the 800 becomes 16 bit. You will
: not notice any chances when you power up because the 65c816 powers up in
: 6502 mode. To take advantage of the cpu, you must write your own programs
: to utilize the advanced features. NOTE: When your 16 bit software runs,
: you must disable the IRQ, and Vertical Blank Interupt to prevent a system
: crash with your 8-bit ROM operating system. As for the memory upgrade.
: I'll check my notes and let you know. Its not difficult, but not as easy
: as the CPU. During the last year or so of production of the 800. Atari
: had upgraded the 800 CPU CHIP to the XL CPU CHIP. This mode is more
: extensive, due to the missing chips used on the old board. To upgrade
: these boards the missing chips must be reinstalled with the 65c816 using
: a piggyback board. The 6502C is not 100% pin compatible with the older 6502,
: so the board must make the neccessary pin changes.

: ----------------------------------32400236027073--

also if you get a 65802 you can pop it right in and it works fine.... (i
posted this finding when i was in college about 5 years ago....but... ;')
the 65802 is a 65816 with a 6502 pin out on it...as for a supply of
65802's.... hmm leave me mail and i will look in a few places if anyone
is interested....

sloopy.

sloopy@magpage.com
--

____
"One good thing about being young is that you are not experienced enough to
know you cannot possibly do the things you are doing" -Gene Brown
//\ A2000 Macintosh II
\\ //__\ 68030&'882@40Mhz <-SyQuest EZ-135s-> 68040@25Mhz
\X/ \ miga 2+8Megs Ram 1050Meg HD 12Megs Ram 1Gig HD
Sloopys Quote:

1 in 4 people are mentally ill... check 3 friends if they're ok,YOUR IT!!!

3882. HI!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-01 00:00:00 UTC
From: vlarue4797@aol.com
Message-ID: <49n83l$m2k@newsbf02.news.aol.com>
Source record: 87313

Well I have ordered from ya in the past and thought you were gone!
anyway
I still use my 800/800xl ect... and would enjoy one of your cataloges! I
guess I better buy before its too late! I need SIO cables ect... so please
send me one
of those cataloges...

Thanks!!

Mike LaRue
830 west 2nd Street
Medford OR, 97501

3883. Re: : 8-bit floppy -> .XFD file; What's the easiest way?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-01 00:00:00 UTC
From: tom-sue@ix.netcom.com
Message-ID: <49nvfa$crt@cloner2.ix.netcom.com>
Source record: 87314

Is there a program that works... for an IBM/CLONE to read an Atari disk
and put it to a file like .XFD or .ATR? I have Xformer and Anadisk but
no success. Can anyone help me...?

Tom

3884. Re: : 8-bit floppy -> .XFD file; What's the easiest way?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-01 00:00:00 UTC
From: "Ernest.R.Schreurs" <ernest@pi.net>
Message-ID: <49lhtn$gsh@neptunus.pi.net>
Source record: 87315

Converting between XFD and ATR format is not that hard. On the POOLDISK
cd, there are two programs written by Bo Schreurs that do that. You can
also use wildcards, so you can convert all files in a directory with one
simple command. Source code is included as far as I can remember,
We have never sent stuff to Umich before, so, that is the only reason
we have not posted it there. By the way, the Pooldisk CD contains all
files in XFD format too, so if you want 2000 XFD disk images, you can
still send us a check for US $35 and you'll get one. In the meantime
I can try E-mailing you the program. It is written in PC-Assembler.

3885. Re: FlickerTerm 80

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-01 00:00:00 UTC
From: Joe Walsh <ransom@connect.iconnect.net>
Message-ID: <Pine.BSD/.3.91.951201102103.7928A-100000@connect.iconnect.net>
Source record: 87316

On 29 Nov 1995, Halliwell E Sra 436TS/TAC wrote:

> Anyway, I'm finally in a position to resume work on Flick. My agenda is
> still pretty much:
> Add a capture buffer
> Add a backscroll buffer
> Add some protocols (Xmodem ChkSum at least. CRC continues to boggle
> me)
> Augment the macro language

The first three could have come right off my wish list! Thanks! :)
As for the augmentation of the macro language, what did you have
in mind? It seems fine to me . . .

-Joe

Joseph E. Walsh | Atari 8-Bit User and Programmer Since 1982
ransom@iconnect.net | Classic Traveller Referee Since 1983
Stuck in the '80's | Microsoft-Free and Loving It! :)

3886. OLD SAINT NICKS AUCTION!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-01 00:00:00 UTC
From: jrm8248@cc.utah.edu
Message-ID: <49lmk8$7vh@news.cc.utah.edu>
Source record: 87317

OLD SAINT NICKS AUCTION!!!!!!!

WELCOME TO OLD SAINT NICKS AUCTION!!!!!

IT INCLUDES A WIDE VARIETY OF CARTRIDGES
FROM THE FOLLOWING SYSTEMS!!!!

HERE IS THE ORDER:

ATARI 2600
ATARI 5200
ATARI 7800
ATARI 400/800
APF
COMMODORE VIC 20
FAIRCHILD
RCA HOME STUDIO
COLECOVISION
COLECO ADAM DATAPACKS
COMMODORE 64
INTELLIVISION
ODYSSEY2
RADIO SHACK TRS-80
TEXAS INSTRUMENTS 99/4A
MISCELLANEOUS

This Auction will end at Midnight Mountain Time on
SUNDAY, DECEMBER 17, 1995 unless bidding is
still strong.

Make sure you read the rules at the end of this auction.

Please send all bids to jrm8248@u.cc.utah.edu

Happy Bidding!!

ATARI 2600-NEAR MINT W/BOX & DIRECTIONS

ER Custers Revenge: Mystique (complete)
-Q*Bert: Atari (shrinkwrapped)

Atari 2600-LOOSE GAMES, COLORED LABEL NO PICTURE

U Backgammon
C Basic Math.
C Basketball;
R Blackjack
C Bowling
C Breakout
C Championship Soccer
C Combat
U Dodge Em.
U Indy 500;
C Night Driver
U Sky Diver
U Slot Racers
C Space Invaders;
U Star Ship
R Video Checkers

Atari 2600-LOOSE GAMES, DIFFERENT LABEL NO PICTURE

U Star Ship;

Atari 2600-LOOSE GAMES, COLORED LABEL W/ PICTURE

U Adventure.
U Air Sea Battle
C Asteroids
C Berserk;
U Canyon Bomber;
U Casino;
C Circus Atari;
C Defender
U Demons to Diamonds;
C Golf;
C Haunted House
C Home Run
U Human Cannonball
C Math Gran Prix
U Maze Craze, A Game Of Cops N Robbers
C Missle Command.
R Othello;
U Outlaw.
U Space War
U Star Raiders.
U Street Racer
U Super Breakout;
C Superman
C Surround.
U 3D Tic Tac Toe

C Video Olympics;
U Video Pinball
U Warlords;
C Yars Revenge.

Atari 2600-LOOSE GAMES, SILVER LABEL W/ PICTURE

U Battlezone;
C Centipede.
U Dig Dug;
C E.T..
U Galaxian;
C Joust
U Jungle Hunt
U Kangaroo.
U Moon Patrol
C Ms. Pac Man.
C Phoenix
C Pole Position.
C Raiders of the Lost Ark;
U Realsports Football
U Realsports Volleyball
C Swordquest Eathworld
C Swordquest Fireworld.
R Taz $1.50 popcorn
C Vanguard;

Atari 2600-LOOSE GAMES, RED LABEL W/ PICTURE

U Donkey Kong;
R Midnight Magic
U Solaris

Atari 2600-LOOSE GAMES, BLUE LABEL , NO PICTURE

Demon Attack: Imagic $1.50 popcorn
Enduro: Activision $1.50 popcorn
Ice Hockey: Activision $1.50 popcorn
Megamania: Activision $1.50 popcorn
Moonsweeper: Imagic $1.50 popcorn

Atari 2600-LOOSE GAMES, ABSOLUTE ENTERTAINMENT

R Skate Boardin

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Atari 2600-LOOSE GAMES, ACTIVISION
-----------------------------------------------

U Barnstorming.
U Boxing.
U Chopper Command.
R Commando: White Label
R Decathalon
U Dragster
U Enduro
U Fishing Derby
U Freeway;
U Grand Prix;
U Ice Hockey
U Kaboom.
U Keystone Kapers
C Laser Blast;
U Megamania;
C Pitfall.
R Pitfall II. $1.50 popcorn
R Oink $1.50 popcorn
U River Raid;
R Robot Tank
R Seaquest
U Skiing.
R Sky Jinks;
U Spider Fighter;
U Starmaster.
C Tennis;

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Atari 2600-LOOSE GAMES, APOLLO
-----------------------------------------------

R Final Approach $1.00 popcorn
U Infiltrate $1.00 popcorn
U Racquetball
U Space Cavern

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Atari 2600-LOOSE GAMES, CBS
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U Gorf $1.00 popcorn
R Mountain King w/ RAM Plus $1.00 popcorn
R Wizard of Wor; $1.00 popcorn

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Atari 2600-LOOSE GAMES, COLECO
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C Donkey Kong;
R Frontline $1.50 popcorn
U Mousetrap.
C Venture.
U Zaxxon

Atari 2600-LOOSE GAMES, DATA AGE

C Journey Escape. $1.00 popcorn

Atari 2600-LOOSE GAMES, EPYX

R California Games
R Winter Games.

Atari 2600-LOOSE GAMES, FOX VIDEO GAMES

U M*A*S*H; $1.00 popcorn
R Mega Force;
U Turmoil;

Atari 2600-LOOSE GAMES, IMAGIC

U Atlantis
U Cosmic Ark;
C Demon Attack;
R Fire Fighter
U Moonsweeper; $1.00 popcorn
U Riddle of the Sphinx
C Star Voyager

Atari 2600-LOOSE GAMES, M NETWORK

U Adventures of TRON $1.00 popcorn
R Air Raiders. $1.00 popcorn
C Armor Ambush
R BurgerTime $1.00 popcorn
U Dark Cavern; $1.00 popcorn
U Frogs and Flies; $1.00 popcorn
U International Soccer; $1.00 popcorn
U Kool-Aid Man $1.50 popcorn
C Lock N Chase;
C Space Attack
R Star Strike $1.50 popcorn

C Super Challenge Football
U TRON Deadly Disks $1.00 popcorn

Atari 2600-LOOSE GAMES, MYTHICON

U Star Fox $1.00 popcorn

Atari 2600-LOOSE GAMES, PARKER BROTHERS

U Amidar
C Frogger.
R James Bond 007 $2.50 popcorn
C Popeye
C Q*Bert;
R Spiderman; $1.00 popcorn
C Star Wars: The Empire Strikes Back.
U Super Cobra $1.00 popcorn
U Tutankham

Atari 2600-LOOSE GAMES, SEARS TELEGAMES

U Basketball
R Brain Games $1.00 popcorn
? Breakaway IV: Picture label $1.00 popcorn
C Breakaway IV
C Football
U Gunslinger
C Target Fun

Atari 2600-LOOSE GAMES, SEGA

U Buck Rogers $1.50 popcorn
R Congo Bongo $1.00 popcorn

Atari 2600-LOOSE GAMES, SPECTRAVISION

R Planet Patrol

Atari 2600-LOOSE GAMES, TELESYS

R Cosmic Creeps $1.50 popcorn

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Atari 2600-LOOSE GAMES, US GAMES
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R Commando Raid; $1.00 popcorn
R Name This Game $1.00 popcorn
ER Piece O Cake $1.50 popcorn
C Space Jockey;
U Word Zapper

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ATARI 5200-LOOSE GAMES
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-Centipede
-Defender;
-Pac-Man
-Pole Position
-Robotron: 2084
-Soccer
-Super Breakout

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ATARI 7800-LOOSE GAMES
---------------------------------------

-Centipede;
-Choplifter
-Crack ed $1.50 popcorn
-Crossbow $1.50 popcorn
-Dig Dug;
-Galaga
-Joust
-Ms. Pac Man. $1.00 popcorn
-Pole Position II.
-Tomcat F-14 Fighter Simulator: Absolute Entertainment $1.50 popcorn
-Winter Games; $1.50 popcorn
-Xevious

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ATARI 400/800-LOOSE GAMES
-----------------------------------------------

-CX801 Operating Systerm: 10K ROM
-CX853 Memory Module: 16K RAM.
-Asteroids
-Basic Computing Language.
-Basketball $1.50 popcorn
-Centipede;
-Congo Bongo $1.50 popcorn
-Defender
-Ducks Ahoy $1.50 popcorn
-ET Phone Home
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-Fraction Fever $1.50 popcorn
-Jungle Hunt $1.00 popcorn
-Pac Man.
-Plattermania $1.50 popcorn
-Qix
-Star Raiders.

MISCELLANEOUS GAMES ETC.

-APF MP1000: Hangman/Tic Tac Toe/Doodle $1.50 popcorn
-Atari 2600: Smurf Save the Day Tape 1-Harmony Smurf $1.50 popcorn
-Commodore Vic 20: Clowns $1.00 popcorn
-Fairchild Cart #13 Robot War/Torpedo Alley $1.00 popcorn
-RCA Studio II: Tennis/Squash

COLECOVISION-LOOSE GAMES

R Antarctic Adventure $1.50 popcorn
U Burgertime $1.00 popcorn
C Carnival $1.00 popcorn
C Cosmic Avenger; $1.00 popcorn
C Donkey Kong;
C Donkey Kong Jr.. $1.00 popcorn
R Facemaker: Spinnaker $1.50 popcorn
U Frogger $1.00 popcorn
C Gorf; $1.00 popcorn
C Ladybug. $1.00 popcorn
C Looping $1.00 popcorn
C Mouse Trap $1.00 popcorn
C Q*Bert $1.00 popcorn
R Slither $1.00 popcorn
C Smurf Rescue In Gargamels Castle
C Space Panic $1.00 popcorn
C Super Action Baseball $1.00 popcorn
C Super Action Football $1.00 popcorn
C Turbo; $1.00 popcorn
C Venture.
C Zaxxon;

COLECO ADAM DATA PACKS
*All of these are shrinkwrapped

-ADAM Link Telecommunicator
-Buck Rodgers
-SmartBASIC.
-SmartLOGO

-The ADAM Home Software Library
-Zaxxon Game Pack

COMMODORE 64-Loose Cartridges

-Alphabet Zoo $1.00 popcorn
-Congo Bongo. $1.50 popcorn
-Facemaker $1.00 popcorn
-Frogger $1.00 popcorn
-Gridrunner $1.00 popcorn
-Jupiter Lander $1.00 popcorn
-Moon Patrol $1.00 popcorn
-Pit Stop $1.00 popcorn
-Popeye $1.00 popcorn
-Super Zaxxon $1.50 popcorn
-Visible Solar System $1.00 popcorn

INTELLIVISION-LOOSE GAMES

-Advanced Dungeons &Dragons
-Armor Battle;
-B-17 Bomber
-Beauty & The Beast
-Bowling
-Bump N Jump;
-Championship Tennis $1.50 popcorn
-Chip Shot, Super Pro Golf $1.50 popcorn
-Donkey Kong: Coleco.
-Lock N Chase
-Loco-Motion
-Major League Baseball
-Masters of the Universe $1.50 popcorn
-Mission X $1.00 popcorn
-NFL Football
-Night Stalker;
-Pitfall: Activision.
-Poker
-Q*Bert
-Skiing;
-Stampede $1.00 popcorn
-Star Strike
-Sub Hunt
-Swords & Serpents $1.00 popcorn
-The Electric Company Math Fun
-The Electric Company Word Fun

INTELLIVISION-Box+Directions

-Most boxes have some wear.

-Sea Battle

ODYSSEY2- LOOSE GAMES

-Alien Invaders-Plus
-Alpine Skiing;
-Baseball.
-Blackjack;
-Blockout/Breakdown;
-Bowling/Basketball;
-Computer Golf
-Computer Intro
-Conquest of the World: gold label $1.00 popcorn
-Football.
-Freedom Fighters;
-Hockey/ Soccer
-Invaders From Hyperspace;
-Ive Got Your Number $1.00 popcorn
-KC Munchkin.
-Keyboard Creations $1.50 popcorn
-Matchmaker/Buzzword/Logix $1.00 popcorn
-Monkeyshines; $1.00 popcorn
-Nimble Numbers Ned $1.50 popcorn
-Out of This World/Helicopter Rescue. $1.00 popcorn
-Pick Axe Pete.
-Pocket Billiards $1.00 popcorn
-PT Barnums Acrobats $1.00 popcorn
-Quest For The Rings: gold label $1.00 popcorn
-Showdown In 2100 AD
-Sid The Spellbinder $1.50 popcorn
-Speedway/Spinout/Cryptologic.
-Sub Chase/Armored Encounter
-Thunderball $1.00 popcorn
-Type & Tell; $1.00 popcorn
-UFO.
-War of Nerves $1.00 popcorn

RADIO SHACK TRS-80

-Clowns & Balloons $1.50 popcorn
-Color baseball $1.00 popcorn
-Color Scripsit $1.00 popcorn
-Demolition Derby $1.50 popcorn
-Demon Attack: typewritten label $1.00 popcorn
-Doubleback; $1.50 popcorn

-Dungeons of Daggorath $1.50 popcorn
-Fraction Fever $1.50 popcorn
-Galactic Attack $1.50 popcorn
-GFL Championship Football II $1.50 popcorn
-Graphic Pak $1.50 popcorn
-Kids on Keys $1.50 popcorn
-Math Bingo; $1.50 popcorn
-Megabug; $1.50 popcorn
-Monster Maze $1.50 popcorn
-Panic Button $1.50 popcorn
-Personal Finance $1.00 popcorn
-Pinball $1.50 popcorn
-Poltergeist; $1.50 popcorn
-Spectaculator $1.00 popcorn
-Stellar Life Line $1.50 popcorn
-Super Pitfall $1.50 popcorn
-Temple of Rom $1.50 popcorn
-TRS-80 Color Logo $1.00 popcorn
-Typing Tutor $1.00 popcorn

SEGA MASTER SYSTEM CARTRIDGES

-Great Golf
-Great Football
-Hang On/Safari Hunt
-Pro Wrestling
-Rambo III

TEXAS INSTRUMENTS 99/4A-Loose Cartridges

-Addition & Subtraction 1
-Addition & Subtraction 2
-Alpiner.
-A-Maze-Ing
-Blackjack & Poker
-Blasto;
-Burgertime
-Cars Wars;
-Centipede. $1.50 popcorn
-Chisholm Trail.
-Dragon Mix; $1.00 popcorn
-Facemaker $1.50 popcorn
-Football
-4A Flyer $1.50 popcorn
-Fractional Numbers;
-Hangman $1.00 popcorn
-Household Budget Management

-Hunt The Wumpus;
-Hustle; $1.50 popcorn
-Jawbreaker II $1.00 popcorn
-Jumpman Jr. $1.50 popcorn
-Jungle Hunt $1.50 popcorn
-M*A*S*H; $1.50 popcorn
-Meteor Belt $1.50 popcorn
-Microsoft Multiplan
-Microsurgeon. $1.50 popcorn
-Minus Mission
-Moon Mine
-Moon Patrol
-Ms. Pac Man $1.50 popcorn
-Munchman.
-Music Maker; $1.00 popcorn
-Othello. $1.00 popcorn
-Pac Man $1.50 popcorn
-Parsec
-Personal Real Estate
-Personal Record Keeping;
-Pole Position; $1.50 popcorn
-Reading On
-Return To Pirates Isle $1.50 popcorn
-Securities Analysis; $1.50 popcorn
-Shamus $1.50 popcorn
-Speech Editor $1.50 popcorn
-Star Trek: Strategic Operations Simulator $1.50 popcorn
-Story Machine; $1.50 popcorn
-Super Demon Attack $1.00 popcorn
-Terminal Emulator II.
-The Attack; $1.50 popcorn
-TI Extended Basic
-TI Invaders
-TI Logo
-TI-Writer Word Processor
-Tombstone City
-Touch Typing Tutor
-Video Graphs
-Yahtzee.

MISCELLANEOUS
*Shipping will vary depending on the system.

-TRON Joystick: M Network $15.00 min
-Colecovision Super Action Controller $10.00 min
-Colecovision w/ power supply & joysticks $20.00 min
-Atari 2600 w/ joysticks $10.00 min
-TI 99/4A Speech Synthesizer $8.00 min
-Channel F system w/ joysticks, ps & rf converter $20.00 min

-Atari 2600 Driving Controller $3.00 min
-TI 99/4A Joysticks $5.00 min
-Commmodore 64 Computer $10.00 min
-Commodore 1541 Disk Drive $10.00 min

TRADES:

I am looking for R/ER/UR carts and a few U□s for
the Atari 2600 and Colecovision only!

HERE ARE THE RULES:

1. This auction will end on SUNDAY, DECEMBER 17, 1995
at Midnight Mountain Time unless there is still heavy bidding. If
so, the bidding will continue until the following Sunday at Midnight.

2. Current high bids will be posted every other day on this
newsgroup and bidders will most likely be notified when
they are outbid for an item.

3. High bidders will be posted by their email name unless
otherwise specified.

4. When sending a bid, your subject should be JOLLY OLD BID.

5. Minimum bids will be $1 and bidding increments will
be $.50 unless otherwise posted all in US Dollars.

6. If two people bid identical bids, then the person
responding first will get credit for the bid.

7. Shipping will be $2.00 for the first cartridge + $.50
for each additional cartridge. Shipping and handling
for systems will range between $8.00 and $15.00 depending
on weight. Larger systems may be more. All cartridges
and systems will be shipped through the US Postal
System anywhere in the Continental US. Other areas
will need to make special arrangements for shipping.

8. Following the auction, each bidder will be contacted
individually for payment and shipping. Money Orders
(sorry no personal checks) are the preferred form of
payment, but cash is always accepted. Payment
MUST be received within 7 days.

9. The will be no guarantee, no warranty and no refunds
on anything purchased from this auction. Most of the
cartridges have been tested and do work the same goes
for many of the systems. However, cartridges for systems
which I do not own cannot be tested and neither can
systems which have no cables. If you are curious about the

condition of a label...ask.

10. I reserve the right to refuse bids.

11. I reserve the right to alter the rules or the auction itself.

12. FINALLY, IF YOU ARE THE HIGH BIDDER YOU MUST
PAY FOR YOUR ITEMS, OTHERWISE YOUR POSTMASTER
WILL BE INFORMED AND YOU WILL BE BARRED FROM
FUTURE AUCTIONS!!!

12b. IN ADDITION, YOU WILL ALSO BE PLACED ON MY
DEADBEAT LIST. THIS IS A LIST THAT I HAVE BEEN
COMPILING REGARDING DEALS WHICH HAVE GONE
AWRY FOR ONE REASON OR ANOTHER. I INTEND TO
SEND COPIES TO ALL AUCTIONEERS ON THE INTERNET
IN AN EFFORT TO KEEP BIDDING HONEST.

Your participation in this auction signifies your consent
to follow these rules as stated.

3887. Re: ATARI 8-BIT BARGAIN SOFTWARE / BOOKS / PARTS

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-01 00:00:00 UTC
From: Mariano Dominguez <mariano@fciencias.unam.mx>
Message-ID: <49n2vj$jio@academ00.mty.itesm.mx>
Source record: 87318

Hola ..
I'm interested in your 8-bit catalog, Can you send me a copy via e-mail?

In US there is a way to send money to Mexico in a few minutes via Western Union, I don't know if I can do the same thing Here.
Anybody Knows?
M.

3888. Re: HOT! SEXY! EROTIC! only $3.50 <-READ HERE

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-01 00:00:00 UTC
From: sloopy@alaska.magpage.com
Message-ID: <49lm3h$ll1@tofu.alt.net>
Source record: 87397

```
Anonymous (nobody@REPLAY.COM) wrote:
: EROTIC! EROTIC! EROTIC! EROTIC! EROTIC! EROTIC! EROTIC! EROTIC! EROTIC!

: Erotica Disk Number 5 is now available!

: Volume five of the hot erotic disk set is chock full of stunningly gorgeous
: blondes, brunettes, and redheads - in _and_ out of some of the skimpiest
: bikinis, swimsuits, and lingerie you have ever seen. Skimpy negliges, panty
: shots, half on/half off bikinis barely clinging to these wet, nubile young
: women - just a small sample of the many image on Erotic disk volume 5!

: None of the pictures are amatuer models - all photos are professionally done
: and feature incredibly beautiful women.

: Because of a high volume print run, we are selling these for almost nothing!

: Volume five of the Erotica disk collection is available for only $3.50 !!!

: To order your copy, send a check, money order, or cash for $3.50 PLUS $1.50
: shipping and handling - Total: $5.00 to:

: (PLEASE SPECIFY IBM or MAC FORMAT)

: Applied Micro
: PO Box 4867
: Boulder, Colorado
: 80306-4867

hhmmmm.... this is an atari 8 bit group..... can i get it on
atari enhanced density disks? just wondering.....

heh...heh...

sloopy.
--
____
"One good thing about being young is that you are not experienced enough to
know you cannot possibly do the things you are doing" -Gene Brown
//\ A2000 Macintosh II
\\ //__\ 68030&'882@40Mhz <-SyQuest EZ-135s-> 68040@25Mhz
\X/ \ miga 2+8Megs Ram 1050Meg HD 12Megs Ram 1Gig HD
Sloopys Quote:
1 in 4 people are mentally ill... check 3 friends if they're ok,YOUR IT!!!
____
```

3889. Re: How to get >4800 bps?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-01 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <49lr8i$lbd@news.umbc.edu>
Source record: 87398

Jeff Potter (potter) wrote:
: Well, here I am with my new 14.4 kbps modem (Sportster Si), and I find my
: old P:R:Connection doesn't work past 4800 (is that normal? I thought I could
: attain 9600 at least). So what are my options? Of course I can buy the Black
: Box from CSS, and would have liked his R:P:Connection. Mike (FTe) may yet
: produce an MIO II with high-speed RS-232. How fast can I go with anything
: else? Even building something to connect to the end of an SIO cable?

Some of the P:Rs will only do 4800. I have seen a couple do 9600. The
Atari 850 will do 9600. The MIO will do 9600/19.2 and the Black Box will
do 19.2 with full hardware flow control.

The problem is that some of the newer P:Rs appear to be "throttled". I
have actually had better luck with some of the older P:Rs. And I have
always had good luck with the Atari 850s. They will actually allow 19.2
connections in many cases, even if the actual rate is 9600.

Nice to see 19.2 though through my 28.8 Supra when using my Black Box!!

Tom

--
-=-
Thomas Drake |From an 80-column Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

3890. Re: InfoCom games, etc..

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-01 00:00:00 UTC
From: classics@seka.nacs.net
Message-ID: <49lq5g$g0e@wariat.wariat.org>
Source record: 87399

James King (jeking@xmission.com) wrote:
: I know I have a couple of .DCM files that consist of an InfoCom game that
: was converted into ONE .DCM, even though the original game consisted of
: two disks.

: How is this possible?

: I've just recently purchased ALL of the InfoCom games, and now wish to
: put them each on a 720k hard disk partition, but since almost all of the
: original Infocom games are 1 disk (side 1 and two), I'm not sure how I
: can accomplish this.

: Any help greatly appreciated.

A number of the early infocom games ARE one disk. I doubt anyone 'converted'
2 disk games to one disk, since the entire 720 sectors of most of the
data disks are used up on the infocom games. If there were more than
720 sectors available, then its possible.

You COULD however convert the front disk loader into a file quite
easily. As I recall, they are simple 2 stage booters w/ no copy
protection. A bit of hacking would be required.

I have a couple 4 disk games that I converted to run on a single
360k DS/SD disk. I used a special OS (a hacked version of the
Atari Translator disk actually) that diverted all calls for drive
2-4, back to drive 1, just + 0x2d0*(drive - 1) sectors. Worked quite well
for games that supported multiple drives for the data disks.

Oh, and another idea, buy Lost Treasures of Infocom I & II ;) Might fit all
of them on a 720k disk then! :)

Steve
--
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

3891. Re: FTP Site with 800XL Games

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-01 00:00:00 UTC
From: prince2@wwa.com
Message-ID: <49mq0t$40g@kirin.wwa.com>
Source record: 87400

Jonathan Dunne (v-jondu@microsoft.com) wrote:
: I was wondering are there any FTP sites with Atari 8-bit games??

: Thanks

: Jonathan
: --
: The opinions expressed in this message are my own personal views
: and do not reflect the official views of Microsoft Corporation.

man ive been looking and cant find any :(

3892. PC Xformer 3.3 now available

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-01 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <49ndhp$4dp@news1.halcyon.com>
Source record: 87401

Tomorrow, PC Xformer 3.3 goes on sale at the Toad Atarifest and will be available next week from Atari dealers in Europe as well. I have just put up a new demo version of PC Xformer that is in sync with version 3.3. It is up on the PC Xformer web page at

http://www.halcyon.com/brasoft/

Look in the file download area to download xf33demo.zip

This new demo replaces PC Xformer 2.0 and 2.5 which were based on old source code and don't make for a good demo any more.

PC Xformer 3.3 is now the world's fastest Atari 8-bit emulator, with support for player missile graphics, display list interrupts, GTIA graphics, and both Atari 800 and XL/XE emulation modes.

On a 90 Mhz Pentium it runs at about 10 times the speed of a 130XE, although there is the option to slow the emulator down to normal speed to make certain games more playable.

As before, PC Xformer 3.3 costs $34.95. We've re-written the manual for PC Xformer 3.3 to make it easier to read and it now includes new demos and file transfer utilities not included before.

- Darek

--
==========
Darek Mihocka the PC Xformer and Gemulator guy, email:brasoft@halcyon.com
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 WWW:http://www.halcyon.com/brasoft/

3893. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-01 00:00:00 UTC
From: "Ronald A. Laski, Jr." <ronlaski@cris.com>
Message-ID: <49n9ak$k3o@spectator.cris.com>
Source record: 87402

Do you know what Philip Price's e-mail address is? I have a level 12(I think) character that was named 'Philip Price' before I realized what a great character he is. I loved both of these games and having the chance to send a message to him would be great.

Thanks for your time,

Ronald A. Laski, Jr.
ronlaski@cris.com

3894. Re: How to get >4800 bps?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-01 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DIwJ1s.L0J@freenet.carleton.ca>
Source record: 87403

Jeff Potter (potter) writes:
> Well, here I am with my new 14.4 kbps modem (Sportster Si), and I find my
> old P:R:Connection doesn't work past 4800 (is that normal? I thought I could
> attain 9600 at least). So what are my options? Of course I can buy the Black
> Box from CSS, and would have liked his R:P:Connection. Mike (FTe) may yet
> produce an MIO II with high-speed RS-232. How fast can I go with anything
> else? Even building something to connect to the end of an SIO cable?

Hmm.. if it's REALLY old, then I might understand why it doesn't go past
4800bps.. but the current P:R: goes up to 9600bps. If and when teh MIO2 is
released, we'll all be happily modeming at 19.2k with our nice 40meg IDE
hard drives that we got for almost nothing at garage sales :)

Yup.. there's definately an upside to the Atari 8-bit.. it's even
environmentally friendly! :)

--
Chris Brown ba930@freenet.carleton.ca | "Your God is dead and no one cares
-> Finger for Public Key <- | If there is a hell, I'll see you
=>J e s S T 0 d d ` z S p A C e!<= | there" -|\| | |/|, Heresy
FTPWWWNINROTFLRTFMIRCVGACRTLOLIMHOPGPRSANSANASACIADoDKGBPLOANDMANYOTHERACRONYMS

3895. SOFTWARE ... Any want to exchange ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-01 00:00:00 UTC
From: Mariano Dominguez <mariano@fciencias.unam.mx>
Message-ID: <49ne2g$lbc@academ00.mty.itesm.mx>
Source record: 87404

Saludos ..
I have some software for atari 8-bit, I'd like to interchange programs wih
other users around the world, e-mail me for a list

And Watch the ciberspace !!
Wait for a new 8-bit page...in Mexico, soon.

Bye.
M.

3896. Re: Neat quick hack..

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-01 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <49nq7i$md0@stratus.skypoint.net>
Source record: 87405

Rich Mier (rbmier@winternet.com) wrote:
: > sydtech@skypoint.com (Scott Butler) writes:
: > Arrrrgggh!
: >
: > I tried to get it. What's up with this:
: >
: > 403 Forbidden
: >
: > Your client does not have permission to get URL
: > /~archive/atari/8bit/New/filesel.arc from this server.
: >
: >>>>
: Try again later. It just means that the Server is
: Max'ed out with 'Anomyous' users.

I was able to download some other stuff without problem. Anything in the 'New' subdirectory is, apparently, off limits to downloads. ???

Anyway, a visit back today and I get a '404 URL Not Found' error.

Can someone maybe email me a copy of this? I'm anxious to try it out.

Thanks!
Scott

3897. Weird Atari Dream

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-02 00:00:00 UTC
From: tbauer@saul4.u.washington.edu
Message-ID: <49o6tv$p9p@nntp5.u.washington.edu>
Source record: 87319

Hi Atari fellows,

Had a really weird dream last night. I keep wanting to call a friend to see about purchasing his 1200XL. Anyway, I dreamt last night that I was over at his place and that he upgraded his Atari 800 (where's the 1200XL ??) with a card that contained a 65816 (like the AppleII GS) and had VGA graphics. Then I woke up. Bummer.

Later,
Tom

-- Guess I've been reading this newsgroup too much.

--
tbauer@u.washington.edu

3898. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-02 00:00:00 UTC
From: faqserv@ATHENA.MIT.EDU
Message-ID: <atari-8-bit/faq_817948432@rtfm.mit.edu>
Source record: 87320
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List

Revised 30-Nov-95

Additions/suggestions/comments/corrections are needed! Please send to:

URL:mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

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when given.

The Atari 8-Bit Computers Frequently Asked Questions List was created to
provide answers to many commonly asked questions found in the Internet's
comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group. It is in
a constant state of development, and comes with no guarantees. If you
see any problems, I need to hear from you!

--- Where to get the latest copy of the 8-bit Atari FAQ List ---

The home of many FTP archive sites, automatically updated monthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq

The World Wide Web hypertext version, automatically generated monthly:
URL:http://www.smartpages.com/faqs/atari-8-bit/faq/faq.html
URL:http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html

WWW "flat hypertext" versions, automatically generated monthly:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
URL:http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.faq.html

Usenet newsgroups where this FAQ list is automatically posted monthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also get the latest version by e-mail.
URL:mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/faq
```

quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

---

Subject: 0.1) Table of contents

0.1) Table of contents

Introduction
1.1) What is an Atari 8-bit computer?

Usenet
2.1) What is comp.sys.atari.8bit?
2.2) What is comp.sys.atari.announce?
2.3) What is comp.sys.atari.advocacy?
2.4) What is comp.sys.atari.programmer?
2.5) What is comp.emulators.misc?
2.6) What is comp.emulators.announce?

E-Mail
3.1) What is the Info-Atari8 Digest?
3.2) What is INFO-A8?
3.3) How can I retrieve files from FTP sites by e-mail?
3.4) How can I post to Usenet newsgroups by e-mail?
3.5) How can I access the World Wide Web by e-mail?

Software Archives
4.1) What is the University of Michigan Archive?
4.2) What is the Boston Archive?
4.3) What is the PVV Archive?
4.4) What is the ClarkNet Archive?
4.5) What is the Gatekeeper's Archive?
4.6) What is the QACE Archive?

Telnet
5.1) What is the Cleveland Free-Net Atari SIG?
5.2) What is the Youngstown Free-Net Atari SIG?
5.3) What is the National Capital Free-Net Atari Users SIG?
5.4) What is the Victoria Free-Net Atari Computer Users SIG?
5.5) What is the Closer To Home BBS?
5.6) How can I access the World Wide Web by Telnet?

World Wide Web
7.1) What WWW pages support the 8-bit Atari?

IRC
7.9) What IRC channels discuss the 8-bit Atari?

Online Magazines
8.1) What is the CAIN Newsletter?

File Formats
9.1) What's this UUEncoding stuff (.uu, .uue files) all about?
9.2) What is an .arc file?
9.3) Okay, how about a .dcm file?
9.4) What is an .xmo file?

Emulation
10.1) What 8-bit Atari emulators exist for other computing platforms?

File Transfer Solutions
11.1) What are the best terminal emulators available?
11.2) Can I read/write 8-bit Atari disks on an IBM-PC?
11.3) Can I read/write MS-DOS disks on an 8-bit Atari?
11.4) How do I transfer files using a null modem cable?

Storage Media
12.1) What 5.25" floppy disk drives are available?
12.2) How can I use 3.5" floppy disks with my 8-bit Atari?
12.3) What do I need to connect a hard drive to my 8-bit Atari?
12.4) How can I use an IBM-PC as a storage device for my Atari?

General Interest
13.1) What's the best DOS for the Atari?
13.2) What hardware has Atari created in the 8-bit computer line?
13.3) What are the power-supply requirements for my Atari components?
13.4) What are the pinouts for the...?
13.5) What BBS software can be used on the Atari?
13.6) What version of Atari BASIC do I have?
13.7) What are the Standards for Used 8-Bit Stuff?

Other Documents of Interest
14.1) What vendors, developers, or publishers support the 8-bit Atari?
14.2) Where is my nearest 8-bit Atari BBS?
14.3) Where is my nearest 8-bit Atari user group?
14.4) How do I use my new or emulated Atari?
14.5) What prominent Atarians are reachable by e-mail?

Subject: 1.1) What is an Atari 8-bit computer?

In order of their release, the Atari 8-bit computers include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System. The 400/800 models were first shown publicly in November 1978 and first sold in 1979. The final machine, the XE Game System, was released in 1987. Atari Corp. officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

The following text was written by Chris Crawford and appears in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. It has been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM,

ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

GTIA is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

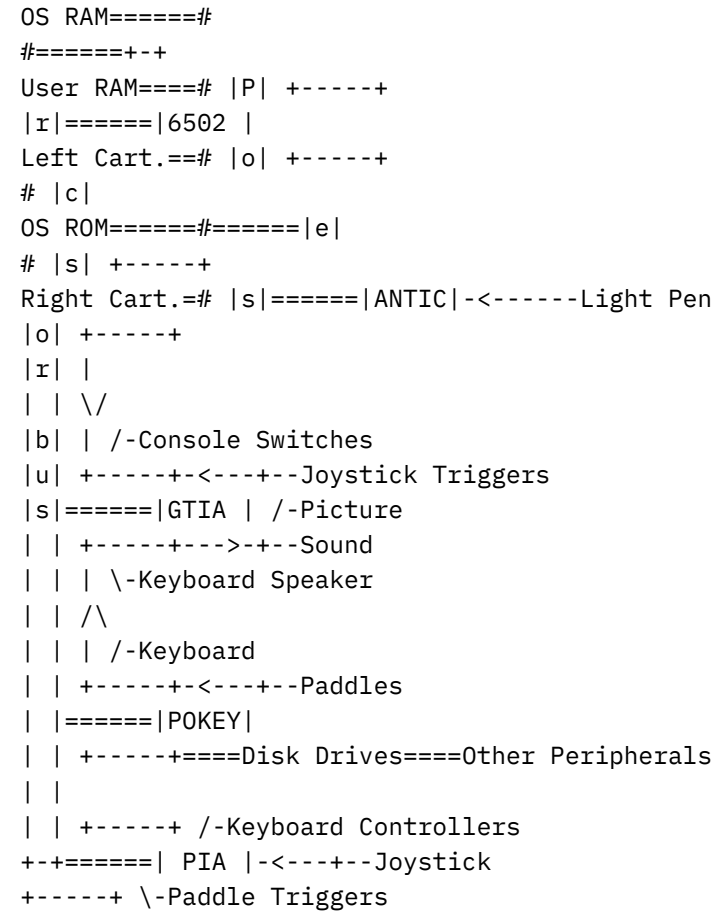
POKEY is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The 130XE and XEGS contain a small additional LSI called FREDDIE, a RAM address multiplexor. According to URL:mailto:sup8pdct@closer.brisnet.org.au (James Bradford), "Freddy is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. Freddy also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a freddy but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from freddy, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to freddy for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say freddy does the bank switching is

beyond me. An 800XL can look like a 130XE with that 16-pin chip installed
(That's right NO freddy) and an extra 8 RAM chips."

Hardware Arrangement



Beginners at using the 8-bit Atari platform may wish to contact Bill
Kendrick, URL:mailto:kendrick@sonoma.edu , for his Newbie/Emulator FAQ.

The following is taken from Bill's Newbie/Emulator FAQ.
Graphics:
The Atari has maximum resolution of 320 x 192 (standard, non-overscanned
screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4,
160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are also
supported. 40 x 24 x 256-character (128 normal, 128 inverse, character
set indirection available) text mode is standard (2 colors).
40 x 24 x 128-multi-colored-character (4 colors per character allowed,
the other 128 characters have 4th changed into a color 5) and
40 x 12 x 128-multi-colored-character screen modes are available.
GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-only,
and 80 x 192 x 9 color screen modes.
Graphics Modes Summarized:
Mode Horiz.xVert.xColors text/graphics
0 40 x 24 x 2 text
1 20 x 24 x 5 text

2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 2 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Normal (bordered), narrow (underscanned), and wide (overscanned) screen
modes are available.
Screen modes can be mixed (by lines) down the screen using the Display
List (a program which is executed by the ANTIC graphics chip every
screen refresh (60 times per second on real NTSC Ataris).
Fine scrolling (both vertical and horizontal) can be enabled on any
line on the screen.
All other screen attributes (color, player/missile horizontal position,
screen width, player/missile/playfield priority, etc.) can be ajusted
at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four
2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also
available, as is a mode to XOR colors or blacken out colors when players
overlap (good for making three colors out of two players!) Players
and missiles have adjustable priority and collision detection.

Sound:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

According to Doug Neubauer (by way of URL:mailto:finneganj@delphi.com (James
Finnegan), here is the team that originally designed the Atari 400/800:
<quote>

The A800 VLSI hardware guys include:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators (from the grass valley group)
Joe Decuir - Antic and system and creator
A french guy (whose name I forget) - Antic logic designer
George McLeod - CTIA and GTIA logic design

Doug Neubauer - Pokey logic design
Mark Shieu - Pokey chip design
Steve Stone - Pokey layout design
Steve Smith - Technician for antic and gtia
Delwin Pearson - Technician for Pokey

There were a number of other people whoses names I have forgotten.
I have lost touch with most of them.

<end quote>

[I'd like more system spec's here.]

Subject: 2.1) What is comp.sys.atari.8bit?

If you have Usenet newsgroup access you can access this discussion group through URL:news:comp.sys.atari.8bit . This is an unmoderated newsgroup for discussion about the 8-bit Atari 400/800/XL/XE computing platform. All postings to comp.sys.atari.8bit automatically appear in the Info-Atari8 Digest and in INFO-A8.

comp.sys.atari was split into comp.sys.atari.8bit and comp.sys.atari.st in approximately 1986. To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

comp.sys.atari.8bit is archived by the INFO-A8 list server.

Subject: 2.2) What is comp.sys.atari.announce?

URL:news:comp.sys.atari.announce is the moderated Usenet newsgroup for news items and announcements related to all Atari computing platforms. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari announcements. Moderated by Yat Siu from URL:mailto:lexicor@world.std.com .

Subject: 2.3) What is comp.sys.atari.advocacy?

URL:news:comp.sys.atari.advocacy is the unmoderated Usenet newsgroup for advocating for or against the various Atari computing platforms. If you enjoy making comparisons between Atari 8-bit and other computing platforms, this is the place to do it.

Subject: 2.4) What is comp.sys.atari.programmer?

URL:news:comp.sys.atari.programmer is the unmoderated Usenet newsgroup for topics in programming on the various Atari computing platforms, including the Atari 8-bit.

Subject: 2.5) What is comp.emulators.misc?

URL:news:comp.emulators.misc is the unmoderated Usenet newsgroup for the discussion of emulating computing platforms on other computing platforms. All emulator discussion that does not involve the Apple][, the Commodore 64, or the WINE MS-Windows emulator (which each have their own emulator groups) may be found on comp.emulators.misc.

Subject: 2.6) What is comp.emulators.announce?

URL:news:comp.emulators.announce is the moderated Usenet newsgroup for news items about emulating one computing platform on another. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari emulator announcements. The moderator may be contacted at URL:mailto:emulators-request@qualcomm.com .

Subject: 3.1) What is the Info-Atari8 Digest?

If you have Internet e-mail access you can access this discussion group through the Info-Atari8 Digest.

The Info-Atari8 Digest originates from

URL:mailto:atari8@netcom.com

Subscription requests should be sent to the above address with the subject:

SUBSCRIBE | UNSUBSCRIBE (that is, one or the other)

The first line of the body of the letter should be the person's full name followed by his/her mailing address. For example:

Mike Todd snyder10@convex1.tcs.tulane.edu

To contribute to discussion threads in the Info-Atari8 Digest, or to start a new thread, send your posting to:

URL:mailto:comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Postings sent in this way automatically appear on comp.sys.atari.8bit and in INFO-A8.

Note that any posting sent to atari8@netcom.com will NOT be cross-posted to comp.sys.atari.8bit, so don't send your posting there. The Moderator hopes to correct this in the future.

The Info-Atari8 Digest is archived by the INFO-A8 listserver.

Recent copies are also kept at URL:ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason Duerstock.

The Info-Atari8 Digest Moderator is Mike Todd,
URL:mailto:snyder10@convex1.TCS.Tulane.EDU .

Subject: 3.2) What is INFO-A8?

If you have BITNET or Internet e-mail access you can access this
discussion group through INFO-A8.

The BITNET subscription commands are:
tell listserv at marist register <your real full name>
tell listserv at marist subscribe info-a8

The Internet subscription command is:
URL:mailto:listerv@vm.marist.edu where the message says
subscribe info-a8 <your real full name>

To contribute to discussion threads in INFO-A8, send your posting to

URL:mailto:comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Postings sent in this way automatically appear on comp.sys.atari.8bit and in
the Info-Atari8 Digest.

Any postings sent to info-a8@vm.marist.edu or to INFO-A8@MARIST will not reach
comp.sys.atari.8bit, so don't send your postings there.

You may leave the list at any time by sending a "SIGNOFF INFO-A8" command
to LISTSERV@MARIST, or by sending a message to
URL:mailto:listserv@vm.marist.edu that says "unsubscribe info-a8". Please
note that this command must NOT be sent to INFO-A8@MARIST or to
info-a8@vm.marist.edu.

---The archive of comp.sys.atari.8bit, the Info-Atari8 Digest, and INFO-A8---

You can obtain a list of the available archive files by sending an "INDEX
INFO-A8" command to LISTSERV@MARIST or by sending a message to
URL:mailto:listserv@vm.marist.edu that says "index info-a8". These files can
then be retrieved by means of a "GET INFO-A8 filetype" command, or by
using the database search facilities of LISTSERV. Send an "INFO DATABASE"
command for more information on the latter.

Recent copies are also kept at
URL:ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason
Duerstock.

The INFO-A8 Moderators are:
HARRY@MARIST (A Harry Williams)
URL:mailto:ravi@mcnc.org (Ravi Subrahmanyan)
URL:mailto:billw@score.stanford.edu (Bill Westfield)

INFO-A8 was created on December 9, 1986.

Subject: 3.3) How can I retrieve files from FTP sites by e-mail?

There are several general-purpose FTP mail-servers. These may be used to retrieve any files available from anonymous FTP sites on the Internet.

1) mailto:ftpmail@decwrl.dec.com with no subject line, and two-line body with line 1 help and line 2 quit

2) mailto:ftpmail@grasp.insa-lyon.fr (body: help) Please, European users only.

3) mailto:bitftp@pucc.princeton.edu (body: help or ftplist for a list of anonymous ftp sites)

Of the mail-servers listed here, I recommend this "BITFTP" server. To help you get started using it, try this example of retrieving files from the Merit/Umich Software Archives (through the barnone.citi.umich.edu mirror site). Send a message to bitftp@pucc.princeton.edu that says exactly:

```
ftp barnone.citi.umich.edu
user anonymous
cd /afs/umich.edu/group/itd/archive/atari/8bit
dir
cd Telecomm
dir
get ft80v037.txt
get icet.txt
binary
get ft80v037.arc
get icet.arc
quit
```

4) mail BITFTP@DEARN or to mailto:BITFTP@vm.gmd.de (body: help or ftplist for a list of anonymous ftp sites) (Europe only)

Subject: 3.4) How can I post to Usenet newsgroups by e-mail?

From the internet-services/access-via-email FAQ, maintained by "Doctor Bob" Rankin.

Mail the text of your post to:

```
group.name@news.demon.co.uk
group.name@dispatch.demon.co.uk
group.name@bull.com
group.name@cass.ma02.bull.com
group.name@paris.ics.uci.edu
group.name@crs4gw.crs4.it
group.name@berlioz.crs4.it
group.name.usenet@canaima.Berkeley.EDU
group.name-news@newsbase.cs.yale.edu
```

For example, to post to comp.sys.atari.8bit, you might send your message to:

comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Be sure to include an appropriate Subject: line, and include your real name and e-mail address at the close of your note.

Subject: 3.5) How can I access the World Wide Web by e-mail?

Swiped from the WWW FAQ, which is maintained by mailto:boutell@netcom.com (Thomas Boutell), here is how to access a web page by email:

mailto:server@mail.w3.org (preferred) or to mailto:listserv@info.cern.ch (older address) containing the following single line. (What you put on the subject line doesn't matter; blank is OK. This line should go in the text of the message.) You will receive as a reply a simple page intended to help you learn more about the Web.

send http://www.earn.net/gnrt/www.html

Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of files for many computing platforms, including the Atari 8-bit computers. For more information:

Jody Lenn, mailto:lenn@atari.archive.umich.edu (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading

There are numerous methods available for downloading files from the UMich Archive. The Archivists request you use these mechanisms in this order of preference:

1) The number one way to get into the UMich archives is via AFS. If you have AFS, all our files are kept in the directory "/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT! Specifically, use:

URL:file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software Archives" choice. Specifically, use:

URL:gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
URL:gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
URL:gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/
URL:gopher://gopher.orst.edu:70/11/g-i-s/computer/zftparea/mirrors/archive.umich.edu/atari/8bit

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/
Specifically, use:

URL:http://www.umich.edu/~archive/atari/8bit/

A mirror web site:
URL:http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory.
Specifically, use:

URL:ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are
several mirror sites which are all updated from the home site regularly:
URL:ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
URL:ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
URL:ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/
URL:ftp://ftp.orst.edu/pub/mirrors/archive.umich.edu/atari/8bit/
URL:ftp://barnone.citi.umich.edu/atari/8bit/ (<-- RECOMMENDED)
URL:ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
URL:ftp://ftp.toad.net/pub/umich/8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How can
I retrieve files from FTP sites by e-mail?"

Uploading

General uploading tips:
- No uploads may be made to the Archive's mirror sites.
- Please also upload a short text file describing what your upload is. You
might also suggest what permanent 8bit subdirectory you'd like your file to
end up in.
- Note that the 8bit/New directory is "write-only."

1) upload via AFS:
Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

2) upload via FTP:
FTP to atari.archive.umich.edu, cd into "8bit/New", and upload your files.

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

3) upload via E-Mail:
Simply uuencode the file, (please split it into parts of 60 K or less)
and mail the result to mailto:lenn@atari.archive.umich.edu (Jody Lenn). Please
name the parts in the subject line. This is really helpful as the parts

usually don't arrive in the proper sequence. Also, please include a message labeled "file transmission," containing a short description of the file, etc. Shar files are also acceptable, but uuencoded is preferred.

Subject: 4.2) What is the Boston Archive?

Here's an 8-bit Atari FTP site located at Boston University. It is maintained by Adam Bryant, mailto:adb@albert.bu.edu . This site seems to have seen no uploads for years, but there are some files here that aren't on any of the other sites. [IS THIS SITE LOST? - 10/13/95]

ftp://cs-ftp.bu.edu/PC/ATARI (128.197.13.20)

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by Eyvind Bernhardsen, mailto:eyvind@lise.unit.no . PVV stands for ProgramVareVerstedet, or The Software Workshop, a student society at the University of Trondheim, Norway.

ftp://nova.pvv.unit.no/pub/Atari/8bit (129.241.36.207)

Uploads go to ftp://nova.pvv.unit.no/incoming/atari/8bit; Eyvind moves them to the appropriate directory. Please include a .readme file with each upload, so people know what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

This smallish 8-bit Atari FTP site is maintained by Kevin Atkinson, mailto:kevina@clark.net .

ftp://ftp.clark.net/pub/atari (168.143.0.2)

Write to Kevin for uploading instructions.

A mirror of the ClarkNet Archive, kept by Jason Duerstock: ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari 8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the QACE Archive?

The Queensland Atari Computer Enthusiasts have a fairly large FTP site. It is
located in Australia and is the local internet sight of Super Products.
Contact James Bradford, URL:mailto:sup8pdct@closer.brisnet.org.au for more
info.

URL:ftp://203.4.149.98/8bit

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

The Cleveland Free-Net is the hub system of the NPTN, the National
Public Telecomputing Network. It can be accessed by any of the following:
telnet://freenet-in-a.cwru.edu, telnet://freenet-in-b.cwru.edu, or
telnet://freenet-in-c.cwru.edu (129.22.8.32 or 129.22.8.51).
Type "go atari" to reach the Atari SIG.

Those who add their names to the Atari SIG user directories are
automatically members of the official Atari user group C.A.I.N. - Central
Atari Information Network.

The Cleveland Free-Net Atari SIG publishes the CAIN Newsletter, maintains
the CAIN Home Page on the WWW, and keeps the "Who's Who in the Atari
Community E-Mail Directory" listing. Send correspondence and press
releases to mailto:xx004@cleveland.freenet.edu (Atari SIG).

Subject: 5.2) What is the Youngstown Free-Net Atari SIG?

Youngstown Free-Net (Youngstown, Ohio USA)
telnet://visitor@yfn.ysu.edu (192.55.234.27)

Type "go atari" to reach the Atari SIG. Write to
mailto:xx140@yfn.ysu.edu for more information.

Subject: 5.3) What is the National Capital Free-Net Atari Users SIG?

National Capital Free-Net (Ottawa, Canada)

Internet access to NCF is via

telnet://guest@freenet2.carleton.ca (134.117.1.39) type "go atari" at any menu
telnet://guest@freenet3.carleton.ca (134.117.1.22) type "go atari" at any menu
gopher://gopher.ncf.carleton.ca and choose:
'National Capital Freenet (NCF) Information by Gopher'
http://www.ncf.carleton.ca/freeport/sigs/computer/atari/menu/

This is the Atari computer(*) users special interest group.

Select the Bulletin Board for the latest Atari related news on the SIG
To get information on the other options select the menu option in question
and read the ABOUT message.

For more information, please contact Jack Kitowicz (ac382) on the
National Capital FreeNet. Comments & Suggestions for improvements to the
Atari SIG are always welcome.

Subject: 5.4) What is the Victoria Free-Net Atari Computer Users SIG?

Victoria Free-Net (Victoria, Canada)

telnet://guest@freenet.victoria.bc.ca (199.60.222.1)

type "go atari" at any menu

Facilitators: Gord Hooper (mailto:ua558@freenet.victoria.bc.ca)
Ted Skrecky (GCACE Librarian)
(mailto:ud264@freenet.victoria.bc.ca)

The aim of this SIG is to assist Atari Computer users. We can provide
assistance with XL/XEs, STs, and Falcons, whether you are a new or
experienced user.

Subject: 5.5) What is the Closer To Home BBS?

Kept by mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears), this is a
BBS in Australia which supports the 8-bit Atari.

telnet://guest@closer.brisnet.org.au (203.4.149.97)

Subject: 5.6) How can I access the World Wide Web by Telnet?

This section swiped from the WWW FAQ, which is kept by
mailto:boutell@netcom.com (Thomas Boutell).

An up-to-date list of these is available on the Web as
http://info.cern.ch/hypertext/WWW/FAQ/Bootstrap.html and should be
regarded as an authoritative list.

telnet://telnet.w3.org
A telnettable browser provided by the W3 coalition.

telnet://www@www.cc.ukans.edu
Offers Lynx, a full screen browser which requires a vt100
terminal. Log in as www. Does not allow users to "go" to
arbitrary URLs, so GET YOUR OWN COPY of Lynx and install it on
your system if your administrator has not done so already. The
best plain-text browser, so move mountains if necessary to get
your own copy of Lynx!

telnet://www@www.njit.edu
(or telnet 128.235.163.2) Log in as www. A full-screen browser
in New Jersey Institute of Technology. USA.

telnet://www@www.huji.ac.il
A dual-language Hebrew/English database, with links to the rest
of the world. The line mode browser, plus extra features. Log
in as www. Hebrew University of Jerusalem, Israel.

telnet://sun.uakom.cs
Slovakia. Has a slow link, only use from nearby.

telnet://www@info.funet.fi
(or telnet 128.214.6.102). Log in as www. Offers several
browsers, including Lynx (goto option is disabled there also).

telnet://www@fserv.kfki.hu
Hungary. Has slow link, use from nearby. Login is as www.

Subject: 7.1) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

8-bit Vendor/Developer home pages are listed in the Vendor/Developer list, not
here.

Atari 8-Bit Computers FAQ and Vendor/Developer Lists
Michael Current, mailto:mcurrent@carleton.edu
http://www.smartpages.com/bngfaqs/comp/sys/atari/8bit/top.html

Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/index.html

Atari 8-Bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~un55/8bit.html

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Central Atari Information Network
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

CompuCat WWW
Neal Kinney, mailto:nkinney@netcom.com
ftp://ftp.netcom.com/pub/nk/nkinney/html/compucat.html

Classic Computer and Video Game Systems
http://www.gate.net/~cmwagner/atari8.html

Atari XL/XE
ACF, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

Atari Boise User Group
ABUG, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus
mailto:rwarenz@freenet.columbus.oh.us
gopher://gopher.freenet.columbus.oh.us/11/specialinterestgroups/Atari%20Computer%20Enthusiasts%20of%20Columbus

NorthWest Phoenix Atari Connection
John Collins, Club Webmangler, mailto:bosco@host.yab.com
http://www.yab.com/~bosco/

Queensland Atari Computer Enthusiasts
James Bradford, URL:mailto:sup8pdct@closer.brisnet.org.au
http://203.4.149.98/atari/atari.html

Toronto Atari Federation
Stephen Christian, URL:mailto:schrist@io.org
http://www.io.org/~schrist/taf.html

Subject: 7.9) What IRC channels discuss the 8-bit Atari?

#Atari8 - Just for 8-bit Atari users!

#classic - Classic Games and Systems Collectors.

Subject: 8.1) What is the CAIN Newsletter?

The Central Atari Information Network Newsletter is the monthly online magazine of the Cleveland Free-Net Atari SIG. The editor is Mark Leair of the Atari SIG. 8-bit computers support is provided by Michael Current and Craig Lisowski. For information, write to the Atari SIG at mailto:xx004@cleveland.freenet.edu .

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that is common in the MS-DOS world. This is done to make the file shorter, so it takes up less space on your disk and it takes less time to transfer between computers. The archives contains several 8-bit Atari archivers fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) Okay, how about a .dcm file?

A .dcm file is a format unique to the 8-bit Atari which is used to convert entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff.
filenames: Archivers/dskcom32.arc or Archivers/diskcomm.arc (same thing!)

Subject: 9.4) What is an .xmo file?

.xmo stands for XMODEM. The idea was that the file was not plain text, but was a binary file. As a binary file, it had to be downloaded using a file transfer protocol such as XMODEM. The use of ".xmo" as a filename extender was popular once, but has been discouraged for years.

Subject: 10.1) What 8-bit Atari emulators exist for other computing platforms?

These are the four emulators that are usable.

1) ST Xformer 3.0, from Branch Always (see companion Vendor/Developer List for complete contact info). A freeware 8-bit Atari emulator for the Atari ST.
Net location?

2) PC Xformer 3.2, from Branch Always (see companion Vendor/Developer List for complete contact info). The 8-bit Atari emulator for DOS/Windows/OS/2. Versions 2.0, 2.5, 2.52 are freeware; 3.0 was the first commercial version; 3.2 is the latest commercial version; 4.0 for Windows 95 is coming soon.

The following further info on PC Xformer provided by Bill Kendrick,
mailto:kendrick@sonoma.edu . Contact him for his Newbie/Emulator FAQ.

2.0 emulates an Atari 800. It requires about 300K of
free memory, 320x200x256 (MCGA/VGA/SVGA) graphics, and a 286 CPU.
It does not support ROM files, disk image swapping within the
program, player/missile graphics collision detection, sound,
PC joystick support, modem/printer support, but is free.

2.5 is the replacement for 2.0. It emulates either an Atari 800
or an Atari 800XL. It requires about the same as 2.0. It does
support ROM files and the PC speaker is used to emulate the old
Atari 400/800 internal speaker clicks. It is also free.

3.0 is the first commercial release. It emulates an Atari 800,
800XL, or 130XE (128K RAM; I heard it was to do 320K but I think
that was reduced). It requires a 386 and 512K of memory. It
supports Sound Blaster, player/missile graphics collision detection,
modem/printer and PC joystick support. It
comes with a disk with the software, an ammendum to the printed
documents, and a bunch of Atari 8-bit software (example programs:
demos/games, and a few useful utilities). It supports disk swapping
through a (currently) simple menu.

All versions support .XFD (Xformer disk) format disk images, and
all versions of PC Xformer support SIO2PC disk images (.ATR's).

PC Xformer 3.0 comes with a 36-page printed manual and reference.
It includes appendicies explaining graphics, sounds, colors, BASIC,
subdirectory paths (for MSDOS which in turn explains SpartaDOS/MYDOS),
a quick keyboard reference, ATASCII characters (all 128 drawn out),
the Atari editor, error codes, file IO (commands, devices, XIO calls)
as well as giving breif information on how to contact other Atari
users, common file extenders, and it includes a LARGE glossary
explaining Atari BASIC / TurboBASIC XL commands, Atari computer
terms, and general computer terms.

filename: Xf2/xf25.zip

Of importance to PC Xformer users is:
DcmToDsk, freeware by Jason Duerstock. It converts most .DCM files into
SIO2PC .ATR's for use with SIO2PC and PC Xformer.
filename: Sio2pc/dcm2dsk2.zip

3) Rainbow, by Chris Liam, for the Apple Macintosh
URL:mailto:lamcw@aston.ac.uk
URL:http://www.aston.ac.uk/~lamcw/emulators.html

4) Atari Emulator for Unix and Amiga, by David Firth
Latest version: 0.1.8
URL:mailto:david@signus.demon.co.uk
URL:ftp://ftp.demon.co.uk/pub/emulators/Atari800-0.1.8.tar.gz
(158.152.1.44)

Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

BobTerm 1.22, shareware by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; excellent for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Combination VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Excellent at VT100 on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

FlickerTerm 80 0.37, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None

Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus
filename: Telecomm/ft80v037.arc

Ice-T 2.0 XE (requires 128K) or 1.1 by IceSoft (Itay Chamiel)
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: XMODEM download
Autodial: Yes (2.0 XE) or No (1.1)
Backscroll buffer: Yes--8 screens (2.0 XE) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.0 XE) or No (1.1)
Summary: Excellent for high-speed VT100 emulation
Beta-test versions of both available from mailto:bruck@brachot.jct.ac.il

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Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (280-some rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)

2. If the PC drive is a 1.2M drive there is the additional problem of the track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive, can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB, and then reformatted on a 1.2M drive to 360k, can be read reliably only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the Atari for Atari to PC transfers, format truly blank disks on the PC for PC to Atari transfers.

While the above work with SS/DD 180K Atari-format disks, the following combination of utilities can be used to work with SS/SD 90K Atari-format disks, and is currently the best bet for reading SS/ED 128K Atari-format disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:preston.f.crow@dartmouth.edu ,
"As best as I can figure it out, if your PC drive happens to read FM disks (I'm not sure what the criteria for that is), then you can read single density disks on your PC by dumping the contents to a file with AnaDisk, and then using Deana.com to convert the dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first portion of each sector, but it demonstrates that it is possible for a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050 drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 12.4), can be used to read/write to a hard drive connected to an MS-DOS system. This can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the companion vendor/developer list) allow the Atari XF551 disk drive to read 720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software Services (see the companion vendor/developer list), allows both low

density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard floppy drives to be used on the Atari. A utility is included to read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on each computer. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. (Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25-pin port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need a Multi I/O or Black Box, which use the PBI (parallel bus),

then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C
port.
13 1
o o o o o o o o o o o o o
o o o o o o o o o o o o
25 14

(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed
but also pins 4 and 5 as well as 6 and 8. Or better
yet, make a true 25 wire, straight through cable and use
a commercial null modem. A commercial null modem is
just a small device with the correct lines already
crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:sup8pdct@closer.brisnet.org.au (James Bradford)
mailto:conradus@plearn.edu.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> Happy 1050
SS SD/ED/DD Warp speed US Doubler/19.2 and 52k. track
buffering

==> Super Archiver 1050
SS SD/ED/DD Ultra Speed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) used w/ Bibo-DOS (Compy Shop)

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k (ultra speed)
by Super Products. Compatiable with SuperDOS and US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

==> CSS XF551
SS/DS SD/ED/DD US Doubler compatible. Updates drive to work
better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

==> Percom AT88-Sy[PD]
where: y=1 -> a single-drive unit
y=2 -> a dual-drive unit
PD -> equipped with a built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOSXL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- Ultra Speed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- Ultra Speed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2001
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2002
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: My-DOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:

- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary; full-compatibel with the SDX)
- Ultra Speed 70000 bps (full-compatible with the older SpartaDOS)

Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades
- Floppy Board

==> Atari XF521
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

Corvus ? 10 megabytes Fast but still relatively
slow I/O, kludge through
joystick ports for 800.
Rare
Supra/K-P N/A various Some limitations on drive
type and size and total
number of drives in sys.
FTe Multi I/O various 256 byter per sector
restriction. 256K and
1 meg ramdisk models.
Printer and modem, modem
will handle 19.2K bps
CSS Black Box various Will handle all SCSI drives.
Allows 9 drive access for
MYDOS. Currently the only
modem interface with CTS/RTS
hardware flow control. 19.2K
ready.
SWP ATR-8000 unknown limits Rare daughterboard for hard
drives. I/O is probably
fairly slow on this baby and
there may be DOS restrictions.

==> IDE/AT-BUS hard disk (still under construction)

Subject: 12.4) How can I use an IBM-PC as a storage device for my Atari?

Original by Dave Paterson, mailto:d.paterson2@genie.geis.com

SIO2PC is a cable and software combination that lets you use your PC as up to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to 16 megs. SIO2PC also lets you redirect the printer output to your PC printer or to a file on the PC. High speed drives are emulated (a la US Doubler).

All these functions are transparent at the Atari end; you never notice the difference between SIO2PC and regular drives, except that the SIO2PC drives are faster than any others (except Ramdisks and PBI interface drives).

SIO2PC 3.19i is shareware by Nick Kennedy.
filename: Sio2pc/sio319i.exe

Of importance to SIO2PC users is:
DcmToDsk, freeware by Jason Duerstock. It converts most .DCM files into SIO2PC .ATR's for use with SIO2PC and PC Xformer.
filename: Sio2pc/dcm2dsk2.zip

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/ developer list); MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Personal Computer (1979) 8-16K, membrane keyboard, 400/800 OS
800 Personal Computer (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16-64K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)~same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missle Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 Printer -40 col.
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I software
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige &
black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col. letter quality =Mann-Tally Riteman LQ
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink software
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, with XE Term software
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1200 1200XL internally, many slight cosmetic differences
800XLF late 800XL with a redesigned motherboard, & FREDDY (from the XE's)
1250XLD Earlier concept of the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL Earlier concept of the 1450XLD
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1090 XL Expansion System-for PBI, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card

XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XTM201 -non-impact printer
XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari components?

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have. I'm also not sure how much of this section is valid outside North America. If it's not valid where you are, I need to hear from you!

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)

9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030

9 V AC ???? VA (??? A) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO

9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027

24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
600XL,800XL,65XE,130XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
600XL,800XL,65XE,130XE,XE Games System

5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE

6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P"

9 V DC 500 mA (4.5 W) Atari#CO16353 adapter:
XEP80,SX212,2600
9 V DC 500 mA (4.5 W) Atari#CA014034 adapter:
XEP80,SX212,2600

9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,1 Meg FTe MIO,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297 adapter:
1400XL,1450XLD

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12;FTe P:R: Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND

3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance (not on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9

1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9
1. Data Strob
2. D0
3. D1
4. D2
5. D3
6. D4
7. D5
8. D6
9.
10. Data pins pull up +5V
11. Ground
12. Fault
13. Busy
14. -
15. D7

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used

11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section by mailto:winston@merk.com (Winston Smith)

Here is the run down of ATARI 6502 8-BIT BBSes that I am aware of:

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which
it refers to as "OASIS PAL modules". This OASIS demo module comes with an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" with
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages file
hogs). There is a commercial version of OASIS called "OASIS IV" that
performs networking. There was an OASIS network between Boston,
Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word
of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank
Walters wrote it.

OASIS IV, CARINA, and BBS-EXPRESS-PROFESSIONAL! are all commercial
programs. I haven't heard anything about OASIS IV and CARINA for a while,
but PRO!-BBS is still a viable commercial enterprise last that I had heard.

Subject: 13.6) What version of Atari BASIC do I have?

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Subject: 13.7) What are the Standards for Used 8-Bit Stuff?

Developed by mailto:b.poehland@genie.geis.com (Ben Poehland)

When selling used 8-bit Atari equipment in the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group, please consider describing the condition of the materials you are selling using these standards. This will go a long way toward preventing potentially highly-contentious misunderstandings. Usage is voluntary, but recommended.

LN (Like New)-- Item is pristine, unused, w/all manuals & original packaging materials.
EC (Excellent Condition)-- Item is little used, good working order, physically clean, may have a very few minor cosmetic blemishes, w/original manuals.
GC (Good Condition)-- Item is in good working order but slightly soiled, contains worn parts or minor scratches/dings that betray heavy service or old age, w/original manual or copied manuals.
FC (Fair Condition)-- Item in working order but missing manuals/accessories; heavily worn/soiled or cosmetically damaged.
BC (Basket Case)-- Item does not work, is damaged/butchered, missing manuals & accessories etc., but contains salvageable parts.

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." The latest version may be obtained in the following locations, among many others:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers
mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/vendev
quit

You can also ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

Rick Detlefsen is presently compiling a new comprehensive Atari computers bulletin board systems list. Contact him by any of the following for more information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: ATARI BBS LIST
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.3) Where is my nearest 8-bit Atari user group?

Rick Detlefsen is presently compiling a new comprehensive Atari computers user groups list. Contact him by any of the following for more information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: USER GROUP SURVEY
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.4) How do I use my new or emulated Atari?

"The Unofficial Atari 8bit New User, Emulator Help FAQ" is maintained by mailto:kendrick@sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators for PC's and Mac's.

Subject: 14.5) What prominent Atarians are reachable by e-mail?

The "Who's Who in the Atari Community E-Mail Directory" listing includes people involved in all of the Atari computing and gaming platforms. This file is maintained by Len Stys, SIG Manager of the Cleveland Free-Net Atari SIG. Write to mailto:xx004@cleveland.freenet.edu (Atari SIG) or see: http://ace.cs.ohiou.edu/personal/mleair/whos_who.html

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End of atari-8-bit/faq

3899. 8-BIT GAMES FOR AUCTION

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-02 00:00:00 UTC
From: jrm8248@cc.utah.edu
Message-ID: <49ps0m$afq@news.cc.utah.edu>
Source record: 87321

```
This is a partial posting of my auction..it contains only 8-bit
stuff...to place bids and recieve complete updates by email send a
message to: jrm8248@u.cc.utah.edu

---------------------------------------------
ATARI 400/800-LOOSE GAMES
---------------------------------------------

-CX801 Operating Systerm: 10K ROM
-CX853 Memory Module: 16K RAM.
-Asteroids
-Basic Computing Language.
-Basketball $1.50 popcorn
-Centipede;
-Congo Bongo $1.50 popcorn
-Defender
-Ducks Ahoy $3.50 popcorn
-ET Phone Home
-Fraction Fever $3.00 btorme
-Jungle Hunt $1.00 popcorn
-Pac Man.
-Plattermania $3.50 popcorn
-Qix
-Star Raiders.
```

3900. WTB: Atari 850 interface/ICD PR:Connection

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-02 00:00:00 UTC
From: Bill <cooncat@ncweb.com>
Message-ID: <49qgev$53e@antares.en.com>
Source record: 87322

Hi

Looking for an interface so that I can run a terminal program between
my PC and the Atari. Anyone have an rs-232 inerface for sale??

Bill

aj445@po.cwru.edu
cooncat@ncweb.com
cooncat@ix.netcom.com

3901. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-02 00:00:00 UTC
From: Preston Crow <crow@cs.dartmouth.edu>
Message-ID: <30C0BFB5.4BDD81D@cs.dartmouth.edu>
Source record: 87323

Ernest.R.Schreurs wrote:

> >If SIO2PC 4.04 is still shareware, why don't you post it here?

> For one thing, because maybe Nick Kennedy should do that. If he does
> not have Internet access,

Unless something has changed, it has been well known that he doesn't have
a net connection.

> but for one thing, trying to connect into
> Umich using FTP is next to impossible. I use a mirror site to get
> things, but to upload it, I think one must FTP it to Umich itself.
> So if access is denied all the time, how can I do this?

If you send it to me (send it to ftp://ftp.dartmouth.edu/pub/dropoff/ and
send me email so that I know it's there), I'll upload it to UMich. I
connect there through AFS, so I don't have to worry about anonymous ftp
limits.

--PC (who has a N.Kennedy-built SIO2PC device)

3902. Re: Neat quick hack..

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-02 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <49o6sb$6ed@nuke.csu.net>
Source record: 87324

In article <49ilj1$vg@stratus.skypoint.net>,
Scott Butler <sydtech@skypoint.com> wrote:
>Your client does not have permission to get URL
>/~archive/atari/8bit/New/filesel.arc from this server.
>
>Hints, please?

Hmm - I guess because the way you're getting in locks "New" directory files
from read. Try FTPing to amiga.archive.umich.edu. (Careful with the CD
command, though).

Or I can e-mail it to you if you'd like.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[Home of: New Breed Software, 21BJ, newdex, and soon WebBS!]

3903. Looking for Chris Karchnak (Buckaroo Banzai)

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-02 00:00:00 UTC
From: ifilk@mindspring.com
Message-ID: <ifilk-0212952105040001@ifilk.mindspring.com>
Source record: 87325
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi,

Does anyone here have contact information (ideally physical address or E-mail address) for Chris Karchnak (who used the pseudonym "Buckaroo Banzai")?

He's a very neat person used to be very, very active in the Washington DC area Atari community in the 80's/early 90's, and I lost contact with him around the time I went to college, and I'd love to get in touch with him again to see what he's been up to.

THANKS!

--
Eli Goldberg (Home Account)
Turner Broadcasting, QA Engineer

The opinions expressed in this message are my own, and in no way represent Mindspring, Turner Broadcasting, or Jane Fonda. ;)

3904. I Need the Atari 8-bit Chipset Numbers for 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-02 00:00:00 UTC
From: "Ronald A. Laski, Jr." <ronlaski@cris.com>
Message-ID: <49p6b3$rhv@spectator.cris.com>
Source record: 87326

Hi,
I have the Newell 1 meg upgrade for the 130XE computer. I have the memory chips in it. I have the installation instructions. What I don't have is a list of numbers for what chips are what (and what orientation they are in). I'm not afraid to install the board myself. What I am afraid of, however, is installing it incorrectly. Once I am satified that I have all the info I need, I will get the darned thing installed. Also, I know that some of the chips have different numbers although some of the numbers may be similar. 130xe's are hard enough to come by without me burning mine up. Any help anyone can give me would be greatly appreciated.

Thanks,
Ronald A. Laski, Jr.
e-mail address: ronlaski@cris.com

3905. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-02 00:00:00 UTC
From: "Ernest.R.Schreurs" <ernest@pi.net>
Message-ID: <49o6u8$jf8@neptunus.pi.net>
Source record: 87327

>Don't get things wrong here: I wasn't complaining, I was ASKING. That's
>what is newsgroup is there for.
Well, my point still stands, one should ask Nick Kennedy, although
I am very well aware that discussing a problem and checking with
other users has a lot of value. In the end though, when all things
are discussed, only rarely is the problem written down and
documented and sent to the author. Note that I did not mean you
personally when I wrote people, it it everyone writing about SIO2PC
in the last couple of weeks.

>If SIO2PC 4.04 is still shareware, why don't you post it here?
For one thing, because maybe Nick Kennedy should do that. If he does
not have Internet access, lots of people have the pooldisk that contains
4.04 and they could equally well send it. My problem is that I feel I am
still a newcomer to Internet and don't quite know my way around yet,
the newsgroup looks just like a BBS, so I can understand that easily.
I know there are FAQ files, but for one thing, trying to connect into
Umich using FTP is next to impossible. I use a mirror site to get
things, but to upload it, I think one must FTP it to Umich itself.
So if access is denied all the time, how can I do this?

3906. Re: Wanted: Info. re: printers, DDIII, color, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-02 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <49o61b$5rl@nuke.csu.net>
Source record: 87328

In article <49gju8$t24@daily-planet.execpc.com>,
Mark Friedel <mfriedel@earth.execpc.com> wrote:
>
>I just retired a DJ500 that had aforementioned cart ports, and bought
>a new DJ660Cse. The new printers DO NOT have cart ports. Sorry
>
>BTW The DJ500 is for sale, make me an offer...

What condition is it in? What does it come with? How easy is it to
maintain? To get support?

Heck, I don't even know what it's worth! But if it's in good condition,
easy to use and maintain and I'll still be able to use it for a while,
I'm interested! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[Home of: New Breed Software, 21BJ, newdex, and soon WebBS!]

3907. CLOSET CLEANOUT SALE

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-02 00:00:00 UTC
From: af631@detroit.freenet.org
Message-ID: <49q0b0$eeq@detroit.freenet.org>
Source record: 87329

CLOSET CLEAN OUT SALE

Make me an offer via E-mail on any or all of the items below. All hardware is in working condition. You should include shipping costs in your offer. If your offer is chosen I will ship after your check or money order clears the bank.

ATARI 800 COMPUTER
comes with TV cable, power supply, owners guide, peripheral cable, 48k RAM, 10k ROM, ATARI 800 Basic Reference Manual. Books included, (1)Your ATARI Computer, a Guide to ATARI 400/800 Personal Computers, (2) Mapping the ATARI, (3) ATARI Basic. Cartridges included (1) Basic Computing Language, (2) Centipedes with instruction book, (3) Asteroids with instruction book, (4) Congo Bongo with instruction book.

ATARI 130XE COMPUTER
comes with TV cable, power supply, owners manual, peripheral cable

ATARI 850 INTERFACE
comes with power supply, interface operators manual, printer cable

SIGNALMAN MARK III MODEM
comes with power supply, cable, instructions, Telelink I cartridge with instructions.

ATARI 1050 DISK DRIVES 2 for Sale
Each drive comes with a peripheral cable, power supply, owners guide, DOS 3 with reference manuals. DOS 2.0, 2.0s, 2.5, 2.6f, 4.0, no manuals for these. A variety of software on disk, utilities, database, games and one box of new blank disks.

ATARI 410 PROGRAM RECORDERS 2 for Sale
one has an owners manual, both have a blank tape

SOFTWARE
(1) Synfile + (plus) a database for ATARI 800/130XE computers with user manual
(2) Syncalc a spreadsheet for ATARI 800/130XE computers with user manual
(3) Print Shop and Print Shop graphics library, both have manuals
(4) ATARI Writer Plus word processor with manual

BOOKS
(1) Games for the ATARI
(2) 6502 Applications
(3) Computes First Book of ATARI
(4) Computes Second Book of ATARI

Thanks in Advance
--

3908. Re: PC Xformer 3.3 now available

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-02 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <49o7b5$6kv@nuke.csu.net>
Source record: 87330

In article <49ndhp$4dp@news1.halcyon.com>,
Darek Mihocka <brasoft@coho.halcyon.com> wrote:
>Tomorrow, PC Xformer 3.3 goes on sale at the Toad Atarifest and will

Cool - so the official demo is now "3.3demo", eh? (Making a note for my
emulator FAQ).

Do registered 3.x users get a free (or cheap) upgrade? I'd like to check
it out.

-bill! (sniff, sniff - the manual's been rewritten!)
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[Home of: New Breed Software, 21BJ, newdex, and soon WebBS!]

3909. Re: ATARI 8-BIT BARGAIN SOFTWARE / BOOKS / PARTS

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-02 00:00:00 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <RtCIM4B.predictor@delphi.com>
Source record: 87331

RALPH MADDOX <rmax99@ix.netcom.com> writes:

>HUNDREDS OF OTHER ITEMS. TO RECEIVE YOUR FREE CATALOG, PLEASE PROVIDE
>US WITH YOUR NAME AND STREET ADDRESS. TO REQUEST A CATALOG BY PHONE,

.
I'd be glad to get your catalog. My mailing address is:
.
W. Dwinnell
P.O.Box 109
Phoenixville, PA 19460

3910. RE: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-02 00:00:00 UTC
From: Shadowseek@msn.com
Message-ID: <00001bd9+00001188@msn.com>
Source record: 87332

Now you know something, I was in the same boat when that game came out. I completely agree, one of the best games to ever hit the platform. Makes me sigh just remembering the countless hours I spent building up my experience, mapping the city out block by block. Why did he (phillip) and the gang give up on it? I thought they had a wonderful thing going. Remember all the hype it got in Antic before its release?? Remember the ST version? What happened to all the modules that were supposed to come out for it? The Arena for example? The Wilderness? Never saw the light. They seemed to have ended it right after the dungeon. Too bad.

It would be wonderful if he could redesign the game, complete it, port it-whatever, to today's platforms, and finish the great idea he had.

Phillip, if you're out there...I want you to know that there were many of us that put in a lot of blood, sweat and tears into your vision. I can remember waiting with bated breath for the release of the dungeon. Have you completely lost your inspiration? You know, nowadays we seem to be getting so wrapped up in 8x Cdrom drives, tons of ram, and video that runs at 30 frames a second, blah blah blah. What's missing phil? I'll tell you... Our imaginations are missing. Nowadays many of the games spoonfeed us everything...the world doesn't unravel in our minds on its own. You gave many of us just that...a limitless world that we could explore. The boundaries of which, only some were aware.

Bring back the dream.

3911. Pepper's 300 Cart Auction !!! Update #8.5

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-02 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A32.3.91.951202004415.35505C-100000@fn1.freenet.edmonton.ab.ca>
Source record: 87333

Well here's the last Update to this newsgroup. All other Updates will be
done by E-Mail. Thanks ;)

Welcome to Peppers 300 Cart Auction

Rules see end of Auction ;)
##
Codes: SW - Shrinkwrapped
"""""" C - Cart
I - Instructions
B - Box
O - Overlays
##
Type Rarity Code Bid Bidder Status
##
Sega Master Games
##
The power base converter allows you to play SMS games on the Sega Genesis
Power Base Converter +20.00 McCarthy
Miracle Warriors CB +3.00 mor
Phantasy Star -Scratches on cart- CB +9.00 Multisync

##
ATARI 2600
##
Laaser Voley (Taiwan) ER C +19.00 jearney
^Rare spelling error^

Ghostbusters (blue label) ER C +7.00 dragon
Laser Volley (Taiwan) ER C +17.00 sat-3
Ocean City Defender (Taiwan) ER C +19.00 sat-3
Pengo ER C +24.00 sat-3
Q*Bert CX26150 ER C +4.00 Tu.Dang
Boxing/La boxe (Label Plaque) ?? C +9.00 jearney
Demon Attack (blue label) Scratched C +7.00 bschultz
Pole Positn (ripped label) ?? C +2.00 cameron
21 Video Olympics R C +3.00 kevates
51 Blackjack R C +2.00 cameron
61 Basic Math R C +4.00 dragon
Air Raiders (M-Network) R C +3.00 mor
California Games R C +5.00 dragon
Commando Raid R C +5.00 dragon

Cookie Monster Munch
"Child life" written on cart R C +8.00 morgan

Crackpots R C +9.00 dragon
Decathlon R C +3.00 dragon
Dolphin R C +5.00 dragon
Donkey Kong Jr. R C +4.00 91626
Frostbite R C +9.00 mor
Gyruss R C +13.00 dragon
Midnight Magic R C +5.00 dragon
Millipede R C +5.00 Tu.Dang
Mr. Do - Corner of label missing R C +7.00 morgan
Oink R C +5.00 McCarthy

Oscar's Trash Race
"Child life" written on cart R C +6.00 morgan

Plaque Attack R C +7.00 morgan
Pressure Cooker R C +13.00 dragon
Private Eye (sticker on box) R CB +9.00 morgan
Robot Tank R C +4.00 dragon
Seaquest R C +4.00 dragon
Sky Jinks R C +3.00 lonadar
Snoopy & the Red Baron R C +13.00 Tu.Dang
Sorcerer's Apprentice R C +10.00 dragon
Stampede R C +2.00 cameron
Star Wars - Jedi Arena - R C +8.00 dragon
Summer Games R C +5.00 dragon
Survival Run R C +11.00 morgan
Taz R C +13.00 Tu.Dang
Title Match Pro Wrestling R C +5.00 mor

Track & Field with Controller Controller
Label in rough shape (stained) R & Cart +22.00 sat-3

Venture - CX26145 - R C +4.00 dragon
Winter Games R C +5.00 dragon
Wizard Of Wor R C +5.00 dragon
Amidar U C +2.00 dragon
Atlantis U C +2.00 dragon
Barnstorming U C +2.00 dragon
Boxing U C +2.00 dragon
Brain Games (No end label) U C +7.00 dragon
Chopper Command U C
Codebreaker U C +4.00 dragon
Cosmic Ark U C +2.00 dragon
CrossBow U C +5.00 Stever
Crystal Castles U C +3.00 Stever
Dig Dug U C
Donkey Kong (CX26143) U C
Dragster U C +2.00 hsawtel
Fishing Derby U C +2.00 hsawtel
Freeway U C +2.00 hsawtel
Gorf U C +2.00 hsawtel
Grand Prix U C +2.00 dragon

```
Ice Hockey U C +2.00 hsawtel
Kaboom! U C
Kangaroo U C
Keystone Kapers U CI +2.00 spopp
Kung-Fu Master U C +7.00 dragon
Mario Bros U C +2.00 dragon
Maze Craze U C
Megamania U C +2.00 dragon
Reactor U C +2.00 dragon
River Raid U C +2.00 dragon
Skiing U C +2.00 dragon
Smurf R.I.G.C (Scratch label) U C +10.00 Tu.Dang
Solar Fox U C +2.00 Tu.Dang
Solaris U CI +3.00 Tu.Dang
Space War U C +2.00 dragon
Spider Fighter U C +2.00 dragon
Tutankham U C +3.00 McCarthy
Video Pinball U C
Word Zapper U C +2.00 McCarthy
Zaxxon U C
Defender C SW +3.00 hsawtel
Surround C C +2.00 hsawtel
Tennis C C

SuperCharger Package (2 tapes & SuperCharger/pkg deal)
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

SuperCharger \
# 2 Communist Mutants From Space R Case > +22.00 Strong
# 1 Phaser Patrol R Case/

################################################################################
ATARI 5200 - Untested -
################################################################################
Centipede ?? C
Galaxian ?? C +2.00 afn04314
Jungle Hunt ?? C +5.00 91626
Mario Bros ?? C +5.00 91626
Pac-Man ?? C +2.00 91626
Realsports Football ?? C +2.00 hsawtel
Space Invaders ?? C +3.00 91626
Star Raiders ?? C +3.00 mor
StarWars R.O.T.J. Death Star Battle CBI (New) +32.00 sat-3
Super Breakout ?? C +2.00 91626

################################################################################
ATARI 7800
################################################################################
Centipede ?? C
Donkey Kong ?? C +2.00 afn04314
Galaga ?? C +2.00 kevates
Ms. Pac-Man (rough shape) ?? C
```

One on One ?? C
Pole Position II ?? C
Xevious (ripped label) ?? C +2.00 McCarthy

##
COLECOVISION
##
XONOX CART
Artillery Duel/Chuck Norris ER C +50.00 sat-3
(Excellent condition)

Buck Rogers Planet Of Zoom R C +6.00 ghunter
Defender R C +4.00 Stever
Heist (Completely Faded Label) R C +6.00 mor
Pitfall II R C +7.00 btorme
River Raid R C +5.00 hsawtel
Burgertime U CB +4.00 dneyman
Ken Ustom Blackjack/Poker U C +2.00 lonadar
Pepper II U C +2.00 dneyman
Subroc U C +2.00 lonadar
Time Pilot U C +6.00 lonadar
Victory U C +3.00 Stever
WarGames U C +2.00 mor
Cabbage Patch Kids A.I.T.P. C C +4.00 Tu.Dang
Carnival C C +2.00 WAGJ94B
Donkey Kong Jr. C C +2.00 hsawtel
Looping C C +2.00 hsawtel
Mr. Do C C +5.00 dneyman
Q*Bert C C +2.00 dnathan
Rocky Super Action Boxing C C
Smurf Rescue in Gargamels Castle C C +3.00 Tu.Dang
Space Fury C C +2.00 dneyman
Space Panic C C +2.00 hsawtel

Adam computer with 1 data cassette drive, built in cartrige port, comes
with donkey kong cartrige, 1 controller, Printer, Manuals, Smartbasic,
and Super Game Pack. I've tested the Cartrige port and printer.
Shipping on this package is ($16-$24)

Adam Computer +20.00 gilbert9

##
COMMODORE 64
##
Clowns (Cart) ?? C
Gateway to Apshai (Cart) ?? C +2.00 btorme
International Soccer (Cart) ?? C
Kids on Keys (Cart) ?? C
Radar Rat Race (Cart) ?? C +2.00 grenert
Voice Messenger (Cart) Not tested ?? C +2.00 Multisync

##
INTELLIVISION
##
Big League Baseball ER CBIO +6.00 btorme
Championship Tennis ER C +7.00 steve
Commando ER CB +12.00 Multisync
Dig Dug ER CBI +21.00 steve
Hover Force ER CI +9.00 mor
Melody Blaster ER CBIO +20.00 heemeryp
Mr Basic Meets Bits & Bytes ER SW +7.00 mor
Scooby Doo's Maze Chase ER SW +8.00 Multisync
Super Pro Decathlon ER CI +11.00 Multisync
Super Pro Football ER CBI +5.00 steve
Thunder Castle ER C +6.00 mikeEtler
Truckin - With Map - ER CIO +11.00 mor
World Cup Soccer ER C +4.00 Multisync
Checkers Dames -Same as Checkers R CBIO +5.00 mor
Chess (White label) R CI +4.00 btorme
USCF Chess (Purple label) R CB +3.00 Multisync
Math Fun R CBIO +4.00 mor
Vectron R CBIO +4.00 mor
Word Fun R CBIO +4.00 mor
AD + D Treasure of Tarmin U SW +6.00 hsawtel
Bump N Jump U C +3.00 ghunter
Las Vegas Roulette U CBIO +2.00 mor
Microsurgeon U C +2.00 andres
Motocross with 1 overlay U CBI +4.00 KBSU
Pitfall U C +2.00 andres
Lady Bug ? C +3.00 ghunter

Intellivoice Package Deal (3 games and Voice Synthesis/pkg deal)
~~~~~~
B-17 Bomber (Complete) U \
Bomb Squad (Complete) U \
Space Spartans (Complete) U / +11.00 mor
Voice Synthesis Module U /

Intellivision Package (6 games/pkg deal)
Box and Instructions are in French
~~~~~~
Astrosmash/L'Astrosmash \
Auto Racing/La Course Automobile \
Major League Baseball/Le Baseball De La Ligue Majeure \
NFL Football/Le Football NFL / +12.00 mor
Skiing/Le Ski /
Space Armada/La Flottte E L'espace /

##
Handheld - This is MGA'S LCD handheld by Micro Games of America
##
Ms. Pac-Man with instructions (takes 2 AA batteries) +6.00 Multisync
Pac-Man (takes 2 AA batteries) +6.00 Multisync

```
##########################################################################
Leisure-Vision (Compatible with Emerson Arcadia)
##########################################################################
3D Bowling (Leisure-Vision) #13 CBI +6.00 sat-3
Alien Invaders (Leisure-Vision) # 8 CB +6.00 sat-3
Baseball (Leisure-Vision) #15 CBIO
Crazy Gobbler (Leisure-Vision) # 1 CB +13.00 MikeEtler
Jungler (Leisure-Vision) # 4 C +6.00 sat-3

##########################################################################
TRS-80 - Not Tested -
##########################################################################
Astro-Word Search (Cassette with instructions) +2.00 Multisync
Canyon Climber (Cart) +2.00 Multisync
Color Baseball (Cart) +2.00 Multisync

##########################################################################
Vic - 20 - Not Tested -
##########################################################################
Alien (Cart) ?? C +2.00 Multisync
AstroBlitz (Cart) ?? C +2.00 Multisync
Avenger (Cart) ?? C
Black Hole (Cart) ?? CB +2.00 Multisync
Choplifter (Cart) ?? C +2.00 Dane.Bills
Cosmic Cruncher (Cart) ?? C +2.00 Dane.Bills
Cosmic Jailbreak (Cart) ?? C +2.00 Multisync
Crossfire (Cart) ?? C +2.00 Multisync
Garden Wars (Cart) ?? C +2.00 Multisync

Ghost Manor/Spike's Peak
Xonox Double Ender (Cart) ?? C +7.00 Multisync

Gorf (Cart) ?? C
Hes Writer (Cart) ?? C
Home babysitter (Cart) ?? C
Jawbreaker II (Cart) ?? C +2.00 Dane.Bills
Jupiter Lander (Cart) ?? C

Machine Language -
- Monitor Cartridge (Cart) ?? C +2.00 Dane.Bills

Omega Race (Cart) ?? C +2.00 mor
Personal Finance (Cart) ?? C
Pin Ball (Cart) ?? C
Pole Position (Cart) ?? C
Radar Ratrace (Cart) ?? C +2.00 Dane.Bills
Raid On Fort Knox (Cart) ?? C
Sargon II Chess (Cart) ?? C
Sea Wolf (Cart) ?? C +2.00 Multisync
Super Smash (Cart) ?? C +2.00 Multisync
Terraguard (Cart) ?? SW +4.00 Multisync
The Count (Cart) ?? C
The Sky is Falling (Cart) ?? C
```

VideoMania (Cart) ?? SW +3.00 Multisync
Visible Solar System (Cart) ?? C

3D Maze (Cassette) ??
Arcadia (Cassette) ?? with case
Catcha Snatcha (Cassette) ?? with case
City Bomber Minefield (Cassette) ??
Frantic (Cassette) ?? with case
Neutron Zapper (Cassette) ?? with case
New York Blitz (Cassette) ??
Vegas Jackpot (Cassette) ??
Vic Planets (Cassette) ??
Wacky Waiters (Cassette) ?? with case

****
Apple II Disks - Untested -
****
Compu-Spell SW
The Snapper (Disk and instructions)

****
Unknown all from (Dragon Data Limited) - Untested -
****
Dragon Mountain (Cassette with Instructions)
Madness & Minotaur (Cassette with Instructions)
Mansion of Doom (Cassette with Instructions)
Quest (Cassette with Instructions)
Stalag/Eno (Cassette with Instructions)
(Now believed these Dragon Tapes are for the CoCo system)
****
Atari St -- All are 3 1/2 Disk (Shrinkwrapped)
Minimum on the St titles is $3 Each
****
Armour-Geddon SW
Bequest - The Colonel's Bequest - (Mystery) SW +4.00 djc126
East vs. West Berlin 1948 SW
Federation SW +3.00 mcfarlane
Hero's Quest SW +7.00 djc126
Immortal SW
Justice Machine (the) SW
Khalaan SW
King's Quest SW +5.00 djc126
King's Quest II SW +5.00 djc126
King's Quest IV SW +5.00 djc126
Leisure Suit larry (land O.T. lounge lizards) SW +3.00 Strong
Leisure Suit larry (looking for love) SW +6.00 djc126
Leisure Suit larry (Passionate Patti I.T.P.P.) SW +6.00 djc126
Populous SW +5.00 wanderer
Powerdrome SW
Questron II SW
Roadwar 2000 SW

Sinbad and the Throne of the Falcon SW
Space Quest II SW +3.00 wanderer
Space Quest III SW +5.00 djc126
Time and Magik SW
Wizard's Crown SW +6.00 Sysop
****
Atari 400/600XL/800/800XL/1200XL/1400XL Disks - Untested -
(Mainly for 400/800 computers)
****

Basics of Animation (shrinkwrapped) 32K +2.00 Dane.Bills
Bishop's Square/Maxwell's Demon (complete)48K
Bug Off (complete)
Caverns of Mars (complete) 16K
Chicken (shrinkwrapped) 16K +2.00 Strong
Cohen's Towers (complete)
Compu-Math Decimals (complete) 48K
Digger Bonk/Bean Machine (complete) 24K +5.00 krieg
Disk Utilities (complete) 32K +2.00 afn04314
Dodge Racer (complete) 32K +8.00 Strong
Drelbs (complete) 32K +2.00 Dane.Bills
Dsembler (complete) 24K
Dunion's Debugging tool (complete) 16K +2.00 Strong
Ghost Encounters (box & disk) 16K +2.00 krieg
Gorf (complete) 24K +2.00 afn04314
Graphic Generator (complete) 32K
Graphics Machine (complete) 48K
Home Filing Manager (shrinkwrapped)
Horizontal & vertical Scrolling (complete) 24K +2.00 Strong
Jawbreaker (shrinkwrapped) 16K +2.00 Dane.Bills
Jeepers Creepers (complete) 32K +2.00 krieg
Journey to the Planets (complete) 32K
Juggles House (complete) 16K +2.00 Strong
Juggles Rainbow (Shrinkwrapped) 16K +2.00 Strong
Juno First (complete) 32K
Kid Grid (shrinkwrapped) 16K +2.00 krieg
Microsoft Basic Cross-Reference Utility (complete) 40K +2.00 Strong
Page Flipping (complete) 32K
Phobos (complete) 16K +2.00 Strong
Phoenix Lair (complete) 48K
Picnic Paranoia (complete) 16K
Player Missile Graphics (complete) 24K
Preppie! II (complete) 32K
Rainbow Walker (complete) 32K +2.00 Strong
Serpentine (complete) 24K +4.00 Dane.Bills
Shape N Color (complete)
Simon Sez (complete)
Sky Blazer (complete) 48K +2.00 Dane.Bills
Snake Byte (complete) 48K +2.00 Dane.Bills
Sneakers (complete) 48K +2.00 Dane.Bills

Space Eggs (shrinkwrapped) 48K +2.00 Dane.Bills
Space Games (shrinkwrapped) 32K
Stellar Shuttle (complete) 32K +2.00 Dane.Bills
Supersort (complete) 24K
Survivor box & disk 32K +7.00 Strong
Tax Dodge (complete) 32K
Teletari (shrinkwrapped) 32K
The Memory Map Tutorial (complete) 32K
Threshold (Shrinkwrapped) 40K +3.00 krieg
Track Attack (complete) 32K
Twerps (complete) 48K +2.00 Dane.Bills
Zaxxon (complete) 32K +3.00 dneyman
==
Atari 400/800 Cassettes - Untested -
==

An Invitation to Programming (complete) 8K
Anti-Sub Patrol (complete)
Arena 3000 (complete)
Astro Chase (complete) 32K
Black 'Em (complete)
Black Jack Tutor (complete)
Bug Off (shrinkwrapped)
Bumper Ball (complete) 16K
Compu-Math Decimals (shrinkwrapped) 32K
Energy Czar (complete) 16K
Intruder (complete) 16K
Jawbreaker (shrinkwrapped) 16K
Juggles' House (complete) 16K
Juggles' Rainbow (shrinkwrapped) 16K
Mailing List (shrinkwrapped) 24K
Protector (shrinkwrapped) 32K
Salmon Run (complete) 16K
States & Capitals (complete) 16K
Upper Reaches of Apshai (complete) 32K

****
Want List:
****

Intellivision:

Congo Bongo
Draughts
Fathom
Spiker Super Pro Volleyball
Stadium Mud Buggies
Super Cobra

I'm also looking for many ER Atari 2600 Carts...Send me your trade list
.....Thanks and Good Luck!

```
*************************************************************************
- Rules -
*************************************************************************
Shipping 1St 2.00 \ 2,3,4th = .50 ea \ 5 and up =.75ea

-----> .U.S.FUNDS ONLY.. <-----

I reserve the right to change, delete, or refuse
any trade offer or bid / activity within the auction.

Bidders Have 10 Days to send Payment

----> Minimum Bid is $2.00 on Each Item. $1.00 increments
afterwards.

Deadline Is Dec 2 5:00 pm MDT after this time
a ONCE - TWICE - SOLD part 2 auction will occur
as to ensure fairness to all bidders (1-2 days)

I will Updates biders by E-Mail free! ;)

_/_/_/_/ _/_/_/_/ _/_/_/_/ _/_/_/_/ _/_/_/_/ _/_/_/_/ Classic Video Game
_/ _/ _/ _/ _/ _/ _/ _/ _/ _/ Collector/Trader
_/_/_/_/ _/_/_/ _/_/_/_/ _/_/_/_/ _/_/_/ _/_/_/_/ Atari / Intv
_/ _/ _/ _/ _/ _/ _/
_/ _/_/_/_/ _/ _/ _/_/_/_/ _/ _/@freenet.edmonton.ab.ca
```

3912. Re: Neat quick hack..

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-03 00:00:00 UTC
From: <>
Message-ID: <49qq2m$kgc@newsource.ihug.co.nz>
Source record: 87334

```
>D'oh! I knew it. I forgot to mention the file name before I posted that
>message, but I figured it'd be obvious. (And oops, it's not in "Newitems",
>it's in "New").
>
>It's called "filesel.arc". Again, it's had a little trouble, but it could
>just be the version of MyDOS. For best results, try MyDOS 4.53. Good luck!

I've figured that myself by now. :-)
But I can't download it :-(
Could you email it to me, please? I'd love to try it!!

Thanks, Stefan

//-------------------------------------------------------------------------
// Life sucks and then you die!
// e-mail: stefan@ihug.co.nz
// fido: 2:244/1455.8
```

3913. Where can I find?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-03 00:00:00 UTC
From: DAG.HUGDAHL@f47.n282.z1.fidonet.org
Message-ID: <5b2_9512031226@flight.org>
Source record: 87335

```
Hi, just wondering where I can find the Rainbow Atari 8-bit emulator
for the Mac and the 8-bit emulator that runs under Unix/Linux.

Thanks!
-Dag-

---
* PabQwk 2.0 #23 * JUMP! Ten thousand lemmings can't be wrong!
------------------------------ -//- ------------------------------
Internet: DAG.HUGDAHL@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
------------------------------ -//- ------------------------------
```

3914. RGB for atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-03 00:00:00 UTC
From: lmull@skypoint.com
Message-ID: <49suc7$hjh@stratus.skypoint.net>
Source record: 87336

I am trying to use an RGB monitor with my old 8-bit. I think
that I can build the cable with stuff from Radio Shack. Does anyone know
the pin configuration for the cable? I am using an 800XL.

Thanx.

--

3915. any Image sites?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-03 00:00:00 UTC
From: nolram@panix.com
Message-ID: <nolram-0312952242300001@nolram.dialup.access.net>
Source record: 87337

Since My 65xe is in no use condition(actually no room condition), I was wondering if there any image sites? Anyone placed PD/Share files on ATR formats?

3916. DOS 2D

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-03 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <148438@cup.portal.com>
Source record: 87338

Just thought I might note I got that copy of Atari DOS 2D for the
815 inverted & running. Turns out I may have been wrong in some of
my complaints about it. For instance, when I was using a copy of
what was purported to be Atari Double Density DOS, I was sure I
had to run a utility to switch from single to double density every
time I switched disk. With the version I have now, it seems to be
a little smarter as I can have both single & double density disks
& the 2D reads them w/o any problems. I haven't really wrung out all
the features, does support 3 drives in its default configureation &
will read a MyDOS directory. Anyway, if someone really feels they need
this, email me & I'll see what I can do.
Just another note, I was fooling around with ANADISK, I happen to be
lucky in that my controller will handle single density disks. But
I remembered I saw a blurb about converting an IBM controller to
read FM format disks. It's a short passage in 22DISK & doesn't seem
like it to much of a hack, requires you to cut a pin or two &
find/supply a single inverter function. Once again, if you feel
this is info you must have, let me know & I'll cut the passage
out of the 22disk.doc file.
Rick

3917. Re: Luma/Chroma monitor c

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-03 00:00:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <f4c_9512040105@flight.org>
Source record: 87339

Quoting From: dgb@owlnet.rice.edu (Dennis Gale Brown)

DG>In article <48vpmu$oea@news.xmission.com> jeking@xmission.com (James King)
DG>writes:
DG>>Looking to get my hands on a couple of the 4 cable luma/chroma cables for
DG>>use on a Commodore 1702 monitor.
DG>>
DG>>Anybody having such for sale/trade, please contact me.
DG>
DG>Maybe you've already checked, but last time I wanted one, Radio Shack
DG>had them (not labeled as Atari monitor cables, of course, but
DG>as "generic" 5-pin-DIN to 4-RCA cables).

Thanks for the info too. I may have to pick one up myself, as soon as
I get brave enough to try the SuperVideo upgrade on my 800XL! :)

-Dag-

---
* PabQwk 2.0 #23 * On a clear disk you can seek forever
---------- -//- ----------
Internet: DAG.HUGDAHL@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3918. old BASIC sound code

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-03 00:00:00 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <BICkMkR.predictor@delphi.com>
Source record: 87340

Hi,

I am trying to find an old piece of BASIC software which appeared
in a magazine article in the 80s. I don't know the name of the magazine
(it may have been "Creative Computing" or "Compute!") or when exactly
it was published. (I know, it's not much to go on.) The article
was about computer sound effects, and the sidebar was some BASIC
code for the Atari 8-bits which was provided by someone who had worked
on the sound effects for the movie "TRON". The code was not very
long (and would certainly fit into an e-mail message or a post on
a forum like this) and ran a few different sound effects, including
some falling bombs. I realize that this is extremely vague and wish
I could fill in more details, but I don't have them. Thanks for
any help you can provide.

an Atari enthusiast since the 8-bit days,
Will

3919. direct-connect Atari modem wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-03 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <49ti19$p5l@sirius.cs.pdx.edu>
Source record: 87341

Anybody want to get rid of an old modem--not the kind that needs an RS232 interface, but a direct-connect one like a 1030 or XM301? I'd like one for my collection...

I'll pay $5 for a 300 bps model, or $10 for a 1200 bps one, including shipping to zip code 97202.

TIA,
Alex Chamberlain
chambera@cs.pdx.edu

3920. Why prolong the agony? Just get Windows 95...you'll be glad (you don't have a choice)

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-04 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <49un42$gck@inca01.inca.co.nz>
Source record: 87206

[Article crossposted from comp.sys.ibm.pc.hardware.chips,comp.os.ms-windows.win95.misc,comp.os.ms-windows.win95.setup,comp.multimedia,junk,comp.graphics.animation,alt.games.doom,alt.games.descent,alt.games.warcraft,comp.graphics,comp.graphics.animation,alt.fan.bill-gates,comp.os.os2.misc,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.object,comp.os.linux.misc,comp.os.linux.networking,comp.security.misc,comp.security.unix,comp.os.ms-windows.advocacy,news.admin.policy,fr.comp.windows.drivers,alt.windows95,soc.culture.russian,comp.os.msdos.apps,comp.os.msdos.misc,comp.os.msdos.programmer,comp.sys.intel,comp.sys.ibm.pc.hardware.misc,comp.sys.ibm.pc.hardware.storage,alt.binaries.mac,alt.mac,alt.mac.games,alt.sources.mac,alt.sys.mac,comp.sys.mac.games.action,comp.os.os2,alt.org.team-os2,comp.os.os2.apps,comp.os.os2.games,comp.os.os2.comm,de.comp.os.os2.misc]
[Author was jdm.]
[Posted on 30 Nov 1995 15:44:05 GMT]

Why prolong the agony?
Just get Windows 95, you'll be glad in the long run.
Why you ask? Because all major software is being
developed for Win95; Where's Office for OS/2?
Besides, you won't have a choice! I mean, why
have an operating system with NO support (ie, MAC OS, OS/2)
no Hardware support (OS/2), and no software support
(all Non-win OS's).

Besides, we all know that OS/2 and the MAC suck,
What was apple thinking when making the MAC OS?
That we should always use the mouse? There are hardly
any keyboard equivalents for using menus. Apple must
think we love using the mouse every 5 seconds; and
with no 32-bit OS, the MAC sucks even more.
And to think, MAC freaks think that MS copied the
Apple interface when making Win95......sorry,
BWA HAHAHAHAHAHAHAHAHAHAHAHAHAHA!!! NOT!!

But don't stop there, look at OS/2. complex beast,
one with no software and hardware support.

So there's little doubt who'll win the OS Wars.
Windows 95, where do you want to go today?

--

If I am wrong, flame AOL.
If I am right, flame AOL.
What the hell, just flame AOL.

3921. Luma/Chroma monitor cables

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-04 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <30C31104@syrinx.dyess.af.mil>
Source record: 87207

daniello@austin.ibm.com (Christopher Daniello) sez:

> I was wondering myself if there is a way to hook up something
> like an Atari 2600 (or 8 bit using the TV output) to one
> of these types of monitors with all the RCA inputs. Anyone
> know? Is there a way to hook what's meant to go into a
> TV switchbox to an RGB connector?

Sure, it's *possible*. They both use standard RCA connectors. Just plug it right in!

However, I should point out that this will not provide any sort of coherent picture. That's what you get for plugging things in where they weren't meant to go. And the Commodore 1702 is composite/split video, not RGB.

If for some oddball reason you really, REALLY wanted to hook your 2600 to a composite monitor, you'd have to hook it up to a VCR, then run an audio/video patch cable from the VCR to the monitor.

You'd be better off just sticking with a TV.

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | //////////// M A T H

3922. Re: Pepper's 300 Cart Auction !!! Upda

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-04 00:00:00 UTC
From: bernard@twilight.xs4all.nl
Message-ID: <bernard.06z6@twilight.xs4all.nl>
Source record: 87208

Hello Pepper@freenet.edmonton,

In a message of 02 Dec 95 Pepper@freenet.edmonton wrote to all:

Pfe> From: pepper@freenet.edmonton.ab.ca

Pfe> Well here's the last Update to this newsgroup. All other Updates will
Pfe> be done by E-Mail. Thanks ;)

That is RIGHT..... Do those update by e-mail.....

>> CUT <<

Pfe> Sega Master Games
Pfe> COLECOVISION
Pfe> Adam Computer +20.00 gilbert9
Pfe> COMMODORE 64
Pfe> INTELLIVISION
Pfe> Leisure-Vision (Compatible with Emerson Arcadia)
Pfe> TRS-80 - Not Tested -
Pfe> Vic - 20 - Not Tested -
Pfe> Apple II Disks - Untested -

What must we do wich those OTHER computers in a ATARI XL/XE area ??
And than the size of the message 25919 bytes, so remove those other
computer systems and than only post them 1 or 2 times....

There are people that must for every 100 kb or meg they get from the
internet.... NOT all people use internet from school....
So think about those people.....

_
/_) |/
/_)ernard |\ok ////
(o o)
+-------------------------oOO--(_)--OOo-----------------------+
| PMN : 17:200/100.3 DAN : 55:100/121.3 WARP : 137:8/103.3 |
| NLA : 14:102/100.3 GFX : 98:101/100.3 FIDO : 2:280/315.3 |
| ERO : 68:311/416.3 AMY : 39:150/200.3 AGA : 171:103/200.3 |
| Internet : bernard@twilight.xs4all.nl |
+---+
.---.
| -=> The TWiLiGHT Zone BBS <=- -=> +31-(0)-20-6764584 <=- -=> 24 Hrs <=- |
| -=> Modules Heaven! <=- -=> 9600 to 14400 Baud <=- -=> /\MIG/\ Only <=- |
`---'
-- Via Xenolink 1.97, XenolinkUUCP 1.1

3923. Re: Neat quick hack..

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-04 00:00:00 UTC
From: <>
Message-ID: <49tvh1$ubi@newsource.ihug.co.nz>
Source record: 87342

```
>Your client does not have permission to get URL
>/~archive/atari/8bit/New/filesel.arc from this server.
>
>Hints, please?

Looks like it's an incoming directory. You have no rights to
copy stuff from there as a guest.

Stefan

//-------------------------------------------------------------------------
// Life sucks and then you die!
// e-mail: stefan@ihug.co.nz
// fido: 2:244/1455.8
```

3924. help

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-04 00:00:00 UTC
From: janmerle@gate.net
Message-ID: <49tv2r$1cgc@news.gate.net>
Source record: 87343

I am Ian Merle, a 7th grader in Boca Raton, Florida. Please help me complete my science project by answering my Internet E-Mail Survey. I chose this topic for my project because no one really knows who is using the Internet, and I would like to find out. Please email to me <janmerle@gate.net> the following:

YOUR AGE: 1-25___ 26-35___ 36-45___ 46-55___ 56+___

SEX: MALE___ FEMALE___

CITY:__________ STATE/PROVINCE:_________ COUNTRY______

If there is more than one Internet-using person at your address, please send a separate email reply for each person. I will post the results of the survey back here when completed.

Thank you for helping! Ian Merle

3925. Re: How to get >4800 bps?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-04 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <2uwwwksjY9FS088yn@IBM.NET>
Source record: 87344

In article <49ldin$t4o@theopolis.orl.mmc.com>, Jeff Potter <potter> wrote:
>Well, here I am with my new 14.4 kbps modem (Sportster Si), and I find my
>old P:R:Connection doesn't work past 4800 (is that normal? I thought I could
>attain 9600 at least). So what are my options? Of course I can buy the Black
>Box from CSS, and would have liked his R:P:Connection. Mike (FTe) may yet
>produce an MIO II with high-speed RS-232. How fast can I go with anything
>else? Even building something to connect to the end of an SIO cable?

I would try it with a different modem first. I've looked at the Si, and
from the documentation it seems that you need to be running Windows to
get additional features. (Actually, the ad I'm looking at looks like it
will do up 14.4, but you only get v.42/MNP2-5 with Windows.)

--

Ryan 'Gozar' Collins rlcolli@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

3926. Re: Neat quick hack..

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-04 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <49tima$o0@stratus.skypoint.net>
Source record: 87345

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Hmm - I guess because the way you're getting in locks "New" directory files
: from read. Try FTPing to amiga.archive.umich.edu. (Careful with the CD
: command, though).

: Or I can e-mail it to you if you'd like.

That would be outstanding!

Thanks,
Scott

3927. SIO2PC - Where?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-04 00:00:00 UTC
From: sysop@hitec.com
Message-ID: <49vbs9$gj2@news1.svc>
Source record: 87346

I would like to buy a copy (and cable) of SIO2PC....the Kennedy version.

Does anyone havea number where I can reach him at?

--Steve

3928. Re: How to get >4800 bps?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-04 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <49v1sp$5o4@no-names.nerdc.ufl.edu>
Source record: 87347

Jeff Potter <potter> wrote:
>Well, here I am with my new 14.4 kbps modem (Sportster Si), and I find my
>old P:R:Connection doesn't work past 4800 (is that normal? I thought I could
>attain 9600 at least). So what are my options? Of course I can buy the Black
>Box from CSS, and would have liked his R:P:Connection. Mike (FTe) may yet
>produce an MIO II with high-speed RS-232. How fast can I go with anything
>else? Even building something to connect to the end of an SIO cable?

I have a P:R: Connection that I just bought from B & C Computervisions this year
and it works fine at 9600bps. However, 19.2KBps doesn't work at all.

-Michael Ellis

3929. FlickerTerm 80

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-04 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <30C37E8A@syrinx.dyess.af.mil>
Source record: 87348

Joe Walsh <ransom@connect.iconnect.net> sez:

> To: Atari8@netcom.com
>
> On 29 Nov 1995, Halliwell E Sra 436TS/TAC wrote:
>
> > Anyway, I'm finally in a position to resume work on Flick. My agenda is
> > still pretty much:
> > Add a capture buffer
> > Add a backscroll buffer
> > Add some protocols (Xmodem ChkSum at least. CRC continues to
boggle
> > me)
> > Augment the macro language
>
> The first three could have come right off my wish list! Thanks! :)
> As for the augmentation of the macro language, what did you have
> in mind? It seems fine to me . . .

I've got the complete specs for my planned macro language written down somewhere... basically, it would allow you to execute ANY FlickerTerm function from within a macro (via a list of function numbers), call macro lines as subroutines, and load and run other macro files. The only real conditional would be a "wait for" command.

The basic idea is that, instead of hard-coding functions into Flick that may or may not get used, I
would provide the tools to implement whatever features the end user needs. You practically have to
do weird stuff like this when coding feature-rich programs in limited RAM (ever looked at
COBOL?).

Anyway, an autodial menu coded in this hypothetical macro language might look something like this:

```
1>%"Bob's Turbo Internet GateWay" atdt1-555-555-1234 %Jump 9 ^G password
stuff
... (other menu entries)
9>%Wait"CONNECT",30,9,99 %Return
```

BTW, the syntax for the Wait command is: TheStringItsWaitingFor, delay, timeout macro, found macro. "99" is a special case meaning "continue with execution of current macro".

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | //////////// M A T H

3930. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-04 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DJ2wFw.2J4@jackson.napervilleil.attgis.com>
Source record: 87349

```
#==========="Ronald A. Laski, Jr.", 12/1/95==========
#
#Do you know what Philip Price's e-mail address is? I have a level 12(I
#think) character that was named 'Philip Price' before I realized what a
#great character he is. I loved both of these games and having
#the chance
#to send a message to him would be great.

To Ron and others that sent me email. Here is the last email address
I had for Philip Price. This was as of 6/26/1995.

paradise@netcom.com

His post at that time was very encouraging. Basically he said that he
had tried to write games in his spare time, but that it didn't work for
him. He needed to work on them full time. The good news at that time
was that he was in the final stages of getting hired in as a lead
programmer at a game company (didn't say which one).

I have not noticed any further word from him on the subject here, but I
think he does monitor this group to some degree because he thanked
everyone who still talks about and plays his old games in this
newsgroup. Maybe a little email will encourage him to update his
current status for us here.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM
"Patience is waiting without worrying"
```

3931. Re: PC Xformer 3.3 now available

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-04 00:00:00 UTC
From: nickw@southern.co.nz
Message-ID: <49vfqu$uk@orm.southern.co.nz>
Source record: 87350

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: In article <$4dp@news1.halcyon.com>,
: Darek Mihocka <brasoft@coho.halcyon.com> wrote:
: >Tomorrow, PC Xformer 3.3 goes on sale at the Toad Atarifest and will
:
: Do registered 3.x users get a free (or cheap) upgrade? I'd like to check
: it out.
:
This goes for me too, I have only had my registered copy for a few months.
Do we get a cheap upgrade?
Nick Withers

3932. Re: any Image sites?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-04 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <148465@cup.portal.com>
Source record: 87351

nolram; There just won't be a lot of ready made .ATR or .XFD images around. Its not a bad idea, but what I think there was kind of a consensus reached that this wouldn't happen on most sites. Problem is the files would probably have to be stored both as individual files as well as the .ATR! For example, why down load an entire disk full of files when you may just need one or two from the .ATR to complete your collection. It's fairly easy to make a big ATR image with individual files. If you are using the emulator, just use a MyDOS image and pass the list of files.
Rick

3933. Paddle Control

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-04 00:00:00 UTC
From: schlecht@informatik.tu-muenchen.de
Message-ID: <49unnf$7vs@sunsystem5.informatik.tu-muenchen.de>
Source record: 87352

I just bought Atari Tennis on the old VCS 2600. This game is controlled with paddles.
Is it possible to use these paddles with an Atari XL and if, what games support paddle control?

Norbert.

3934. Re: : 8-bit floppy -> .XFD file; What's the easiest way?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-04 00:00:00 UTC
From: Mariano Dominguez <mariano@fciencias.unam.mx>
Message-ID: <49v4kj$1vt@academ00.mty.itesm.mx>
Source record: 87353

Hola ...
Yes, the Myutil! program in the Merit-umich archives (/diskutils/myutil.zip) contains 2 programs: Util, for MyDos 180K (SSDD) disks and sdatari for 180K spartaDos disks. you can use the Disk communicator program for transfer other formats to DCM to a 180K disk, use util or sdatari for store in th PC and then the DCM2DSK program for convert it to ATR format.

Regards.

3935. Memory upgrades for 65 XE ??

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-04 00:00:00 UTC
From: Mariano Dominguez <mariano@fciencias.unam.mx>
Message-ID: <49v5mo$230@academ00.mty.itesm.mx>
Source record: 87354

Hola de nuevo ..
anybody knows if there is a 256 K or higher mem upgrade for this machine?,
diagrams are good too, please.

TNKS.
Mariano D. M.

"I don't have yet a good signature"

3936. Re: Pooldisk CD Rom is AMAZING

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-04 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4a2hkb$6vd@wariat.wariat.org>
Source record: 87355

On 5 Dec 1995 05:44:49 GMT, tdrake1@umbc.edu (drake thomas (phd posi)) wrote:

>classics@mail.nacs.net wrote:
>: Anyone with a CD-ROM drive absolutly MUST buy this CDROM. It has an incredible
>: amount of EXCELLENT information on it. It also includes nice, large
>: full color, high resolution pictures of some of the rarest hardware!
>
>: I never thought I would actually see a 1090 or 815 double disk drive, but
>: there are real nice photos of these and other 'vaporware' items on
>: the CD.
>
>: Not to mention the THOUSTANDS of ATR images! Wow! Great job on the
>: CD!!
>
>OK OK! Where can we order this Pooldisk CD from??
>

Ohhh, good question. It was published by Bo and Ernest Schreuers from holland.
I cant find thier e-mail address at the mement, but if someone else who also
has the pooldisk could post it I would appriciate it.

Steve

3937. Re: any Image sites?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-05 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4a0k57$6o1@nuke.csu.net>
Source record: 87209

In article <148465@cup.portal.com>,
<Rick_Michael_Cortese@cup.portal.com> wrote:
[Some good reasons not to use ATRs at FTP sites - mainly because what if you only need a few files, and it's easy enough with emulators (both computer (ie PCXf, Rainbow, etc.) and peripheral (ie SIO2PC and APE) to get access to raw files anyway]

The main reason I see is, if you NEED to store it as a disk image (say it's a bootable magazine or game), not only is the DCM format SMALLER (because it's compressed), but it's easily turned into ATRs and it's STANDARD!
(Show me an ATR-to-floppy converter that is FOR the Atari!)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[Home of: New Breed Software, 21BJ, newdex, and soon WebBS!]

3938. Re: Where can I find?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-05 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4a2kte$jt@charm.magnus.acs.ohio-state.edu>
Source record: 87210

In article <5b2_9512031226@flight.org>,
DAG HUGDAHL <DAG.HUGDAHL@f47.n282.z1.fidonet.org> wrote:
> Hi, just wondering where I can find the Rainbow Atari 8-bit emulator
>for the Mac and the 8-bit emulator that runs under Unix/Linux.

I don't know about Rainbow, but the emulator for Unix (and Amiga) can
be found at ftp.demon.co.uk:/pub/emulators/atari/.

Until I get a chance to put it on my Atari page, I have a link to it
on my resume (just off my main page).
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

3939. FS: Atari STacy Laptop

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-05 00:00:00 UTC
From: kudzu@kudzu.com
Message-ID: <4a1bip$14eo@firehose.mindspring.com>
Source record: 87211

For Sale: Atari STacy laptop computer / color monitor. 2 megs
of RAM. Great MIDI/Game station. Sell as combo only. $500.
Call (770) 498-9726.
Bob Doyle
Kudzu Creations, Inc. |404/469-3393|
Creative Internet Advertising
http://www.kudzu.com

3940. Pooldisk CD Rom is AMAZING

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-05 00:00:00 UTC
From: classics@mail.nacs.net
Message-ID: <4a02v5$h96@wariat.wariat.org>
Source record: 87212

Anyone with a CD-ROM drive absolutly MUST buy this CDROM. It has an incredible amount of EXCELLENT information on it. It also includes nice, large full color, high resolution pictures of some of the rarest hardware!

I never thought I would actually see a 1090 or 815 double disk drive, but there are real nice photos of these and other 'vaporware' items on the CD.

Not to mention the THOUSTANDS of ATR images! Wow! Great job on the CD!!

Steve
--
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin, Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

3941. OLD SAINT NICKS CLASSIC AUCTION UPDATE #5

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-05 00:00:00 UTC
From: jrm8248@cc.utah.edu
Message-ID: <4a1lu4$c3j@news.cc.utah.edu>
Source record: 87213

```
OLD SAINT NICKS CLASSIC AUCTION UPDATE #5

WELCOME TO OLD SAINT NICKS AUCTION!!!!!

***There Have Been Several Cartidge Additions***

IT INCLUDES A WIDE VARIETY OF CARTRIDGES
FROM THE FOLLOWING SYSTEMS!!!!

HERE IS THE ORDER:

ATARI 2600
ATARI 5200
ATARI 7800
ATARI 400/800
APF
COMMODORE VIC 20
FAIRCHILD
RCA HOME STUDIO
COLECOVISION
COLECO ADAM DATAPACKS
COMMODORE 64
INTELLIVISION
ODYSSEY2
RADIO SHACK TRS-80
TEXAS INSTRUMENTS 99/4A
MISCELLANEOUS

This Auction will end at Midnight Mountain Time on
SUNDAY, DECEMBER 17, 1995 unless bidding is
still strong.

Make sure you read the rules at the end of this auction.

Please send all bids to jrm8248@u.cc.utah.edu

Happy Bidding!!

--------------------------------------------------------------------------
ATARI 2600-NEAR MINT W/BOX & DIRECTIONS
--------------------------------------------------------------------------

ER Custers Revenge: Mystique (complete) $20.00 thx
R Q*Bert: Atari, not Parker Brothers (shrinkwrapped) $5.00 min

--------------------------------------------------------------------------
Atari 2600-LOOSE GAMES, COLORED LABEL NO PICTURE
--------------------------------------------------------------------------
```

U Backgammon $1.00 msnyder
C Basic Math. $1.00 msnyder
C Basketball;
R Blackjack $3.00 mstitts
C Bowling $3.00 mstitts
C Breakout
C Championship Soccer $3.00 mstitts
C Combat
U Dodge Em.
U Indy 500; $3.00 mstitts
U Maze Craze $1.00 lehrer
C Night Driver $3.00 mstitts
U Sky Diver $2.00 msnyder
U Slot Racers $1.00 thx
C Space Invaders;
U Star Ship $3.00 mstitts
R Video Checkers $3.50 ltravis

Atari 2600-LOOSE GAMES, DIFFERENT LABEL NO PICTURE

U Star Ship; $1.00 kevates

Atari 2600-LOOSE GAMES, COLORED LABEL W/ PICTURE

U Adventure. $1.50 thx
U Air Sea Battle $1.00 msnyder
C Asteroids
C Berserk;
U Canyon Bomber; $1.00 msnyder
U Casino; $1.00 ltravis
C Circus Atari; $3.00 mstitts
C Defender
U Demons to Diamonds; $3.00 mstitts
C Golf; $3.00 mstitts
C Haunted House
C Home Run $3.00 mstitts
U Human Cannonball $3.00 mstitts
C Math Gran Prix
C Missle Command.
R Othello; $1.00 msnyder
U Outlaw. $3.00 mstitts
U Space War
U Star Raiders.
U Street Racer
U Super Breakout; $3.00 mstitts
C Superman $1.00 nate
C Surround. $1.00 lehrer
U 3D Tic Tac Toe $1.00 lehrer

C Video Olympics;
U Video Pinball
U Warlords; $1.00 glenn
C Yars Revenge. $1.50 thx

Atari 2600-LOOSE GAMES, SILVER LABEL W/ PICTURE

U Battlezone; $3.00 mstitts
C Centipede. $3.00 mstitts
U Dig Dug;
C E.T..
U Galaxian; $1.00 lonadar
C Joust
U Jungle Hunt $3.00 mstitts
U Kangaroo. $3.00 mstitts
U Moon Patrol $1.00 btr
C Ms. Pac Man.
C Phoenix $1.00 nate
C Pole Position. $3.00 mstitts
C Raiders of the Lost Ark;
U Realsports Football $3.00 mstitts
U Realsports Volleyball $3.00 mstitts
C Swordquest Eathworld
C Swordquest Fireworld. $1.00 mor
R Taz $5.00 btr
C Vanguard;

Atari 2600-LOOSE GAMES, RED LABEL W/ PICTURE

U Donkey Kong; $1.00 nate
R Midnight Magic $1.50 mor
U Solaris
U Super Baseball

Atari 2600-LOOSE GAMES, BLUE LABEL , NO PICTURE

Demon Attack: Imagic $1.50 popcorn
Enduro: Activision $1.50 popcorn
Ice Hockey: Activision $1.50 popcorn
Megamania: Activision $4.50 popcorn
Moonsweeper: Imagic $5.00 btorme

Atari 2600-LOOSE GAMES, ABSOLUTE ENTERTAINMENT

R Skate Boardin $3.50 ltravis

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Atari 2600-LOOSE GAMES, ACTIVISION
-----------------------------------------------

U Barnstorming. $1.00 thx
U Boxing. $3.00 mstitts
U Chopper Command.
R Commando: White Label $4.00 msnyder
R Decathalon $1.50 ltravis
U Dragster $2.00 msnyder
U Enduro
U Fishing Derby $2.50 thx
U Freeway; $2.00 msnyder
U Grand Prix;
U Ice Hockey
U Kaboom.
U Keystone Kapers $3.00 mstitts
C Laser Blast;
U Megamania;
C Pitfall.
R Pitfall II. $4.00 btr
$3.00 mor
R Oink $2.50 nate
U River Raid; $3.00 mstitts
R Robot Tank $1.00 popcorn
R Seaquest
U Skiing.
R Sky Jinks; $1.00 popcorn
U Spider Fighter; $1.00 popcorn
U Starmaster. $1.00 mor
C Tennis; $1.00 btr

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Atari 2600-LOOSE GAMES, APOLLO
-----------------------------------------------

R Final Approach $4.50 popcorn
U Infiltrate $1.00 popcorn
U Racquetball $1.00 ltravis
U Space Cavern $1.00 popcorn

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Atari 2600-LOOSE GAMES, CBS
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U Gorf $1.50 thx
R Mountain King w/ RAM Plus $4.00 btr
R Wizard of Wor; $1.00 popcorn

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Atari 2600-LOOSE GAMES, COLECO
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C Donkey Kong;
R Frontline $3.50 mor
U Mousetrap.
C Venture. $1.00 thx
U Zaxxon $3.00 mstitts

Atari 2600-LOOSE GAMES, DATA AGE

C Journey Escape. $3.00 mstitts
$1.00 popcorn

Atari 2600-LOOSE GAMES, EPYX

R California Games $1.00 ltravis
R Winter Games. $2.00 msnyder

Atari 2600-LOOSE GAMES, FOX VIDEO GAMES

U M*A*S*H; $2.00 thx
R Mega Force; $2.00 msnyder
U Turmoil; $1.00 ltravis

Atari 2600-LOOSE GAMES, IMAGIC

U Atlantis
U Cosmic Ark;
C Demon Attack;
R Fire Fighter $1.00 mor
U Moonsweeper; $2.00 msnyder
U Riddle of the Sphinx
C Star Voyager

Atari 2600-LOOSE GAMES, M NETWORK

U Adventures of TRON $1.00 popcorn
R Air Raiders. $1.50 mor
C Armor Ambush
R BurgerTime $1.50 mor
U Dark Cavern; $1.00 popcorn
U Frogs and Flies; $1.00 popcorn
U International Soccer; $2.00 kevates
U Kool-Aid Man $3.00 msnyder
C Lock N Chase;
C Space Attack

R Star Strike $7.00 msnyder
C Super Challenge Football
U TRON Deadly Disks $2.00 msnyder

Atari 2600-LOOSE GAMES, MYTHICON

U Star Fox $4.00 msnyder

Atari 2600-LOOSE GAMES, PARKER BROTHERS

U Amidar $1.00 mor
C Frogger.
R James Bond 007 $7.00 btr
C Popeye $1.00 lonadar
C Q*Bert;
R Spiderman; $3.00 btr
$2.00 mstitts
C Star Wars: The Empire Strikes Back. $1.00 thx
U Super Cobra $1.50 mor
U Tutankham $1.50 btr

Atari 2600-LOOSE GAMES, SEARS TELEGAMES

U Basketball
R Brain Games $1.50 mor
? Breakaway IV: Picture label $6.00 popcorn
C Breakaway IV $1.00 kevates
C Football
U Gunslinger $3.00 btorme
C Target Fun

Atari 2600-LOOSE GAMES, SEGA

U Buck Rogers $3.50 ltravis
R Congo Bongo $3.50 ltravis

Atari 2600-LOOSE GAMES, SPECTRAVISION

R Planet Patrol $2.00 ltravis

Atari 2600-LOOSE GAMES, TELESYS

R Cosmic Creeps $3.00 ltravis

Atari 2600-LOOSE GAMES, US GAMES

R Commando Raid; $2.00 msnyder
R Name This Game $2.00 msnyder
ER Piece O Cake $5.00 msnyder
C Space Jockey; $1.00 btr
U Word Zapper

ATARI 5200-LOOSE GAMES

-Centipede
-Defender;
-Pac-Man
-Pole Position $1.00 popcorn
-Robotron: 2084 $3.50 btr
-Soccer $2.00 mor
-Super Breakout

ATARI 7800-LOOSE GAMES

-Centipede; $1.00 thx
-Choplifter $1.00 btr
-Crack ed $2.50 mor
-Crossbow $2.50 daneb
-Dig Dug; $1.00 btr
-Galaga $1.00 btr
-Joust $1.00 daneb
-Ms. Pac Man. $2.00 daneb
-Pole Position II. $1.00 kwazyart
-Tomcat F-14 Fighter Simulator: Absolute Entertainment $5.00 btorme
-Winter Games; $1.50 popcorn
-Xevious $1.00 kwazyart

ATARI 400/800-LOOSE GAMES

-CX801 Operating Systerm: 10K ROM
-CX853 Memory Module: 16K RAM.
-Asteroids $1.00 timg
-Basic Computing Language.
-Basketball $1.50 popcorn
-Centipede;
-Congo Bongo $2.00 timg
-Defender
-Ducks Ahoy $3.50 popcorn

-ET Phone Home
-Fraction Fever $3.00 btorme
-Jungle Hunt $1.00 popcorn
-Pac Man.
-Plattermania $3.50 popcorn
-Qix
-Star Raiders.

MISCELLANEOUS GAMES ETC.

-Atari 2600: Smurf Save the Day Tape 1-Harmony Smurf $3.00 mbates
-Commodore Vic 20: Clowns $1.00 popcorn
-Fairchild Cart #13 Robot War/Torpedo Alley $2.00 mor
-RCA Studio II: Tennis/Squash

APF MP1000-LOOSE GAMES

MG1003 Hangman/Tic Tac Toe/Doodle $1.50 popcorn
MG1006 Baseball $1.00 popcorn
MG1009 Casino 1: Roulette/Keno/Slots $1.00 popcorn
MG1010 UFO/Sea Monsters/Break It Down/Rebuild/Shoot $1.00 popcorn
MG1011 Pinball/Dungeon Hunt/Blockout $1.00 popcorn

COLECOVISION-LOOSE GAMES

R Antarctic Adventure $6.00 btorme
U Burgertime $2.00 timg
C Carnival $1.00 popcorn
C Cosmic Avenger; $1.00 popcorn
C Donkey Kong;
C Donkey Kong Jr.. $1.00 popcorn
R Facemaker: Spinnaker $5.00 btorme
U Frogger $1.50 lonadar
C Gorf; $1.50 kwazyart
C Ladybug. $1.00 popcorn
C Looping $1.00 popcorn
C Mouse Trap $1.00 popcorn
C Q*Bert $1.50 kwazyart
R Slither $2.00 mor
C Smurf Rescue In Gargamels Castle $1.00 lonadar
C Space Panic $1.50 kwazyart
C Super Action Baseball $1.50 ltravis
C Super Action Football $1.50 ltravis
C Turbo; $1.00 popcorn
C Venture.
C Zaxxon; $1.00 kwazyart

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COLECO ADAM DATA PACKS
*All of these are shrinkwrapped
---------------------------------------------

-ADAM Link Telecommunicator
-Buck Rodgers
-SmartBASIC.
-SmartLOGO
-The ADAM Home Software Library
-Zaxxon Game Pack

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COMMODORE 64-Loose Cartridges
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-Alphabet Zoo $1.00 popcorn
-Congo Bongo. $2.00 kwazyart
-Facemaker $1.00 popcorn
-Frogger $2.00 kwazyart
-Gridrunner $2.00 mor
-Jupiter Lander $1.00 popcorn
-Moon Patrol $1.50 mor
-Pit Stop: boxed $3.00 btorme
-Popeye $2.00 kwazyart
-Super Zaxxon $4.00 popcorn
-Visible Solar System $1.00 popcorn

---------------------------------------------
INTELLIVISION-LOOSE GAMES
---------------------------------------------

-Advanced Dungeons &Dragons
-Armor Battle;
-B-17 Bomber
-Beauty & The Beast
-Bowling
-Bump N Jump; $1.00 mor
-Championship Tennis $1.50 popcorn
-Chip Shot, Super Pro Golf $2.50 mor
-Donkey Kong: Coleco.
-Lock N Chase
-Loco-Motion $1.00 mor
-Major League Baseball
-Masters of the Universe $1.50 popcorn
-Mission X $2.00 mor
-NFL Football
-Night Stalker;
-Pitfall: Activision.
-Poker
-Q*Bert
-Skiing;
-Stampede $1.00 popcorn
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-Star Strike
-Sub Hunt $1.00 mor
-Swords & Serpents $1.50 mor
-The Electric Company Math Fun
-The Electric Company Word Fun $1.00 mor

INTELLIVISION-Box+Directions
-Most boxes have some wear.

-Sea Battle

ODYSSEY2- LOOSE GAMES

C Alien Invaders-Plus
U Alpine Skiing; $1.00 mor
C Baseball.
R Blackjack;
C Blockout/Breakdown;
U Bowling/Basketball;
U Computer Golf $1.00 mor
U Computer Intro $2.00 btorme
? Conquest of the World: gold label $1.50 mor
U Football.
C Freedom Fighters;
U Hockey/ Soccer
C Invaders From Hyperspace;
R Ive Got Your Number $1.50 mor
C KC Munchkin.
ER Keyboard Creations $2.00 btorme
C Matchmaker/Buzzword/Logix $1.00 popcorn
R Monkeyshines; $2.00 mor
$1.00 popcorn
ER Nimble Numbers Ned $3.00 btorme
R Out of This World/Helicopter Rescue. $1.00 popcorn
U Pick Axe Pete. $1.00 mor
R Pocket Billiards $1.00 popcorn
ER PT Barnums Acrobats $3.00 btorme
? Quest For The Rings: gold label $3.00 msnyder
C Showdown In 2100 AD
ER SID The Spellbinder $3.00 btorme
C Speedway/Spinout/Cryptologic.
C Sub Chase/Armored Encounter
R Thunderball $1.00 popcorn
R Type & Tell; $1.00 popcorn
U UFO. $1.00 mor
U War of Nerves $1.50 mor

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------------------------------------------------
RADIO SHACK TRS-80
------------------------------------------------

-Clowns & Balloons $1.50 popcorn
-Color baseball $1.00 popcorn
-Color Scripsit $1.00 popcorn
-Demolition Derby $1.50 popcorn
-Demon Attack: typewritten label $1.00 popcorn
-Doubleback; $1.50 popcorn
-Dungeons of Daggorath $1.50 popcorn
-Fraction Fever $1.50 popcorn
-Galactic Attack $1.50 popcorn
-GFL Championship Football II $1.50 popcorn
-Graphic Pak $1.50 popcorn
-Kids on Keys $1.50 popcorn
-Math Bingo; $1.50 popcorn
-Megabug; $1.50 popcorn
-Monster Maze $1.50 popcorn
-Panic Button $1.50 popcorn
-Personal Finance $1.00 popcorn
-Pinball $1.50 popcorn
-Poltergeist; $1.50 popcorn
-Rad Warrior $1.00 popcorn
-Spectaculator $1.00 popcorn
-Stellar Life Line $1.50 popcorn
-Super Pitfall $1.50 popcorn
-Temple of Rom $1.50 popcorn
-TRS-80 Color Logo $1.00 popcorn
-Typing Tutor $1.00 popcorn

------------------------------------------------
SEGA MASTER SYSTEM CARTRIDGES
------------------------------------------------

-Great Golf $1.00 popcorn
-Great Football $1.00 popcorn
-Hang On/Safari Hunt
-Pro Wrestling $1.00 popcorn
-Rambo III $1.00 popcorn

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TEXAS INSTRUMENTS 99/4A-Loose Cartridges
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-Addition & Subtraction 1
-Addition & Subtraction 2
-Alpiner.
-A-Maze-Ing $1.00 jonah
-Blackjack & Poker
-Blasto; $1.00 jonah
-Burgertime $1.00 jonah
-Cars Wars; $1.00 jonah
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-Centipede. $2.00 jonah
-Chisholm Trail. $1.00 mor
-Dragon Mix; $1.50 mor
$1.00 popcorn
-Facemaker $1.50 popcorn
-Football $1.00 jonah
-4A Flyer $2.00 mor
-Fractional Numbers;
-Hangman $1.00 popcorn
-Household Budget Management
-Hunt The Wumpus; $1.00 popcorn
-Hustle; $1.50 popcorn
-Jawbreaker II $1.00 popcorn
-Jumpman Jr. $7.00 mbates
-Jungle Hunt $2.00 mor
-M*A*S*H; $2.00 mor
$1.50 popcorn
-Meteor Belt $2.50 lkench
-Microsoft Multiplan $1.00 mor
-Microsurgeon. $2.00 mor
$1.50 popcorn
-Minus Mission
-Moon Mine $1.00 lkench
-Moon Patrol $2.50 mor
-Ms. Pac Man $4.00 polivka
$3.00 mstitts
-Munchman.
-Music Maker; $1.00 popcorn
-Othello. $1.00 popcorn
-Pac Man $2.50 lkench
-Parsec
-Personal Real Estate $1.00 mor
-Personal Record Keeping;
-Pole Position; $4.00 polivka
$3.00 mstitts
-Reading On
-Return To Pirates Isle $4.00 marler
-Securities Analysis; $2.00 mor
$1.50 popcorn
-Shamus $5.00 mbates
-Speech Editor $1.50 popcorn
-Star Trek: Strategic Operations Simulator $4.00 marler
-Story Machine; $2.00 mor
$1.50 popcorn
-Super Demon Attack $3.00 mstitts
-Terminal Emulator II. $1.00 mor
-The Attack; $2.00 marler
-TI Extended Basic $2.00 polivka
-TI Invaders
-TI Logo $1.50 mor

-TI-Writer Word Processor $1.00 popcorn
-Tombstone City $1.00 daneb
-Touch Typing Tutor $1.00 popcorn
-Video Graphs $1.00 popcorn
-Yahtzee. $3.00 mstitts
$1.00 popcorn

MISCELLANEOUS
*Shipping will vary depending on the system.

-TRON Joystick: M Network $25.00 jschloss
$21.00 honeycut
-Colecovision Super Action Controller $10.00 jschloss
-Colecovision w/ power supply & joysticks $27 mor
$26.00 lehrer
-Atari 2600 w/ joysticks $10.00 min
-Channel F system w/ joysticks, ps & rf converter $20.00 min
-Atari 2600 Driving Controller $4.50 thx
$4.00 lehrer
-Commmodore 64 Computer $10.00 mor
-Commodore 1541 Disk Drive $10.00 mor
-TI 99/4A Joysticks $7.00 polivka
$5.00 lehrer
-TI 99/4A Speech Synthesizer $8.00 min
-TI 99/4A MBX Expansion system $20.00 lkench
w/ Championship Baseball overlay
manufactured by Milton Bradley

TRADES:

I am looking for R/ER/UR carts and a few U□s for
the Atari 2600 and Colecovision only!

HERE ARE THE RULES:

1. This auction will end on SUNDAY, DECEMBER 17, 1995
at Midnight Mountain Time unless there is still heavy bidding. If
so, the bidding will continue until the following Sunday at Midnight.

2. Current high bids will be posted every other day on this
newsgroup and bidders will most likely be notified when
they are outbid for an item.

3. High bidders will be posted by their email name unless
otherwise specified.

4. When sending a bid, your subject should be JOLLY OLD BID.

5. Minimum bids will be $1 and bidding increments will
be $.50 unless otherwise posted all in US Dollars.

6. If two people bid identical bids, then the person
responding first will get credit for the bid.

7. Shipping will be $2.00 for the first cartridge + $.50
for each additional cartridge. Shipping and handling
for systems will range between $8.00 and $15.00 depending
on weight. Larger systems may be more. All cartridges
and systems will be shipped through the US Postal
System anywhere in the Continental US. Other areas
will need to make special arrangements for shipping.

8. Following the auction, each bidder will be contacted
individually for payment and shipping. Money Orders
(sorry no personal checks) are the preferred form of
payment, but cash is always accepted. Payment
MUST be received within 7 days.

9. The will be no guarantee, no warranty and no refunds
on anything purchased from this auction. Most of the
cartridges have been tested and do work the same goes
for many of the systems. However, cartridges for systems
which I do not own cannot be tested and neither can
systems which have no cables. If you are curious about the
condition of a label...ask.

10. I reserve the right to refuse bids.

11. I reserve the right to alter the rules or the auction itself.

12. FINALLY, IF YOU ARE THE HIGH BIDDER YOU MUST
PAY FOR YOUR ITEMS, OTHERWISE YOUR POSTMASTER
WILL BE INFORMED AND YOU WILL BE BARRED FROM
FUTURE AUCTIONS!!!

12b. IN ADDITION, YOU WILL ALSO BE PLACED ON MY
DEADBEAT LIST. THIS IS A LIST THAT I HAVE BEEN
COMPILING REGARDING DEALS WHICH HAVE GONE
AWRY FOR ONE REASON OR ANOTHER. I INTEND TO
SEND COPIES TO ALL AUCTIONEERS ON THE INTERNET
IN AN EFFORT TO KEEP BIDDING HONEST.

Your participation in this auction signifies your consent
to follow these rules as stated.

3942. Re: any Image sites?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-05 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4a1sjl$2g8@news.xmission.com>
Source record: 87214

nolram (nolram@panix.com) wrote:
: Since My 65xe is in no use condition(actually no room condition), I was
: wondering if there any image sites? Anyone placed PD/Share files on ATR
: formats?

My ftp site used to contain tons of ATR/XFD images, but it just became
too expensive to maintain it.

If you like, you can now dial into my BBS for these images at
801-969-1468.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3943. Re: Announcement: Networked windowing system for Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-05 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4a1so9$2g8@news.xmission.com>
Source record: 87215
Cross-posted to: comp.windows.x,comp.sys.atari.8bit

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: By Spring 1996, New Breed Software will release "MUX Window", a windowing
: system based on the X Window System.
:

Have you even acquired a working mux to try this on, or is it still a
"fantasy"?

I'd be happy to beta-test whatever it is you create on my MUX system. I
have 6 slaves.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3944. SPECIAL - Centronics Printer Interface

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-05 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <4a0765$nff@cloner2.ix.netcom.com>
Source record: 87216

Special for Internet Customers only. We are offering our Supra MicroPrinter Centronics Interface for only $9.95 plus $6.00 shipping. This price is valid to all customers that either mention the "Internet" when ordering by phone, or who write "Internet" on their ordering letter. This interface will allow you to connect any standard Centronics printer to any model of Atari 8-bit computer. (The 1200XL requires easy internal modification, instructions included). This unit will word with any printer that has the standard 36 pin Centronics standard input connector.
American Techna-Vision also has a large number of parts / books and software at closeout prices. Please provide us with you name and street address for a free catalog.

To order your Supra MicroPrint Printer Interface for only $9.95 plus $6.00 shipping/handling (Calif. residents include 8 1/4% State Sales Tax) phone 510-352-3787 or FAX 510-352-9227. We accept Visa and Master Card.

To order by mail:

American Techna-Vision
15338 Inverness Street
San Leandro, Ca. 94579

3945. FS: Computers & much more

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-05 00:00:00 UTC
From: krakovej@zgi.com
Message-ID: <krakovej-0512951023020001@massmac.zgi.com>
Source record: 87217
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ti

>>>>>>>>>>>>>>>>>>F O R S A L E<<<<<<<<<<<<<<<<<<

Cash is good, but I'll consider trades. I'm looking for video games or
electronic toys.

I'd prefer buyers to pick up (Seattle area), but I'll mail if needed
(buyer pays shipping).

Any resonable offer accepted. BIG discounts for bulk buyers.

B-Box, M-Manual, C-Cartridge, D-Original disk

TI 99/4A items - $35 for the group or individual offers

TI 99/4A computer -$10
Speech modual -$10
Lots of manual & books -$10
34 programs (games/kids learning tools) -$20

Misc items -$20 for the group or individual offers

Ritemann dot matrix printer w/ lots of ribbons and manual -$15
Dynax daisy DX-15 printer w/ manual -$10

Commodore Items -

Commodore 64 computer w/ dust cover -$15
printer interface -$5

Atari 8-bit items -

1027 daisy printer - direct connect -$10
sx212 modem -direct connect/RS232 w/ M -$7

Atari ST items -

SLM804 Laser printer w/ 2 interfaces, manuals & box - $150
ST syncro express - $10
shoebox drive w/ ICD, 30 & 60 meg disks - $80

software-B,M,D - $5 each or $40 for the group
Ultrascript type collection
Warship
Red Strom Rising
F-15 Strike Eagle
World Games

Jewels of Darkness
Sub Battle
Silicon Dreams
Flight Sim II
Harrier Strike Mission
Silent Service
Leader Board Birdie
Bridge 5.0
Drakkhen
Chronoquest
Barbarian
Battletech

Software- M,D -$4 each or $30 for the group
Turbo ST
Terrorpods
Falcon
Exodus - Ultima III
Skyfox
Space Ace
Captain Blood
Forbidden Quest
Major Motion
The Pawn
Xevious
Space Quest
Shanghai
Championship Baseball
Super Cycle

Software- D -$3 each or $15 for the group
Desktop Publisher
Crimson Crown
Blacklamp
Chopper X
Do - Topos
Hacker II
about 50 disks from various Atari mags.

3946. Koala Picture files

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-05 00:00:00 UTC
From: Kurt.Prochnow@pebble.cts.com
Message-ID: <9ca_9512050941@pebble.cts.com>
Source record: 87218

How can I convert Koala pictures to GIF or something standard?

3947. Re: Paddle Control

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-05 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <148476@cup.portal.com>
Source record: 87219

Norbert, I think either Popcorn or Burgers supported the paddle controllers
but I can't remember which one.
Rick

3948. Re: SIO2PC, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-05 00:00:00 UTC
From: david.moeser@ccc-bbs.com
Message-ID: <8B65087.111C0004D9.uuout@ccc-bbs.com>
Source record: 87220

regarding your inquiry about SIO2PC cables:

Steven J. Tucker recently proposed making a quantity of them and was
looking for responses from people potentially interested in buying them.
Contact him at: DH395@cleveland.freenet.edu, or at: classics@nacs.net.

3949. Re: Luma/Chroma monitor cables

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-05 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <148477@cup.portal.com>
Source record: 87221

Christopher Daniello (daniello@austin.ibm.com) writes:

>I was wondering myself if there is a way to hook up something
>like an Atari 2600 (or 8 bit using the TV output) to one
>of these types of monitors with all the RCA inputs. Anyone
>know?

Depends on what you mean by "...all the RCA inputs." Just because a particular type of connector is used, doesn't necessarily tell us anything about the type of signal the monitor requires/expects on that line.

You can connect (I have connected) an Atari 2600 to a "composite video" monitor with a bare minimum of work; it would take considerably MORE work to connect a 2600 to a true "RGB" monitor. I consider it POSSIBLE that you're speaking of a "composite video" monitor even though you say "RGB" (below) because, in my early days, I, too, referred to anything other than a TV set as an "RGB monitor." One fairly good way to tell: if you have a VCR with "video out" (NOT "RF out") jack, try connecting from that jack of the VCR, to one or another of the RCA jacks on the monitor. If you get a reasonably "normal" TV picture, you're dealing with a composite video monitor and can hook up the 2600 -- one trivial way would be to leave the VCR connected to the monitor, and hook the 2600 up to the VCR's "antenna" or "cable" input, just as you would to a TV. Tune the VCR to channel 3 or 4 (or whatever it is that the 2600 puts out), and voila.

For what it's worth, the process of connecting the 2600 DIRECTLY to a composite-video monitor, without an intermediate VCR (tuner), involves tapping into the 2600's video and audio signals "upstream" of their entry into the "RF modulator" stage which places them onto a television carrier wave. Alas, it's been a LONG time since I did this, I did not write down any of the details, and would have to reverse-engineer the procedure if I wanted to do it again. I can only encourage you by telling you that yes, it's possible. Perhaps you, or a friend, have sufficient electrical/electronic experience to figure it out from this description. My own education was long on basic theory but short on specific hands-on details, and I managed it. Give it a try, especially if you've got more than ONE 2600 and can afford to smoke one if worse comes to worst. :-)

>Is there a way to hook what's meant to go into a
>TV switchbox to an RGB connector?

Not directly. A TV station combines audio (sound) and video (picture) signals, impresses ("modulates") the combined signals onto what amounts to a radio wave (even if you have cable) and transmits that wave to you. Your TV is designed to reverse that process: "demodulate" the radio wave, extract and separate the audio and video signals, and direct each of them to the proper

output mechanism (audio to the speaker(s), video to the display). The Atari 2600 was designed to take advantage of this already existing system. It acts like a miniature TV station, combining sound and picture onto a low-power radio wave ("RF carrier") equivalent to TV channel 3 or 4. This is what you connect to the "TV switchbox;" the switchbox merely matches up the electrical characteristics of the "directly connected" 2600, to what the TV expects of its "antenna" (or "cable"), so that it all works efficiently. A "composite video" monitor is like a TV without the part that demodulates the broadcast wave; you connect the audio and video signals, already separated (or simply never combined!), more-or-less directly to the speaker and display mechanisms. Hopefully it is clear that if you could grab the audio and video signals from the 2600 "upstream" of the combine-and-modulate operation, you could feed them directly to the audio and video jacks of a composite-video monitor.

An RGB monitor eliminates even MORE of the original TV set. "Composite" video is called that, because it carries all the colors in ONE "video" signal. It's actually Red, Green, and Blue signals COMBINED, i.e. into a "composite" signal, hence the name. The portion of the TV (and the "composite video" monitor) that "directs the video signal to the display," actually has to further separate the composite-video signal back into Red, Green, and Blue and send them to the correct parts of the screen! Some computers and professional video equipment can actually output the Red, Green, and Blue signals separately, and an RGB monitor permits you to -- guess what -- connect these separate signals more-or-less directly to the screen circuits! It is highly unlikely that the R, G, and B signals are available separately in the Atari 2600; they're probably generated and combined into "composite video" inside one of the integrated circuit chips, prohibiting us from "getting at them." I could be wrong, but at the time the 2600 was made, there just weren't that many people out there with RGB monitors, so not too many manufacturers of consumer products bothered to make those signals available. C'est la vie!

Hope this helps. If nothing else, you now know more about monitors. :-)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

3950. Announcement: Networked windowing system for Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-05 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4a0l71$79l@nuke.csu.net>
Source record: 87222
Cross-posted to: comp.windows.x,comp.sys.atari.8bit

By Spring 1996, New Breed Software will release "MUX Window", a windowing system based on the X Window System.

Using a number of Atari 8-bits (400/800/XL/XE series) connected together in a Local Area Network with the "Multiplexer" ("MUX" for short) from Computer Software Services, this system presents a Client/Server scenario similar to X.

The existing software uses a networkless model (the Window Manager / Server are INCLUDEd within the Clients) and has proven to be most satisfactory (albeit quickly running low on free RAM!)

For more information and (currently out of data) source code (in Action!, an extremely fast, high level compiled language), please look here on the World Wide Web:

http://zippy.sonoma.edu/~kendrick/nbs/ados/

Note: This system is NOT emulating the X Window system. However, it would be relatively simple to replace the Window Manager / Server GUI with a program which intercepts MUX-Window calls, translates them to the X Window protocol, and sends them to an X Terminal. It would also be possible (not nearly as simple, or as useful) to set up a MUX Window WM/Server as an extremely scaled down X Terminal! Ah, but to dream. :)

Thank you.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

3951. Re: old BASIC sound code

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-05 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <148490@cup.portal.com>
Source record: 87223

By the very purest of coincidences, I saw the opening message of this thread this afternoon -- and thought nothing of it --~~beyond "e~whew, good luck, buddy" -- then this evening was~~~found myself browsing a b~friend's oldtime Atari docs and discovering an article that may be the one you're thinking back to!

I see nothing here about the author "having worked on the movie TRON," but it IS a Creative Computing article with short BASIC routines for producig ~~ng varou~~ious sound effects "includig ~~ng bombs." To be cific, the ~~~~~~~~~~~~~~~specific, the sounds that are listed here are:
Percussive Sound g~Generator
~Doorbell
Telephone Bell
Alarm Bell
Explosion
American Siren
European Siren
Ticking Clock
Klaxon
Whistle and Bomb
Steam Whistele~~~le
Sawing Wod~od

Obviously I'm not gong~~ing to retype the entire article and listings unless we're pretty sure this is the one you want... Let me know via e<mail.~~~~~~~ e<~-mail...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com
try~~~~~~~~

3952. ST Graphic File Formats

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-05 00:00:00 UTC
From: james.ancsanyi@nmsbbs.com
Message-ID: <8B6549E.00A7000A29.uuout@nmsbbs.com>
Source record: 87224

If anyone has the layouts/techical specs for any of the following Atari ST graphics file formats could you please E-mail a copy!

.NEO NeoPaint
.PI? Degas (Uncompressed?)
.PC? Degas (Compressed?)
.TN? Tiny
.SPC Spectrum (Compressed?)
.SPU Spectrum (Uncompressed?)

Thanks.

---
* Blue Wave/QWK v2.20 *

{ Presentation of the preceding message was made possible by }
{ Nick's World BBS - (516) 981-4689 Email: sysop@nmsbbs.com }
{ 495:1000/100, 101:320/107, 85:860/120, 1:2619/233 }
{ WWW: http://pages.prodigy.com/NY/nwbbs/nwbbs.html }
{ FTP://asb.com/pub/nickswar }

3953. Re: Announcement: Networked windowing system for Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-05 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4a25cu$e9v@nuke.csu.net>
Source record: 87225
Cross-posted to: comp.windows.x,comp.sys.atari.8bit

In article <4a1so9$2g8@news.xmission.com>,
James King <jeking@xmission.com> wrote:
>Have you even acquired a working mux to try this on, or is it still a
>"fantasy"?

The money was sent to CSS last week - I hope to receive it soon. :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[Home of: New Breed Software, 21BJ, newdex, and soon WebBS!]

3954. Re: How to get >4800 bps?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-05 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4a2i56$6v@charm.magnus.acs.ohio-state.edu>
Source record: 87226

In article <2uwwwksjY9FS088yn@ibm.net>,
Ryan 'Gozar' Collins <RLCOLLI@IBM.NET> wrote:
>In article <49ldin$t4o@theopolis.orl.mmc.com>, Jeff Potter <potter> wrote:
>>Well, here I am with my new 14.4 kbps modem (Sportster Si), and I find my
>>old P:R:Connection doesn't work past 4800 (is that normal? I thought I could
>>attain 9600 at least).

>I would try it with a different modem first. I've looked at the Si, and
>from the documentation it seems that you need to be running Windows to
>get additional features. (Actually, the ad I'm looking at looks like it
>will do up 14.4, but you only get v.42/MNP2-5 with Windows.)

The problem with the Sportster Si is that it's an "RPI" (Rockwell
Protocol Interface) modem, which means that it expects
error-correction and compression to be done in software. That means
that even in Windows, only a few programs will work with it correctly.
You'll probably have bad luck trying to get it to go any faster than
9600 (you'll probably see lots of char 127).

I'd recommend replacing it with a non-RPI modem if at all possible.
From what I've seen, though, you still should be able to go 9600...
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

3955. Re: Joystick Ports

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-05 00:00:00 UTC
From: tom@rsip.lsu.edu
Message-ID: <4a2ik9$876@monk.rsip.lsu.edu>
Source record: 87227

In article <495go7$6fj@dub-news-svc-3.compuserve.com>, 74022.2104@compuserve.com (David W. Carr) writes:
} Rob
}
} Thanks for the info, but it really isn't what I needed. Hopefully you can help me though. It is my fault, I didn't realize that I had a typo in my first message.
}
} I need to control a Relay with the joystick ports. I need to be able to toggle the connectors in the joystick ports to a logic HIGH and LOW. I have done this before, but no longer have the code to do it.
}
} I believe that I has doing it with the POKE command, but it has been a very long time since I have programmed the Atari!
}
} Thanks
} David
}

Yes, you can poke the ports for output also. I don't think they can drive
too much current so you would want to have them drive a transisitor
to boost the signal.

Thomas
--

Thomas Smailus Email: tom@rsip.lsu.edu Phone: (504) 388-5248
URL: http://www.rsip.lsu.edu/tom/tom.home.html

Any information in this message is my opinion and not assocaited in
any way with Louisiana State University or the Remote Sensing Lab.

3956. Sio2PC parts

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-06 00:00:00 UTC
From: cubeman@ix.netcom.com
Message-ID: <4a2o3m$pbm@ixnews7.ix.netcom.com>
Source record: 87228

I have been building some sio2pc cables and I have some max232 or the ICL232 chip by harris left over. Also I have the diode 1N5817. These are the hard parts to find and cost due to minimum order amounts from electronic suppliers. If you want these parts ie. (1) 232 and (1) diode I will be happy to part with them for $6.00. Email me for more information at:

Bradley.Bacik@uc.edu

3957. CTH Is On The Web!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-06 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4a3qpb$ccj@brutus.bright.net>
Source record: 87229

I am pleased to announce that CTH Enterprises now has a presence
on the World Wide Web. The Closer To Home (aka CTH) home page can be found
at-

http://www.bright.net/~tomhunt

The web page is still under construction. Your patience with me
building it is appreciated. In the near future I hope to install several
http style message bases. For now it has several CTH Shareware offerings,
including my crc-32 (pkzip compatable) file checker.

3958. Moving Quarxon & Caterpiggle to public domain

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-06 00:00:00 UTC
From: scottlu@microsoft.com
Message-ID: <4a3256$hne@news.microsoft.com>
Source record: 87230

I wrote 2 games, one called "Quarxon", the other "Caterpiggle" back in 1982 and published them through APX (Atari Program Exchange), for Atari 400's and 800's. Please officially consider them public domain now, and feel free to distribute them.

Thanks to those who helped me (re)obtain copies of them. Does this newsgroup accept binaries? If so I'll post them.

Scott R. Ludwig
scottlu@microsoft.com
--
The opinions expressed in this message are my own personal views
and do not reflect the official views of Microsoft Corporation.

3959. Split-Video Cables

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-06 00:00:00 UTC
From: b.poehland@genie.com
Message-ID: <199512060532.AA282577939@relay1.geis.com>
Source record: 87231

The mutiple-RCA terminated cables sold by Radio Shack aren't compatible with the pinout of the Atari Luma-Chroma-Audio configuration. I bought one & modified it but found ultimately it wasn't worth the effort. The wire in those cables is unbelievably thin, it must be like #30AWG. I gave up using the modified Radio Shack cable after it broke a few times & I got tired of repairing it.

If anyone is still looking for the original Atari-compatible cables, I have a few spares to sell for $6.50 each including postage in the USA. My cables have 4 RCA terminating plugs & are marked CV-AUDIO-LUMA-CHROMA. One of the RCA plugs is usually black so has no markings, but you can dope out what the black one is if the other 3 are marked. No two of these cabvles has the same color scheme, even ones that appaear to made by the same manufaacturer.

Hope this message gets thru. Looks the cs.utexas.edu gate went sour, I'm trying this cs.yale gate for the 1st time. Looks like there were a few changes in the newsgroup while I was away arranging funerals for my Mom. Never thought I'd see ATV here.... hiyah Ralph! :)

- Ben Poehland
b.poehland@genie.geis.com

3960. FS: Classic 8 Bit Atari SoftWare: Listed Catalog!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-06 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4a49ke$ift@kelly.teleport.com>
Source record: 87232
Cross-posted to: comp.sys.atari.8bit,pdx.forsale,or.forsale,pnw.forsale

ATARI 8-BIT SOFTWARE FOR SALE:

130xe Art Show
Disk.....$5.00 U.S.

Action Biker, Mastertronic
Side A/Commodore/Side B/Atari
Disk, Box & Docs.....$5.00 U.S.

An Invitation to Programming 1:, Atari
Cassette, Box & Docs.....$5.00 U.S.

An Invitation to Programming 3:, Atari
Cassette, Box & Docs.....$5.00 U.S.

Analog Issue 57, Aug. '87
Disk.....$5.00 U.S.

Analog Issue 64, Sept. '88
.....$5.00 U.S.

Antic Vol. 3 #10
Finance Issue
Disk.....$5.00 U.S.

Antic Vol. 4 #7
New Communications
Disk.....$5.00 U.S.

Antic Summer Computing, Vol.5 #2
Disk & Magazine.....$5.00 U.S.

Antic Vol. 5 #6
Hard Disks, Education
Disk.....$5.00 U.S.

Antic June, 1988 Vol.7 #2
Disk.....$5.00 U.S.

Antic June/July 1990 Vol.9 #2
Disk & Magazine.....$5.00 U.S.

Antic Exclusives PD008
Disk.....$7.50 U.S.

Antic Fantasy Ventures PD027
Disk.....$7.50 U.S.

Antic Seagames & More PD029
Disk.....$7.50 U.S.

Atari Mini Film Festival
Disk.....$5.00 U.S.

Atari Word Processor, Atari
Disks, Manual, Binder.....$5.00 U.S.

Atari Writer 80, Atari
XEP80 Required. W/Atari ProofReader,
Disks, Docs & QuickRef.....$15.00 U.S.

AtariWriter, Atari
Cart, QuickRef & Docs.....$10.00 U.S.

Basic, Atari
Cart.....$5.00 U.S.

Basic A+ (with OS/A+), OSS
Disk, & Docs.....$10.00 U.S.

Battle of Antietam, SSI
Disk, Box, & Docs.....$20.00 U.S.

Battle of Antietam, SSI
Disk & PhotoCopied Docs.....$7.50 U.S.

Big Bird's Special Delivery, CBS Soft
Disk, Cass, Ref, Box & Dox.$10.00 U.S.

Big Bird's Special Delivery, CBS Soft
Cart.....$5.00 U.S.

CardWare, Hi Tech Expressions
Side A/Commodore 64/128, Side B/ Atari
8 Bit. Disk.....$7.50 U.S.

Carrier Force, SSI
Disk, Box, & Docs.....$20.00 U.S.

Clear for Action, Avalon Hill
Disk, Box, & Docs.....$20.00 U.S.

Colonial Conquest, SSI
Disk, Box, & Docs.....$20.00 U.S.

Computer Ambush, SSI
Disk, Box, & Docs.....$20.00 U.S.

Computer Chess, Atari
Cart & Docs.....$5.00 U.S.

Computer Quarterback, SSI
Disk, Box, & Docs.....$10.00 U.S.

Deadline, Infocom
Disk.....$5.00 U.S.

Deadline, Infocom
Disk, Box, Maps, & Docs....$20.00 U.S.

Desk Top Video April 88, Antic
Disk.....$5.00 U.S.

Dog Daze, APX
Cassette, Box, & Docs.....$5.00 U.S.

The Eidolon, Epyx/LucasFilm Games
Disk, Docs.....$5.00 U.S.

Encounter, Synapse
Disk.....$5.00 U.S.

The Eternal Dagger, SSI
Disks & Box.....$5.00 U.S.

F-15 Strike Eagle, MicroProse
Disk, Box & Docs.....$10.00 U.S.

Final Legacy, Atari
Cart, Box & Docs.....$5.00 U.S.

Financial Asset Management System, APX
Disk, Box, & Docs.....$10.00 U.S.

Financial CookBook, Electronics Arts
Disk, Box & Docs.....$10.00 U.S.

A Financial Wizard, CompUtari
Disk & Manual.....$10.00 U.S.

Flight Simulator II, Atari/Sublogic
XE Cart, Maps, Ref & Docs..$20.00 U.S.

Frogger, Sierra On-Line
Disk.....$5.00 U.S.

FujiBoink, Atari???
Disk.....$5.00 U.S.

Gauntlet, MindScape
Disk, Box & Docs.....$7.50 U.S.

Gettysburg - The Turning Point, SSI
Disk, Box, & Docs.....$20.00 U.S.

Gorf, Roklan
Cart, Box, & Docs.....$5.00 U.S.

Hacker, Activision
Disk & Box.....$5.00 U.S.

The Home Filing Manager, Atari
Disk & Manual.....$5.00 U.S.

Humpty Dumpty & Jack and Jill
Thorne EMI Video
Cassette, Box, & Docs.....$5.00 U.S.

Infidel, Infocom
Disk.....$5.00 U.S.

Juggles' House, Atari
Cassette, Box, & Docs.....$5.00 U.S.

Kampfgruppe, SSI
Disk, Box, & Docs.....$20.00 U.S.

Knights of the Desert, SSI
Apple/Atari/ TRS-80
Cass, Disk, Box, & Docs....$20.00 U.S.

Kyan Pascal, Kyan SoftWare
Disks, Manual, Box.....$5.00 U.S.

The Last V8, Mastertronic
Side A/Commodore/Side B/Atari
Disk & Box.....$5.00 U.S.

Legionnaire, Avalon Hill
Disk, Cass, Box, & Docs....$20.00 U.S.

Letter Go Round, CBS SoftWare
Cart, Box, KeyPad Overlay & Docs
.....$10.00 U.S.

Letter Perfect, LJK Inc.
Cart, Disks, QuickRef, Box & Docs
.....$10.00 U.S.

Lone Wolf Special Ramdisk Disk
Disk.....$5.00 U.S.

Lords of Conquest, Electronic Arts
Disk, Box, & Docs.....$10.00 U.S.

Los Angeles SWAT, Mastertronic
Side A/Commodore/Side B/Atari
Disk & Box.....$10.00 U.S.

Match Racer, Gebelli
Disk & Reference.....$5.00 U.S.

Math Blaster! Davidson
Atari/Commodore 64/128
Disk, Box, & Docs.....$5.00 U.S.

Mech Brigade, SSI
Disk, Box, & Docs.....$20.00 U.S.

Memory Mania & Maxwell's Demon, Gentry
Disk.....$5.00 U.S.

Missile Command, Atari
Cart.....$5.00 U.S.

Music Composer, Atari
Cart.....$5.00 U.S.

Music Studio, Activision
Disk, Docs.....$7.50 U.S.

My First Alphabet, Atari
Disk, Box & Docs.....$5.00 U.S.

Nam, SSI
Disk, Box, & Docs.....$15.00 U.S.

Necromancer, Synapse SoftWare
Disk & Docs.....$7.50 U.S.

Operation Market Garden, SSI
Disk, Box, & Docs.....$20.00 U.S.

PAC Utility Disk #3
Disk.....$5.00 U.S.

Pac-Man, Atari
Cart.....$5.00 U.S.

Paris in Danger, Avalon Hill
Disk, Box, & Docs.....$20.00 U.S.

Print Shop, Broderbund
Automatically Designs & Prints Flyers,
Banners, Greeting Cards & Stationery.
Printer Required. Joystick & KoalaPad
Optional. Comes with Bonus Colored
Paper and Matching Envelopes. Disk and
Box. Plus Print Shop Graphics Disk, by
S*P*A*C*E #42/43 Side A/ 128 Graphics,
Side B/ 40 Graphics. Both together in
Good Shape.(used).....$25.00 U.S.

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You buy Print Shop, you can buy Either
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Sheets of PinFeed Paper in assorted
Colors with 42 Envelopes in Matching
Colors for $10 More or The Print Shop
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Graphics for the Print Shop for $15
More.
PRINT SHOP (NEW).....$30.00 U.S.
PAPER PACK (NEW).....Add.$10.00 U.S.
GRAPHICS LIBRARY (NEW) Add.$15.00 U.S.

BC002 Print Shop Picture Printer
Disk.....$5.00 U.S.

Rails West!, SSI
Disk, Box, & Docs.....$20.00 U.S.

Rebel Charge at Chickamauga, SSI
Disk, Box & Docs.....$20.00 U.S.

Reforger '88, SSI, Apple/Atari
Disk & Docs.....$10.00 U.S.

Rescue at Rigel, Atari
Disk.....$5.00 U.S.

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Disk, Box & Docs.....$5.00 U.S.

Shamus, Synapse Software
Disk.....$5.00 U.S.

Space Eggs, Sirius Software
Disk.....$5.00 U.S.

Space Journey, Roklan
Cart, Box, & Docs.....$5.00 U.S.

Spider-Man, Green Valley Publishing
Disk.....$5.00 U.S.

Spider Man, Green Valley Publishing
Disk & Docs.....$6.00 U.S.

Star Fleet I, Cygnus
Disk, Refer, Box, & Docs...$20.00 U.S.

Star Raiders, Atari
Cart.....$5.00 U.S.

Stock Charting, Atari
Disk, Box & Docs.....$10.00 U.S.

Stock Market "The Game", StarSoft
Disk, Box & Docs.....$7.50 U.S.

Stratos, Adventure International
Disk, Box, & Docs.....$10.00 U.S.

SynCalc, Synapse
Disk, Box, Reference Card & Docs
.....$20.00 U.S.

SynFile+, Synapse
Disk, Box, Reference Card & Docs
.....$10.00 U.S.

TAC - Tactical Armor Command
Avalon Hill
Disk, Box, Docs.....$20.00 U.S.

Target Practice, Gentry SoftWare
Disk.....$5.00 U.S.

TeleLink 1, Atari
Cart, Docs.....$10.00 U.S.

TeleLink 1, Atari
Cart.....$5.00 U.S.

Telengard, Avalon Hill w/Docs
Cas/TRS-80/Comm64/Pet2001
Disk, Cassette, Box.....$20.00 U.S.

Temple of Apshai, Epyx
Disk, Box, & Docs.....$15.00 U.S.

Tigers in the Snow, SSI
Apple/Atari, Disk, Docs....$15.00 U.S.

Tink! Tonk! Tink's Adventure, Sprout
Disk, Box & Docs.....$5.00 U.S.

Tink! Tonk! Tuk Goes to Town, Sprout
Disk, Docs.....$5.00 U.S.

Top Gunner Collection, Microprose
Disk, Box, & Docs.....$15.00 U.S.

Ulysses, Sierra On Line
Disk.....$5.00 U.S.

U.S.A.A.F., SSI
Disk, Box, & Docs.....$20.00 U.S.

PD012 Super Utilities #3
Disk.....$5.00 U.S.

ValForth, ValPar InterNational
Disk, Complete References & Docs
.....$5.00 U.S.

VC, Avalon Hill
Disk, Box, & Docs.....$15.00 U.S.

VisiCalc, VisiCorp
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Pilot "Turtle Graphics Demo", Atari

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Writing Programs Two, Atari

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Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com

3961. Re: Weird Atari Dream

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-06 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DJ5z9x.2yw@freenet.carleton.ca>
Source record: 87233

Thomas Bauer (tbauer@saul4.u.washington.edu) writes:
> Hi Atari fellows,
>
> Had a really weird dream last night. I keep wanting to call a friend to
> see about purchasing his 1200XL. Anyway, I dreamt last night that I
> was over at his place and that he upgraded his Atari 800 (where's the
> 1200XL ??) with a card that contained a 65816 (like the AppleII GS) and
> had VGA graphics. Then I woke up. Bummer.

My friend, it's time to get a life. :)

--
Chris Brown ba930@freenet.carleton.ca | "Your God is dead and no one cares
-> Finger for Public Key <- | If there is a hell, I'll see you
=>J e s S T 0 d d ` z S p A C e!<= | there" -|\| | |/|, Heresy
FTPWWWNINROTFLRTFMIRCVGACRTLOLIMHOPGPRSANSANASACIADoDKGBPLOANDMANYOTHERACRONYMS

3962. REQ: PICTURES! .GR9s!! .PICs!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-06 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DJ5zFB.37v@freenet.carleton.ca>
Source record: 87234

Hallo 8-bit friends... I need to know, what are some good FTP/Web sites
where I can get .gr9 or .pic pictures? I'm trying to find a bunch for the
XE Group's monthly report and, possibly, a web page for the XE Group.
--
Chris Brown ba930@freenet.carleton.ca | "Your God is dead and no one cares
-> Finger for Public Key <- | If there is a hell, I'll see you
=>J e s S T 0 d d ` z S p A C e!<= | there" -|\| | |/|, Heresy
FTPWWWNINROTFLRTFMIRCVGACRTLOLIMHOPGPRSANSANASACIADoDKGBPLOANDMANYOTHERACRONYMS

3963. FS: Classic 8 Bit Atari HardWare: Listed Catalog!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-06 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4a496m$i37@kelly.teleport.com>
Source record: 87235
Cross-posted to: comp.sys.atari.8bit,pdx.forsale,or.forsale,pnw.forsale

```
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Atari 400, ??K
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.........................$10 U.S.

MPP-1150 Direct Connect SIO to
Printer Interface, No PS Needed.
With Pass through Port and Docs.
.........................$40 U.S.

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Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com

3964. Re: Koala Picture files

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-06 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4a2mkv$su@charm.magnus.acs.ohio-state.edu>
Source record: 87236

In article <9ca_9512050941@pebble.cts.com>,
Kurt Prochnow <Kurt.Prochnow@pebble.cts.com> wrote:
>How can I convert Koala pictures to GIF or something standard?

atari.archive.umich.edu:8bit/graphics/gifncode.arc
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

3965. Wanted-Atari 800 or 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-06 00:00:00 UTC
From: gungax@ix.netcom.com
Message-ID: <4a3ea7$r0i@cloner3.netcom.com>
Source record: 87237

```
Wanted 800 or 1200XL systems.
Must work.
willing to pay top dollar for same.
If anyone has one of these please
E-mail me at gungax@ix.netcom.com
Thanks...
-X
```

3966. Re: Split-Video Cables

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-06 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4a4cus$72i@news.xmission.com>
Source record: 87238

b.poehland@genie.com wrote:

>If anyone is still looking for the original Atari-compatible cables, I
>have a few spares to sell for $6.50 each including postage in the USA.
>My cables have 4 RCA terminating plugs & are marked CV-AUDIO-LUMA-CHROMA.
>One of the RCA plugs is usually black so has no markings, but you can

How many of these cables do you have? I could use two myself..

@@@@@ ------------------------------------ @@@@@
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, Network Analyst by Accident!

3967. Re: FlickerTerm 80

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-06 00:00:00 UTC
From: Joe Walsh <ransom@connect.iconnect.net>
Message-ID: <Pine.BSD/.3.91.951206124019.18485C-100000@connect.iconnect.net>
Source record: 87239

On 4 Dec 1995, Halliwell E Sra 436TS/TAC wrote:

> I've got the complete specs for my planned macro language written down
> somewhere... basically, it would allow you to execute ANY FlickerTerm
> function from within a macro (via a list of function numbers), call macro
> lines as subroutines, and load and run other macro files. The only real
> conditional would be a "wait for" command.
>
> The basic idea is that, instead of hard-coding functions into Flick that may
> or may not get used, I
> would provide the tools to implement whatever features the end user needs.
> You practically have to
> do weird stuff like this when coding feature-rich programs in limited RAM
> (ever looked at
> COBOL?).
>
> Anyway, an autodial menu coded in this hypothetical macro language might
> look something like this:
>
> 1>%"Bob's Turbo Internet GateWay" atdt1-555-555-1234 %Jump 9 ^G password
> stuff
> ... (other menu entries)
> 9>%Wait"CONNECT",30,9,99 %Return
>
> BTW, the syntax for the Wait command is: TheStringItsWaitingFor, delay,
> timeout macro, found macro. "99" is a special case meaning "continue with
> execution of current macro".

Thanks for making such a complete answer to my question. :)
While that doesn't look like anything I'll ever use, don't let that stop
you. I was just curious what you planned for your already
more-than-adequate macro facility.

-Joe

Joseph E. Walsh | Atari 8-Bit User and Programmer Since 1982
ransom@iconnect.net | Classic Traveller Referee Since 1983
Stuck in the '80's | Microsoft-Free and Loving It! :)

3968. Re: Larry Richardson

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-06 00:00:00 UTC
From: Unknown
Message-ID: <DJ62KL.297@news.zippo.com>
Source record: 87240

Hi there. Nice to see that someone is using VTEX. Sorry about the
address, as I have moved and haven't updated the version of VTEX
that is out and about. I know that there is at least one version
later than 1.3... it may be up to 2.0 (I haven't looked at the code
in a while, but I will get the latest together tonight and up-load
it to a server sometime tomorrow).

The new address is:

Larry Richardson
6043 Dairy Road
Baker, Fl 32531

Please, send any comments or suggestions on this program. If you didn't
register it... don't sweat it. I just want people to have a useful
piece of software. Also, I have a few other shareware items which
I may put on the server tomorrow.

Later,
Larry Richardson
richard5@eglin.af.mil

3969. Re: Moving Quarxon & Caterpiggle to public domain

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-06 00:00:00 UTC
From: DM9200@mm.appstate.edu
Message-ID: <4a550i$5fq@lester.appstate.edu>
Source record: 87241

Scott Ludwig (scottlu@microsoft.com) wrote:
: I wrote 2 games, one called "Quarxon", the other "Caterpiggle" back in
: 1982 and published them through APX (Atari Program Exchange), for Atari
: 400's and 800's. Please officially consider them public domain now, and
: feel free to distribute them.

Great! That's big of you. I hope you start a trend!

: Thanks to those who helped me (re)obtain copies of them. Does this
: newsgroup accept binaries? If so I'll post them.

Well, I posted a 92k binary xfd file and nobody complained. (or even
commented). I think some people actually pay by the line to get the
newsgroup, but Quarxon and Caterpiggle certainly don't sound like wasted
bandwidth to me. I say go for it!

-Daniel Miller

3970. PC Xformer 3.3, How good is it?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-06 00:00:00 UTC
From: glenng@rain.org
Message-ID: <4a399s$91l@news.rain.org>
Source record: 87242

I am thinking about purchasing this product for Windows but I
would like to know how well it runs popular games from the 8-bit days.
Has anyone gotten games to work from companys like Synapse, Electronic
Arts, Broderbund, etc. Any information would be great!! Thanks!

3971. Re: any Image sites?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-06 00:00:00 UTC
From: none
Message-ID: <none-0612950203180001@nolram.dialup.access.net>
Source record: 87243

In article <148465@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com wrote:

> nolram; There just won't be a lot of ready made .ATR or .XFD images around.
> Its not a bad idea, but what I think there was kind of a consensus reached
> that this wouldn't happen on most sites. Problem is the files would probably
> have to be stored both as individual files as well as the .ATR! For example,
> why down load an entire disk full of files when you may just need one or
> two from the .ATR to complete your collection. It's fairly easy to make a
> big ATR image with individual files. If you are using the emulator, just
> use a MyDOS image and pass the list of files.
> Rick

I wonder if that program runs under SoftPC(ironic, using an emulator to
make images for another emulator).

3972. speech and screen access for Atari computers?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-06 00:00:00 UTC
From: tomr@CyberGate.COM
Message-ID: <4a56k8$sla@opal.CyberGate.COM>
Source record: 87244

Ok, my newsreader seems to be having problems posting to this group for some reason, let's see if they've fixed the problem. I am trying to find out if there are any speech synthesisers and/or screen access software for the old Atari 8 bit systems. I need such equipment and software because I am blind and must have at least the keyboard input and the screen output of simple utilities such as Dos speak. About ten years ago I tried to get an external synthesiser to work via an 850 interface module without too much success. Being in serious need of a talking system for college, i had to sell my Atari 800XL. Now that I do have a talking system, the urge to try this old project again has been revived. I've heard many rumors about speech synthesisers and software designed for the Atari, but have never been able to find or test any. If any of you have any info about this sort of thing, I'd appreciate knowing about it. I have a stock '800 at the moment, so whatever you know about needs to run on that. Thanks in advance.
Tom

--
one ring to rule them all in the land of Mordor
one ring to find them where the shadows lie
one ring to bring them all
and in the darkness bind them

3973. Update to Press Release

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-06 00:00:00 UTC
From: nkey@ixc.ixc.net
Message-ID: <Pine.3.89.9512062129.A5083-0100000@ixc>
Source record: 87245

UPDATE

December 6, 1995

To all ATARI 8-bit users who use SpartaDOS as their main disk operating system. My name is Nelson Nieves. I want to announce my intentions to support the ATARI 8-bit computer and users running SpartaDOS.

The programs are modeled after MS-DOS and Norton Utilities on the IBM platform.

Among the following programs in development are:

vUnErase - view and/or unerase deleted files or directories; recover partial deleted files to other disks or hard-drive partitions.

XCopy -- will use the extra 64k on 130XE computers for faster read and write operations; SpartaDOS 3.2x users will be able to take advantage of archival copies when used in combination with FAtr.

DeFrag -- a two part utility, defragmentor with a separate directory optimizer.

I have created a sample file (in ARC format), it contains full working versions of several of the programs that will be released commercially in mid 1996, a list of programs under development, and a questionnaire for you to fill in and mail back.

Thanks to Bill Kendrick the sample files, NNTOOLS.ARC and NNTOOLS.TXT, are now available on the Internet at FTP site:

atari.archive.umich.edu

atari/8bit/New

It will be moved by the keeper of the 8bit archives (Jody Lenn) when he gets a chance. A link to it should also be in "Newitems" at the same time that it is moved. I'm guessing it'll be put in the "Spartados" directory.

NNTOOLS.ARC should also be available on GEnie thanks to Jonathan Mordosky (ACUTE BBS) and BBSes across the U.S.

For those of you who cannot ftp or get the file from GEnie send $10.00 U.S. dollars for the sample file to:

Nelson Nieves, ATTN: ATARI 8-bit project, P.O. BOX 1702, Hatillo, PR 00659-1702

Let me know in which disk format:

[ ] ATARI 8-bit SpartaDOS
[ ] IBM 360k 5 1/4
[ ] IBM 1.2Mb 5 1/4
[ ] IBM 720k 3 1/2
[ ] IBM 1.44Mb 3 1/2

Questions? Call 1 (809) 820-3135. From 8 a.m. to 5 p.m. eastern standard time. Ask for Nelson.

3974. Paddle Control

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-06 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <30C5C648@syrinx.dyess.af.mil>
Source record: 87246

Rick_Michael_Cortese@cup.portal.com sez:

> Norbert, I think either Popcorn or Burgers supported the paddle
controllers
> but I can't remember which one.
> Rick

There was also this really old game where you used the paddle controller to move a little stick around on the screen. I forget what exactly the game was... something about bouncing this tiny little square into a bunch of bigger squares and making them disappear? I could be wrong, it's been a while.

Anyone remember this?

<g>

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | /////////// M A T H

3975. Re: old BASIC sound code

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-06 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <148493@cup.portal.com>
Source record: 87247

Ye Gods. My last post looked like crap, all full of tildes. That's what I get for trying to post from a friend's Atari with a truly sad thing calling itself "ANSIterm" but possessing no least shred of ANSI compatibility that -I- could detect. It was NOT by Clay Halliwell, either, for whatever it's worth. Anyway, allow me to clean up the text of the garbled message:

>By the very purest of coincidences, I saw the opening message of this thread
>this afternoon -- and thought nothing of it -- beyond "whew, good luck,
>buddy" -- then this evening found myself browsing a friend's oldtime
>Atari docs and discovering an article that may be the one you're thinking
>back to!
>
>I see nothing here about the author "having worked on the movie TRON," but
>it IS a Creative Computing article with short BASIC routines
>for producing various sound effects "including bombs." To be
>specific, the sounds that are listed here are:
> Percussive Sound Generator
> Doorbell
> Telephone Bell
> Alarm Bell
> Explosion
> American Siren
> European Siren
> Ticking Clock
> Klaxon
> Whistle and Bomb
> Steam Whistle
> Sawing Wood
>
>Obviously I'm not going to retype the entire article and listings unless
>we're pretty sure this is the one you want... Let me know via
>e-mail...
>
>Chris Chiesa
> Chris_F_Chiesa@cup.portal.com

3976. Re: Luma/Chroma monitor cables

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-06 00:00:00 UTC
From: daniello@austin.ibm.com
Message-ID: <4a4du4$oqq@ausnews.austin.ibm.com>
Source record: 87248

In <30C31104@syrinx.dyess.af.mil>, halliwee@ts436.dyess.af.mil (Halliwell E Sra 436TS/TAC) writes:
>However, I should point out that this will not provide any sort of coherent
>picture. That's what you get for plugging things in where they weren't
>meant to go. And the Commodore 1702 is composite/split video, not RGB.
>
>If for some oddball reason you really, REALLY wanted to hook your 2600 to a
>composite monitor, you'd have to hook it up to a VCR, then run an
>audio/video patch cable from the VCR to the monitor.
>

Ahh, I remember several years ago I hooked up the Atari to
my monitor and I bet this is how I did it (vcr). The
monitor has a switch in the front to go from RGB to Composite
mode, which was useful on my Commodore 128 which used RGB
mode to do 80 columns. It's a pretty cool monitor that
has served me well for many years.

3977. need modem>1200 baud.

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-06 00:00:00 UTC
From: uanrbza@grove.iup.edu
Message-ID: <1995Dec5.235528.2659@news.iup.edu>
Source record: 87249

OK,
a while back I was able to buy...from this newsgroup...an atari sx-212
DIRECT contact modem...shortly there after in my increassingly need
to UPGRADE my dinosaur rather than be converted over....I bought an
ATARI 850...now my next problem is to obtain a suitable MODEM
and a real terminal program.
what all modems can I use through an atari 850 interface...and
does any1 know of one for sell and where I can contact a person about
buying one...I need a 9600-14.4 modem that I can use a vt100-mode KERMIT
terminal program or a term program with KERMIT protocols.
thanks in advance...

^ ^
DISK DOCTOR
()
__/

3978. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-06 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1995Dec6.223015@msuvx1.memphis.edu>
Source record: 87250

In article <817575463.6640@chowgar.demon.co.uk>, smoore@chowgar.demon.co.uk (Simon Moore) writes:
> Does anybody nkow if this will run on Xformer 3?
>
> Cheers.
>

Dunno... Doesn't run on 2.5
--
"Hello, Psychic Friends Network? Well, I don't really care about my future,
but could you give me the Classic Sub Zero UKK?"

3979. FS: Classic 8 Bit Atari Books & References: Listed Catalog!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-06 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4a4ajl$j6k@kelly.teleport.com>
Source record: 87251
Cross-posted to: comp.sys.atari.8bit,pdx.forsale,or.forsale,pnw.forsale

I have the following computer books
for sale, most are for the Atari
8-Bit line of computers.

Title; Author; Publisher; Description;
Price

6502 Assembly Language Subroutines;
Lance A. Leventhal & Winthrop
Saville; Osborne/McGraw Hill; Source
& Reference for Assembly Language
Routines;.....$5.00 U.S.

Advanced ATARI BASIC Tutorial; Robert
A. Peck; Computer Direct;...$7.50 U.S.

Advanced Programming Techniques for
your Atari. Including Graphics & Voice
Programs; Linda M. Schreiber; TAB
Books; Comes with 55 Type in Programs.
.....$5.00 U.S.

An Invitation to Programming 2:;
Atari; SoftWare Manual for Writing
Programs;.....$5.00 U.S.

Atari 400/800 DiskGuide; John Taylor &
David A. Wilson; Osborne/McGraw-Hill;
.....$5.00 U.S.

Atari Basic; Bob Albrecht, LeRoy
Finkel & Jerald R. Brown; John Wiley &
Son.; Basic Referen/Minus front Cover;
.....$3.00 U.S.

Atari Basic; Bob Albrecht, LeRoy
Finkel & Jerald R. Brown; John Wiley &
Son.; Basic Reference;.....$5.00 U.S.

Atari Basic Reference Guide; Atari;
Quick Reference for Atari Basic.;
.....$7.50 U.S.

Atari Microsoft Basic Instruction
Manual; Atari; PhotoCopied and Bound
Manual;.....$5.00 U.S.

Atari Sound and Graphics; Herb Moore, Judy Lower, Bob Albrecht; Self Teaching Guide;.....$5.00 U.S.

Atari User's Guide; Mark Ellis, Robert Ellis & Larry Joel Goldstein; Brady Communicat Basic & Graphics for Atari 400/800/600XL/800XL/1200XL;$10.00 U.S.

Basic Atari Basic; James S. Coan & Richard Kushner; Hayden Book Comp Atari Basic Book for the 400, 800 and the XL Computers;.....$5.00 U.S.

Beyond Games. Systems SoftWare for your 6502 Personal Computer; Ken Skier; Byte Publishing;.....$7.50 U.S.

Bits, Bytes and Buzzwords; Mark Garetz; dilithium Press; Understanding Small Business Computers;...$5.00 U.S.

COMPUTE!'S FIRST BOOK OF ATARI GAMES; COMPUTE! Books; Type in Game Listings with info on Developing your own Games!;.....$5.00 U.S.

COMPUTE!'S FIRST BOOK OF ATARI GRAPHICS; COMPUTE! Books; Games, Tutorials, Programs & Other Helpful Information!;.....$7.50 U.S.

COMPUTE!'S SECOND BOOK OF ATARI GRAPHICS; COMPUTE! Books; Graphics, Utilities, Tutorials, Programs & Other Helpful Information!;.....$7.50 U.S.

Compute!'s First Book of Atari; Compute! Books;.....$5.00 U.S.

Compute!'s Second Book of Atari; Compute! Books;.....$5.00 U.S.

Compute!'s Third Book of Atari; Compute! Books; Games, utilities, tutorials, & other helpful info. XL Compatible.....$7.50 U.S.

Computers for Kids; Sally Greenwood Larsen; Creative Computing Press; ClassRoom proven manual that effectively and easily teaches children to operate and Program the Atari;.....$5.00 U.S.

The Creative Atari; Small, Small &
Blank; Creative Computing Press;
.....$5.00 U.S.

Disk Operating System II; Atari;
Reference Manual, 100 Pages;
.....$2.00 U.S.

DOS 3; Atari; An Introduction to DOS
3;.....$3.00 U.S.

Games Atari's Play; Hal Glicksman &
Kent Simon; DataMost; Learn
Programming the fun enjoyable way...
By Gaming! With several Type in
Listings;.....$5.00 U.S.

Gemini-10X/15X Users Manual; Star
Micronics,; Manual for Gemini
Printers;.....$10.00 U.S.

The Home Accountant; Continental Soft
PhotoCopied and Bound Manual;
.....$1.00 U.S.

The Home Filing Manager Users Guide;
Atari; SoftWare Manual/Users Guide;
.....$5.00 U.S.

The Home Filing Manager Users Guide;
Atari; PhotoCopied and Bound Manual;
.....$3.00 U.S.

HomePak; Russ Wetmore; Batteries
Included Manual for HomePak;
.....$5.00 U.S.

Inside Atari Basic; Bill Carris;
Reston Publishin A Fast, Fun and
Friendly Approach to the BASIC
Language!;.....$5.00 U.S.

Introduction to Computers and Data
Processing Shelly & Cashman; Anaheim
Publishi Class Room Text Book, not
necessarily about Atari Computers;
.....$3.00 U.S.

Machine Language for Beginners;
Richard Mansfield; COMPUTE! Books;
Personal Computer Machine Language
Programming for the Atari, VIC,
Apple, Commodore 64 and PET/CBM
Computers;.....$5.00 U.S.

Making it Count; Boeing Computer;
Student Manual/Introduction to
Computers & their Applications;
.....$3.00 U.S.

Mapping the Atari; Ian Chadwick;
COMPUTE! BOOKS; Comprehensive
sourcebook and memory guide for Atari
400/800;.....$5.00 U.S.

The Musical Atari; Hal Glicksman;
DataMost; Turn your Home Computer into
a Keyboard Organ;.....$7.50 U.S.

Music Construction Set; Will Harvey;
Electronic Arts; Just the Manual and
Reference Card;.....$5.00 U.S.

My First Alphabet; Atari; SoftWare
Reference;.....$3.00 U.S.

OS/A+; OSS; Manual for/Systems
Software for Apple and Atari
Computers;.....$5.00 U.S.

Paint; Alex Packer; Reston Publishing;
.....$5.00 U.S.

Program Design and Construction; David
A. Higgins; Prentice Hall In Book on
General Programming;.....$3.00 U.S.

Programmer's Reference Guide for the
Atari 400/800 Computers; David
Heiserman; SAMS; Good Reference;
.....$10.00 U.S.

User's Handbook to the 400/800
Computers; Jeffrey R. Weber & Stephen
J. Sczcecinski; Weber System's I Atari
Handbook;.....$5.00 U.S.

Your Atari Computer; Lon Poole with
Martin McNiff & Steven Cook;
Osborne/McGraw-H Guide to Atari
400/800 Personal Computers/
.....$5.00 U.S.

All interested Parties Reply in E-Mail
to: bensmith@teleport.com or call
(503)256-9974 Anytime. Call for faster
service! Customer pays Shipping &
Handling. Feel Free to Copy this List!
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com

3980. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-06 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1995Dec6.223216@msuvx1.memphis.edu>
Source record: 87252

In article <49hkrt$18u@lester.appstate.edu>, DM9200@mm.appstate.edu (Miller, Daniel C.) writes:
> Ray Wilmott (rwilmott@mars.superlink.net) wrote:
> : In article <817575463.6640@chowgar.demon.co.uk>,
> : smoore@chowgar.demon.co.uk (Simon Moore) wrote:
>
> : > Does anybody nkow if this will run on Xformer 3?
>
> : Not answering your question, I know, but should anyone care -
> : Alternate Reality (both City and Dungeon) runs under Rainbow.
>
> Well, the main problem with running most of these (like Fractalus and
> AR) is getting past the copy protection on the diskette to make a
> working disk image. So if you have done that, the image should work
> on Xformer as well as Rainbow?
>
> Send it my way and I'll tell you. I own AR the City.

Unfortunately, cracking it isn't enough... It's simply not compat, at least with 2.5

>
> ---
> From the Desk of Daniel Miller, Starving Artist/Parched Writer/Amiga User
> ---
>
>
--
"Hello, Psychic Friends Network? Well, I don't really care about my future,
but could you give me the Classic Sub Zero UKK?"

3981. TT with 19" monitor for sale cheap

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-06 00:00:00 UTC
From: Tom Thompson <tthompso@pcshs.com>
Message-ID: <4a58g6$in5@globe.indirect.com>
Source record: 87253

I have a TT with 4 meg of memory, a 19 inch monitor that I would love to sell before christmas. It has been sitting lonely for the last
several months waiting for someone to use it. No one does. This system is going cheap. If you are interested, leave e-mail to
tthompso@pcshs.com.

I have alot of software to send if you are willing to pay the freight. (ie. Pure C. many terminal programs and a list will be made for the
buyer of the system.)

I also have an old ST 520 1meg machine, with mono monitor.

leave e-mail to tthompso@pcshs.com
~~~~~~
Thomas C. Thompson R.Ph. "Tom" tthompso@pcshs.com
Care Manager, Managed Care Infusion tsquare@indirect.com
Phone (Work):(602)314-8436 Fax(Work):(602)661-4690
Phone (Home):(602)964-6371 Fax(Home):(602)964-6371
WWW Home Page: http://www.indirect.com/www/tsquare
Thought for the day: Everywhere you go, there you are!
~~~~~~

3982. Re: Pooldisk CD Rom is AMAZING

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-06 00:00:00 UTC
From: bernard@twilight.xs4all.nl
Message-ID: <bernard.0700@twilight.xs4all.nl>
Source record: 87254

Hello Drake,

In a message of 05 Dec 95 Drake wrote to All:

>> Not to mention the THOUSTANDS of ATR images! Wow! Great job on the
>> CD!!

DTP> OK OK! Where can we order this Pooldisk CD from??

*** Area: COMP.SYS.ATARI.8BIT Date: 2 Nov 95 2:49:53
*** From: "ernest.r.schreurs"
*** To : All
*** Subj: 2000 ATR PD/Shareware images for use w

From: "Ernest.R.Schreurs" <ernest@pi.net>

We are happy to announce the availability of the "POOLDISK" CD-rom
for the Atari XL/XE computer. This CD contains the contents of
over 2000 diskettes. Everything is stored in the ATR format as used
by SIO2PC and APE. This is also compatible with the format used by
the Xformer. There are some 250 Megabytes of ATR images on the CD.
To accomodate the Atari ST users, all images are also stored in the
XFD format as used by the ST-Xformer. This occupies another 250 Mb.
These disks include over 250 diskettes from ABBUC, and over 330 from
the BELLCOM PD library. There are also lots of disks from usergroups,
magazines and disk magazines. The Umich.edu 8-bit archive has also
been converted to the ATR format and is now stored in over 500 disk
image files. There are also some files not in ATR format on the disk,
for those that want to try and write an ISO-9660 driver for the XL/XE.
Until someone manages that, you need a PC or an Atari ST to act as
a server for your Classic Atari, or one of the emulators. The
remaining 100 meg of the CD is filled with 165 pictures from various
Atari 8-bit systems and peripherals. This CD is now available from us
for US $ 35, which includes shipping by the cheapest possible rate,
which may take over two weeks. Send a check drawn on an US bank to:
Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
Make checks payable to Ernest R. Schreurs. Do not fotget to mention
the mailing address, so we know where to send the CD to.
If you cannot send a check, US $ 35 in cash is acceptable too, but then
it is your own risk. If the money does not arrive, we will not know
that you sent any. If the check or the money gets here, we will ship
the CD as soon as possible. A few notes: some of the disks are in
German, Polish or Dutch. As far as we know, everything on the disk is

Public Domain or Shareware, except for the Pokey Magazines and the
Mega-Magazines, which are on the CD by permission, and are restricted
from further copying. You are responsible for whatever is copied off
the CD, if we accidentally placed anything on the CD that is not PD.
If the Jewel box cracks during shipping, this is your own risk. After
all, a new one costs under $1.
If you have any questions, send an E-mail to ernest@pi.net

END of message...

I hope this will help you....

_
/_) |/
/_)ernard |\ok ////
(o o)
+-------------------------oOO--(_)--OOo-----------------------+
| PMN : 17:200/100.3 DAN : 55:100/121.3 WARP : 137:8/103.3 |
| NLA : 14:102/100.3 GFX : 98:101/100.3 FIDO : 2:280/315.3 |
| ERO : 68:311/416.3 AMY : 39:150/200.3 AGA : 171:103/200.3 |
| Internet : bernard@twilight.xs4all.nl |
+---+
.---.
| -=> The TWiLiGHT Zone BBS <=- -=> +31-(0)-20-6764584 <=- -=> 24 Hrs <=- |
| -=> Modules Heaven! <=- -=> 9600 to 14400 Baud <=- -=> /\MIG/\ Only <=- |
`---'
-- Via Xenolink 1.97, XenolinkUUCP 1.1

3983. SIO2PC 4.04 posted

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-07 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <4a5d68$a6r@dartvax.dartmouth.edu>
Source record: 87255

The latest version of SIO2PC is now in the /New directory at the UMich archive. Look for sio404.zip there or in the Sio2pc directory (as if they'll ever get to cleaning out the uploads).

Because people sometimes have trouble getting through to UMich, I've also placed it in my own archive for the time being:
ftp://ftp.cs.dartmouth.edu/pub/crow/atari/sio404.zip

I understand that this software is shareware, so be sure to read the copyright notice before using it.

--PC
--
Homepage: http://www.cs.dartmouth.edu/~crow/
PC's LEGO Empire: http://www.cs.dartmouth.edu/~crow/lego/empire.html
Linux multimedia: http://www.cs.dartmouth.edu/~crow/linux/
HTML Link Verification: http://www.cs.dartmouth.edu/~crow/lvrfy.html

3984. Wanted-Atari 800 or 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-07 00:00:00 UTC
From: gungax@ix.netcom.com
Message-ID: <4a5d5g$54@ixnews2.ix.netcom.com>
Source record: 87256

```
Wanted,800 or 1200XL.
Must work.
Will pay top dollar.
Email-gungax@.ix.netcom.com
Thanx
-X
```

3985. PC Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-07 00:00:00 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <120795184848Rnf0.79b6@stingray.manawatu.gen.nz>
Source record: 87257

Please could someone tell me how I can order PC Xformer (the latest version), as I tried the web page for Brasoft (thanks Bill for the addy), and e-mailed them, but haven't received a reply. I'm _really_ wanting to get this for my mother for Christmas, and want to be able to order it over the net (as snail mail will take too long).

I had a look in the Toad Computer's web page, and couldn't find Xformer there, so I'm at a loss to how I can order this thing.

Richard.

3986. Atari Slipping?.....

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-07 00:00:00 UTC
From: germbear@aol.com
Message-ID: <4a718e$nrb@newsbf02.news.aol.com>
Source record: 87258

Questions for the group:

1. Will Atari ever update its WWW? New Releases only include the last (and only) 2 CD titles. No Missle Command, etc... What does this mean?

2. Why can't Atari get software out on time? This is a real disappointment. NOBODY will give a care about the Jaguar after x-mas. Even Atari admits that the 4th qtr is the strongest selling season and they can't even get software out the door. Don't get me wrong, there is new software out, but we need some software with recognizable titles to pull in new people (Myst, Primal Rage, NBA Jam TE, etc). Most people aren't going to go and buy a Jaguar for Kasumi Ninja.

3. Related to #2. Why are 3-rd party developers so slow coming out with software? I mean I don't see the Saturn and Playstation hurting for new exiciting titles. Has Atari (aka Tramiel boys) burned so many bridges that the Acclaims, EA, and other MAJOR houses don't care about releasing titles for the Jag? Atari sure had a bunch of people signed up to produce games and what has happend? Just a trickle of software. What kind of agreement does Atari have with these houses? Are the developers on the hook for anything if they don't develop software for the Jag? How are the agreements Atari has with developers compare to Sega, 3DO, and Sony? It would seem to me that we are looking for a few killer apps and there is a gold mine if someone like EA would come out with something really great. Perhaps this is NBA Jam TE by Acclaim, I don't know.

4. Why has it taken Atari over 5 years to come out with the Jag? And only 35+ titels? This is a JOKE. I've looked back at my Atari annual reports and the Jaguar was mentioned as early as 1990. GIVE ME A BREAK!!!! IF they would have released the system 3 years ago insted of sitting on their butts, we may have a chance. BTW, they also had $$ back then and not have to rely on selling stock to SEGA. Did it really take that long to develop? How long has SONY worked on their system?

5. Why is the LYNX dead? This is a great system. Oh I forgot no software (actually there are a number of titles, just not readily available to the public unless you call Atari, YIPPEE what about STORES people!!!!!)

6. How can Atari screw up everything they do in terms of launching a system? From the Lynx to the Jag it is pathetic. I look at Sony and see not only QUALITY software but I see great add ones (different contollers, mice, memory card). No delays. What the hell is up Atari? Look to the market leaders for help.

7. I shudder to think what will happen when the Ultra 64 is released. Say what you will, but there will be a lot of software support and for a rumored $250, watch out Jag.

8. My next note will concentrate on how Atari screwed up the ST market. BTW I spent a great number of years in Germany and Atari ruled!! Ads, endorsment, etc. Then I come to the U.S. and have to look under a rock to find an ST dealer. And this was in the hey day of the ST.

I have been a LOYAL ATARI fan. I've owned stock, an 800, 130XE, ST and now LYNX and Jag. I read over the past annual reports and it actually makes me sick to see the great potential go down the toilet because of piss poor managment. It's a joke and I'm sure that Atari will become a great case study for what not to do when you have your own company.

Thanks for allowing me to vent. Don't give up on Atari but we need to make sure we keep kicking the Tramiels in the ass and wake them up.

Garry Terrell

P.S. What ever happend to .....The Transputer Workstations, Portfolio, Atari PC line and many, many other?

3987. FS/T: Atari 8-bit items [12/07/95]

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-07 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <4a76cn$bql@ixnews5.ix.netcom.com>
Source record: 87259

updated 12/07/95

I have the following Atari 8-bit software and hardware for sale or trade.

Everything is sold as is. Unless specified, all items have been tested and are in perfect working order.

Buyer has ten (10) days to send payment, and pays all shipping costs, which will be sent via U.S. Postal Service. The shipping cost depends on both the weight of the package and the distance that it is traveling. Buyer has the choice of either first class or parcel post (which is slower, but cheaper).

Payment must be made in U.S. funds, by either check or money order, drawn from a U.S. bank branch. Canadian buyers must send a Canadian Postal Money Order, payable in U.S. funds. This is the only way I have found to deal with my friends to the north (my bank is very picky, but the U.S. Post Office will cash a Canadian Postal M.O.)

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless specified.

NOTE: Since all cartridges are used, some labels will have small defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 6.00 Atariwriter
$ 6.00 Basic
$ 7.50 Eastern Front: 1941
$ 5.00 Pac-Man
$ 5.00 Star Raiders

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7, plus tax. It allows for the connection of both 300 OHM

and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with
it. Some systems still include one, please read carefully.

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 600XL COMPUTER with original power supply.

I will also throw in a second non-working ATARI 600XL for parts, FREE.

This is a complete system, except for RF switchbox and RCA cable.

$24.00

*****

LOT #2

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox and RCA cable.

$44.00

*****

LOT #3

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 65XE COMPUTER with original power supply.

This is a complete system, except for RF switchbox and RCA cable.

$34.00

*****

LOT #4

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 130XE COMPUTER with original power supply.

This is a complete system, except for RF switchbox and RCA cable.

$59.00

*****

LOT #5

ATARI 1050 (127K) DISK DRIVE, with original power supply, and
one (1) Molex connector cable.

$39.00

*****

LOT #6

ATARI 1050 (127K) DISK DRIVE, with one (1) Molex connector cable.

This disk drive doesn't include the power supply.

$34.00

*****

To reserve an item listed here, please contact me.

Michael J. Novak Jr.
VGA2000@ix.netcom.com
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. BUYING/SELLING/TRADING: 3DO, Atari Jaguar & Lynx,
Video Game Advantage Nintendo Game Boy, NES & Super Nintendo, Sega 32X,
6861 Anthony Lane Saturn, Genesis, Sega CD, Game Gear & SMS, Sony
Parma Hts., OH 44130 Playstation, Turbo Duo, all Classic systems, and
(216) 843-8815 Voice Classic cartridge based computers!

Over 2 years on the Internet! Now on the WWW at http://www.io.com/~vga2000/

For current list, or to be placed on my e-mail list, please leave E-Mail at:
VGA2000@ix.netcom.com OR VGA2000@io.com OR dw901@cleveland.freenet.edu

3988. ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-07 00:00:00 UTC
From: sobig neher <sobign@pacifier.com>
Message-ID: <4a77dt$pjo@news.pacifier.com>
Source record: 87260

Does anyone have a schematic and tech data for an ATR8000?

3989. Re: Why prolong the agony? Just get Windows 95...you'll be glad (you don't have a choice)

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-07 00:00:00 UTC
From: nltd@grove.iup.edu
Message-ID: <1995Dec7.142211.2725@news.iup.edu>
Source record: 87261

In article <4a00bf$pqv@nuke.csu.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes:
>In article <49un42$gck@inca01.inca.co.nz>,
>Gaven Miller <gmiller@inca.co.nz> wrote:
>>
>>Why prolong the agony?
>>Just get Windows 95, you'll be glad in the long run.
>
>What a stupid question to ask a bunch of people using late 70's computers.
>
>>Why you ask? Because all major software is being
>>developed for Win95; Where's Office for OS/2?
>
>Who cares? People using OS/2 probably use OS/2 because it's good enough
>for them. Ever think they don't need or want to run "Office"? Why don't
>you just yell at people who listen to records, or drive cars built before
>1995.
>
>>Besides, you won't have a choice! I mean, why
>>have an operating system with NO support (ie, MAC OS, OS/2)
>>no Hardware support (OS/2), and no software support
>>(all Non-win OS's).
>
>Mac is an OS with no support? Hmm - I wonder where all this Mac software
>came from? Besides, 99% of OSes which were ever popular at any point in
>time seem to have plenty of support. Ever look at the Vendors/Developers
>list on comp.sys.atari.8bit?
>
>>Besides, we all know that OS/2 and the MAC suck,
>
>No. We all know that MSDOS sucks. That's a given. :) As for OS/2, Mac,
>Win3, Win95, etc. - that's all opinion. Some fools^H^H^H^H^Hfolks, like you,
>just happen to scream about it far too much.
>
>>What was apple thinking when making the MAC OS?
>>That we should always use the mouse? There are hardly
>>any keyboard equivalents for using menus. Apple must
>>think we love using the mouse every 5 seconds; and
>>with no 32-bit OS, the MAC sucks even more.
>
>I agree - their failure to add keyboard access to menus (not just the
>menu commands, but the menus themselves) all the way up to System 7.5 is
>pretty ridiculous; but that can be added as a simple patch by any Mac-hacker,
>I'm sure.

>
>>And to think, MAC freaks think that MS copied the
>>Apple interface when making Win95......sorry,
>>BWA HAHAHAHAHAHAHAHAHAHAHAHAHAHA!!! NOT!!
>
>No - MS copied the Apple interface when making Win3. Unfortunately due to
>legal problems, they couldn't make a decent program interface. Henceforth
>came "Program Manager" - one of the most vile programs I've ever had to use.
>
>MS copied the NeXT interface when making Win95. Where did NeXT come from,
>though? Yeah - I thought so. :)
>
>>But don't stop there, look at OS/2. complex beast,
>>one with no software and hardware support.
>
>I've heard the same bitchings about OS/2, but it has its following. Let
>them be, for godsake. They CAN read. They DO watch television. They KNOW
>Win95 is out there. If they WANT it, they'll GET it.
>
>>So there's little doubt who'll win the OS Wars.
>>Windows 95, where do you want to go today?
>
>I want to go play Atari. I want YOU to just GO.
>
>-bill!
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
>William (Bill) Kendrick / | \ ** New Breed Software **
>[http://zippy.sonoma.edu/~kendrick/]
>[Home of: New Breed Software, 21BJ, newdex, and soon WebBS!]

I must hand it to you Bill, this is the funniest and coolest reply to a letter that I have seen. I also hope you don't mind, but I am going to use your little "I want to go play ATARI" line when my friends ask the same stupid question. Keep the faith and may the Atari last forever!

Cliff.

3990. Questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-07 00:00:00 UTC
From: nltd@grove.iup.edu
Message-ID: <1995Dec7.172711.2739@news.iup.edu>
Source record: 87262

Hi! Looking for some help in a few questions. If you can help, please
let me know. Thanks in advance! Ok, here we go:

1. Need to know if anyone knows how to get multiple disks into one .ATR file
2. Has anybody got AR:TC or AR:TD to work on the PC? Does anybody know the
procedure to get these to run? (I have the original disks)
3. Has anybody got Leaderboard Golf to work on the PC?
4. Has anybody got a modem to work with PCXformer? I have tried using
several R: handlers and cannot get it to recognize my modem (14,400 BPS)
5. Are there any hardened AR players out there who remember how to get to
the guild in the city that gives you both strength and wisdom? I
know it involves going through the maze, I just forget how many to
go before I have to turn, etc.
6. Anybody know how to get to the second gate in AR (not the floating gate)
7. Has anybody made any hacks or other programs for AR beside the CITY and
The dungeon?

Well, that's all of them. Please help me out if you can (especially the
R handler and AR questions). Please also note that I would like to found a
"Alternate Reality" section within this group to trade secrets, characters,
good stories, or whatever. Well, got to go. Thanks again.

Cliff Friedel
nltd@grove.iup.edu

3991. Looking for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-07 00:00:00 UTC
From: wdaniels@fox.nstn.ca
Message-ID: <69901.wdaniels@fox.nstn.ca>
Source record: 87263

Hello to all,

Anyone looking for a home for their 800XL ? I am in the hunt
for a unit ready to plug and play preferably with all docs.

Thanks, Wally

Wallace Daniels " Look Around..choose your
Nova Scotia, Canada own ground....."
wdaniels@fox.nstn.ca - Pink Floyd

3992. Berserk and Super Pac-Man

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-07 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510101aced151fe73f@[137.22.11.55]>
Source record: 87264

Recently I posted that Berserk didn't exist for the 8-bit Atari, but Christopher Strong has proven me wrong. I'm now the happy owner of prototype cartridges of both Berserk and Super Pac-Man! I purchased them from:

B&C ComputerVisions
1725 De La Cruz Blvd Ste 7
Santa Clara CA 95050-3011
USA
tel: (408) 986-9960 Phone Orders Tue-Fri 10AM-6PM
FAX: (408) 986-9968 Store Hours Thur & Fri 10am-6pm; Sat-10am-5pm

(someone needs to tell B&C how to spell "berserk" :)

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

3993. Atari 800 crash

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-07 00:00:00 UTC
From: tbauer@saul6.u.washington.edu
Message-ID: <4a7cqt$2hg@nntp5.u.washington.edu>
Source record: 87265

Hi,

I just picked up an Atari 800 and was trying it out. It appears to work fine with Star Raiders, Moon Patrol, but when I tried Basic, it kind of crashed. If I type anything, then press RETURN, it "freezes" and not even can I reset it by using system reset. I thought maybe there was a bug with the Basic cartridge, but it works fine an a 400. Also curiously, without any cartridge, the straight memo pad works fine, so obviously it isn't the return key's fault.

So I am kind of assuming that there could be a problem with the 10K OS "board" ??

Thanks for any help or advice.

Later,

Tom

--
tbauer@u.washington.edu

3994. Wanted-800-nonXL or 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-07 00:00:00 UTC
From: gungax@ix.netcom.com
Message-ID: <4a7mse$pfb@ixnews2.ix.netcom.com>
Source record: 87266

```
Wanted an old 800 or 1200XL.
Must be in working order.
Should include power supply.
Will pay cash money now!$$$$$$$
E-mail gungax@ix.netcom.com
-Haboobaka
```

3995. Alternate Reality Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-07 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <818352188.13221@chowgar.demon.co.uk>
Source record: 87267

Does anybody want to sell their copy of Alternate Reality ?

Either the City or the Dungeon, or both, even if you aren't in the UK
let me know, I'm desperate for the damn game.

Regards.

--
Simon Moore

smoore@chowgar.demon.co.uk

3996. Super Pac-Man from B&C

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-07 00:00:00 UTC
From: kendrick@cs.sonoma.edu
Message-ID: <199512080201.SAA21338@zippy.sonoma.edu>
Source record: 87268

I just called B&C _right_ after reading Michael Current's comp.sys.atari.8bit post regarding his purchase of Berserk and Super Pac-Man (which was _never_ released!) from B&C ComputerVisions.

They are currently out, but are _producing_ the prototypes of this (and other noncopyrighted games such as "Deflector" and "Tower Toppler" (I believe that's what the lady on the phone said)) so theoretically they have an unlimited supply. (!?)

The price for Super Pac-Man is $14.95 (ouch, but probably worth it) and shipping is $6.00.

To reitterate the address (although it's a FAQ info), it's:

B&C ComputerVisions
1725 De La Cruz Blvd Ste 7
Santa Clara CA 95050-3011 USA
tel: (408) 986-9960 Phone Orders Tue-Fri 10AM-6PM
FAX: (408) 986-9968 Store Hours Thur & Fri 10am-6pm; Sat-10am-5pm

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

3997. Re: speech and screen access for Atari computers?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-07 00:00:00 UTC
From: gholder@emory.edu
Message-ID: <4a5vgc$5in@moe.cc.emory.edu>
Source record: 87269

tomr@CyberGate.COM (Tom Randall) wrote:
>I've heard many rumors about speech synthesisers and software designed
>for the Atari, but have never been able to find or test any. If any of
>you have any info about this sort of thing, I'd appreciate knowing about
>it. I have a stock '800 at the moment, so whatever you know about needs
>to run on that. Thanks in advance.

I cannot direct you to existing applications doing all that you need. However, the speech synthesis software needed to produce such things has long been available. I think somebody did a talking terminal program, but I'm not sure of that.

A very complete and professional-level synthesis package was called S.A.M., for Software Automatic Mouth. One of its options was a speech device driver which would translate any text into a phonetic reading into speech. This was actually pretty understandable, but words like "laugh" would come out pretty strange, as it is not spelled like it sounds. As I recall, the easiest to use driver for S.A.M. was published in Antic or Analog magazine. It was called the V: driver, I believe.

Anyway, this software could easily have been used to do all that you need by any decent programmer. I just don't know if it was ever done, or if it was where you could find it now.

Gary Holder

3998. Re: Alternate Reality Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-07 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <4a78je$rcu@nyheter.chalmers.se>
Source record: 87270

In article <818352188.13221@chowgar.demon.co.uk>,
Simon Moore <smoore@chowgar.demon.co.uk> wrote:
>Does anybody want to sell their copy of Alternate Reality ?
>
>Either the City or the Dungeon, or both, even if you aren't in the UK
>let me know, I'm desperate for the damn game.

If you have money, KE-soft in Germany has them both for around
DEM 20 each.

Fredrik Lundholm
d1dol@dtek.chalmers.se

3999. Re: Berserk and Super Pac-Man

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-08 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4a85kq$rp@nuke.csu.net>
Source record: 87271

Whoa-ho-hoa!!! You're telling me that they have Super Pac-Man carts in
stock? Like - more than one? Like, >I< could get one too!?! :)

COOL!

(Pop my fantasy if I'm reading this wrong)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

In article <v01510101aced151fe73f@[137.22.11.55]>,
Michael Current <mcurrent@carleton.edu> wrote:

>Recently I posted that Berserk didn't exist for the 8-bit Atari, but
>Christopher Strong has proven me wrong. I'm now the happy owner of
>prototype cartridges of both Berserk and Super Pac-Man! I purchased them
>from:

[B&C ComputerVisions]

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
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[Home of: New Breed Software, 21BJ, newdex, and soon WebBS!]

4000. Re: Atari Slipping?.....

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-08 00:00:00 UTC
From: cmwagner@gate.net
Message-ID: <4aa2da$1jr6@hopi.gate.net>
Source record: 87272

In article <4a718e$nrb@newsbf02.news.aol.com>,
GERMBEAR <germbear@aol.com> wrote:
>pull in new people (Myst, Primal Rage, NBA Jam TE, etc). Most people
>aren't going to go and buy a Jaguar for Kasumi Ninja.

The reason they probably can't get their software out the door is probably due to their developers spending more of their resources on a different platform.

>3. Related to #2. Why are 3-rd party developers so slow coming out with
>software? I mean I don't see the Saturn and Playstation hurting for new

#2

>4. Why has it taken Atari over 5 years to come out with the Jag? And
>only 35+ titels? This is a JOKE. I've looked back at my Atari annual
>reports and the Jaguar was mentioned as early as 1990. GIVE ME A
>BREAK!!!! IF they would have released the system 3 years ago insted of
>sitting on their butts, we may have a chance. BTW, they also had $$ back
>then and not have to rely on selling stock to SEGA. Did it really take
>that long to develop? How long has SONY worked on their system?

Probably because Atari had other interests, i.e. their computer line, which they gave up support on for the Jaguar.

Sony has been developing their system for close to 2 years. But I suspect they have been waiting, planning, and predicting the right time to release it.

>6. How can Atari screw up everything they do in terms of launching a
>system? From the Lynx to the Jag it is pathetic. I look at Sony and see

Marketing is top notch at Atari. It always has been. (Note: this is supposed to be sarcastic).

>8. My next note will concentrate on how Atari screwed up the ST market.
>BTW I spent a great number of years in Germany and Atari ruled!! Ads,
>endorsment, etc. Then I come to the U.S. and have to look under a rock to

Well they didn't do any better than Amiga, that is for sure. But most of the small computer companies that are not Mac or PC are gone.

>Thanks for allowing me to vent. Don't give up on Atari but we need to
>make sure we keep kicking the Tramiels in the ass and wake them up.

Oh yeah, let's talk about them, too.

It's too bad for a few years the younger Tramiel was running the business and decided to take it for a nose dive into the ground, that sure didn't help. <grin>
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

4001. Re: emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-08 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4a9vrb$mvh@nuke.csu.net>
Source record: 87273

In article <4a9ja5$b75@kirin.wwa.com>, TDS <prince2@wwa.com> wrote:
>i have a few atari.obj files that i downloaded and i'd like to run them
>on the pxformer does anybody know of a program i'd use to converrt them
>to image files..thanks
>

Do this:

C:\> XFORMER DOS.ATR ATARI.OBJ

viola - now you can run it ([L]oad D2:ATARI.OBJ), copy it to disk images
([C]opy D2:ATARI.OBJ,D1:), etc.

Or, you can get AtarImg or S2PC and copy the files to/from the disk images.
But I find it far easier to see all of my loose executables (say, games)
on my HD than to load up disk images and search through them (that is,
until I wrote File Selector... damn :) Should have never split up that
GAMES.ATR disk! :( )

Good luck

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[Home of: New Breed Software, 21BJ, newdex, and soon WebBS!]

4002. XF33DEMO !! Great !!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-08 00:00:00 UTC
From: <>
Message-ID: <4aaakt$1m6@gaia.ns.utk.edu>
Source record: 87274

I accidently ran across some Atari info on the Web while looking for something entirely different. I was excited to see there was an emulator for the old 8-bits! What really suprised me was the release date was just a couple of days before I found it!

I have tried it and love it. I am going to pull the 8-bit out of the shed (please forgive me, sometime I know not what or why I do) and power that baby up. This is bringing back some good old memories! I ran a BBS in '83?? to '85 called Diskwiz and was the first to run it on a 835 modem, thanks for Jim Steinberger or Steinbrecker (something like that). He wrote the driver and I modified some BBS software. The good ol' days. Anyone remember that? 300 baud! Gotta love it.

Anyway, I might be way off topic here and I know some people have to pay for this, but just thought I would leave some positive feedback. I am going to build a SIO2PC cable also. I am looking forward to getting out my old software and seeing what and how things will work on the PC. Thanks to all who have kept the spirit alive! I am 27 and it has been about 10 years since I have been active in the 8-bit world.

Don

4003. Re: Pooldisk CD Rom is AMAZING

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-08 00:00:00 UTC
From: nltd@grove.iup.edu
Message-ID: <1995Dec8.124939.2763@news.iup.edu>
Source record: 87275

In article <4a2hkb$6vd@wariat.wariat.org>, classics@nacs.net (Steven Tucker) writes:
>On 5 Dec 1995 05:44:49 GMT, tdrake1@umbc.edu (drake thomas (phd posi)) wrote:
>
>>classics@mail.nacs.net wrote:
>>: Anyone with a CD-ROM drive absolutly MUST buy this CDROM. It has an incredible
>>: amount of EXCELLENT information on it. It also includes nice, large
>>: full color, high resolution pictures of some of the rarest hardware!
>>
>>: I never thought I would actually see a 1090 or 815 double disk drive, but
>>: there are real nice photos of these and other 'vaporware' items on
>>: the CD.
>>
>>: Not to mention the THOUSTANDS of ATR images! Wow! Great job on the
>>: CD!!
>>
>>OK OK! Where can we order this Pooldisk CD from??
>>
>
>Ohhh, good question. It was published by Bo and Ernest Schreuers from holland.
>I cant find thier e-mail address at the mement, but if someone else who also
> has the pooldisk could post it I would appriciate it.
>
>Steve
>
There was another .ATR disk coming out soon, also, I believe from some people
in America (Sorry so fuzzy, but I can't remember the details.) Does anyone
know about it. I think it was for $30, which I would be happy to pay if I got
an address.

Cliff Friedel
NLTD@grove.iup.edu

4004. Re: Sio2PC parts

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-08 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <148634@cup.portal.com>
Source record: 87276

Speaking of SIO2PC construction, who was it that was going to "professionally" construct a slew of 'em as soon as he got a certain number of committed buyers? And what's the status of that project? I'd like an SIO2PC unit (or two) REEEEAL bad, but am not equipped to build it MYSELF. I'm very interested in this "pre-built" project.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4005. Re: Why prolong the agony? Just get Windows 95...you'll be glad (you don't have a choice)

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-08 00:00:00 UTC
From: brat@interlog.com
Message-ID: <4aadea$ou4_001@brat.interlog.com>
Source record: 87277

In article <4a93fs$8dm@news.aloha.com>, archone@aloha.com wrote:
>Although the 68000 chip is a 32-bit design internally, I believe that
>the programming code still uses a 16-bit instruction set. So the 68000
>chip can't use actual 32-bit code like the equavalent of say...
>Windows NT or even Doom! I think the first chip that had 32-bit
>instructions was the 68030.

It's been a while since I read about the 68000, but as I remember it
(an operation that's becoming increasingly perilous) the really good
part the 68000 family is the flat address space, but that's balanced by
a lack of segmentation, which comes in handy when the OS needs to move
stuff around in memory to consolidate free memory.
The Mac OS makes (made?) heavy use of program counter relative
instructions to make moving code around easier. These PC relative
instructions were limited to a 16 bit offset (an analogue of the 6502
branch instructions, whose 8 bit offsets cannot span the address space).

Bernie

Bernie Rataj brat@interlog.com qth://toronto.on.ca
Member: Ontario DX Association

4006. Re: speech and screen access for Atari computers?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-08 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4a84tp$h4@nuke.csu.net>
Source record: 87278

(Posted to comp.sys.atari.8bit and mailed to Mr. Randall)

In article <4a56k8$sla@opal.cybergate.com>,
Tom Randall <tomr@CyberGate.COM> wrote:

[That he needs speech output from an Atari under such places as plain DOS]

Well - getting DOS to talk will be a difficult task. There are speech synthesizers out there. From "Sam" (Software Automated Mouth) to some hardware ones (I can't remember their names). I'm not sure that SAM is Public Domain or not, though.

Now that I think of it, I suppose a speech chip could be connected to the Atari via joystick ports (there was an old magazine article on it; however the chip involved was from Radio Shack and was discontinued ages ago <frown>). The "E:" (editor) device handler could be rewritten to send output to this device (or, if you had a better machine with more RAM, I'm sure a transparent software-only synthesizer could be created and used).

This way, all programs which worked happily with the "E:" device would be able to talk.

What type of software (other than DOS - that's not interesting!) were you planning on using?

Good luck!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[Home of: New Breed Software, 21BJ, newdex, and soon WebBS!]

4007. Atari Slipping?.....

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-08 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <30C87B42@syrinx.dyess.af.mil>
Source record: 87279

On 7 Dec 1995 germbear@aol.com (GERMBEAR) sez:
Questions for the group:

> 1. Will Atari ever update its WWW? New Releases only include the last
> (and only) 2 CD titles. No Missle Command, etc... What does this mean?

a) Why don't you ask Atari when they'll update the page? Didn't you
notice the feedback icons?
b) There are *3* CD titles on the shelves (Hover Strike CD, Dragon's Lair,
Highlander.
c) What does it mean? It means Atari thinks it's more important to put
resources toward satisfying gamers than browserholics.

> 2. Why can't Atari get software out on time? This is a real

Why can't Microsoft get software out on time?

> pull in new people (Myst, Primal Rage, NBA Jam TE, etc). Most people
> aren't going to go and buy a Jaguar for Kasumi Ninja.

No, but they might buy a Jaguar for Ultra Vortek (or DoomIronSoldier
Tempest2000AlienVsPredatorValD'IsereRaymanNBAJam:TEPrimalRageHighlander)

> 3. Related to #2. Why are 3-rd party developers so slow coming out with
> software? I mean I don't see the Saturn and Playstation hurting for new

Because the Saturn and Playstation are perceived as a higher priority.

> 4. Why has it taken Atari over 5 years to come out with the Jag? And
> only 35+ titels? This is a JOKE. I've looked back at my Atari annual
> reports and the Jaguar was mentioned as early as 1990. GIVE ME A

Manned missions to the moon were mentioned as early as the 1800s.
Your point?

> BREAK!!!! IF they would have released the system 3 years ago insted of
> sitting on their butts, we may have a chance. BTW, they also had $$ back

Yeah, and if they had released the system TEN years ago they would have
taken
over the industry! Again, your point? Just because something exists in
concept doesn't mean it's ready for release.

> then and not have to rely on selling stock to SEGA. Did it really take

The stock sale was a virtually insignificant sidebar to the $90 million Sega
paid Atari for use of their portfolio of videogame patents.

> that long to develop? How long has SONY worked on their system?

The PSX started life as the SNES CD, which was announced so long ago that
hardly anybody even remembers it anymore.

> 5. Why is the LYNX dead? This is a great system. Oh I forgot no

Dead? Hmmm... funny, I just got copies of Super Asteroids/Missile Command
and BattleZone 2000 for my Lynx, and they're both (C) 1995.

> software (actually there are a number of titles, just not readily
> available to the public unless you call Atari, YIPPEE what about STORES
> people!!!!!)

Ever heard of VENTURE?

> 6. How can Atari screw up everything they do in terms of launching a
> system? From the Lynx to the Jag it is pathetic. I look at Sony and see

They're screwing up far less this time around than in the past. That
they've
achieved the market penetration they have, from where they *were*, is a
bloody
miracle.

> 7. I shudder to think what will happen when the Ultra 64 is released.

Yeah, people will look at the $100 cartridges and say, "I don't THINK so!"

> 8. My next note will concentrate on how Atari screwed up the ST market.

Please, spare us. This is the EIGHT BIT Atari newsgroup. This entire
message
belongs in the Jaguar mailing list (jaguar@bucknell.edu). If you have an
ST diatribe all scribbled down, please direct it to the ST newsgroup.

> Thanks for allowing me to vent. Don't give up on Atari but we need to
> make sure we keep kicking the Tramiels in the ass and wake them up.

It's not as if we had a choice in the matter. You are aware, aren't you,
that
it's individuals such as yourself who give AOL'ers a bad name? Tell you
what...
before you go posting to any more newsgroups, go out and buy yourself a book
on nettiquette. Then slap yourself silly with it.

> Garry Terrell

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | /////////// M A T H

4008. Looking to trade...

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-08 00:00:00 UTC
From: bbingham@turbo.kean.edu
Message-ID: <Pine.OSF.3.91.951208172924.1998A-100000@turbo.kean.edu>
Source record: 87280

...8bit stuff for Atari 800 Tech. Ref. Man. and the 800 os listing.
Have assorted hw, sw, parts, books, etc...

I am also interested in building an SIO2PC cable. It seems there are a
few versions out there? A Schematics for SIO2PC for Dummies type thing
would be great w/ a parts list or something. :)

bbingham@turbo.kean.edu

4009. SIO2PC!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-08 00:00:00 UTC
From: rford10445@aol.com
Message-ID: <4ab1mc$8a9@newsbf02.news.aol.com>
Source record: 87281

- hi -

I have SIO2PC (an older version and the newest one out there too) and it doesn't seem to work with my pentium 90....i borrowed a laptop from work and of course it came right to life and worked fine.

Does anybody know why this might be happening? And how to cure it?

No, there is nothing wrong with my serial port. I can use an assortment of other devices with it fine.

-thanks in advance
-regards,
RMZ (bob)

4010. Re: Atari 800 upgrade to 65c816 (nice and simple)

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-08 00:00:00 UTC
From: Evan Samuel <esameul@iamerica.net>
Message-ID: <30C7DC4D.5BA7@iamerica.net>
Source record: 87282

The one difference between the 65802 and 65816. The 65816 will address
16Meg of memory while the 65802 will address only 64k memory.
The 65802 will not replace the 6502c in the XL/XE atari computers.
These cpu's were customized for atari, and several of the pins have
been changed.

4011. Re: REQ: PICTURES! .GR9s!! .PICs!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-08 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4a84cc$8a@nuke.csu.net>
Source record: 87283

In article <DJ5zFB.37v@freenet.carleton.ca>,
Chris Brown <ba930@FreeNet.Carleton.CA> wrote:
>Hallo 8-bit friends... I need to know, what are some good FTP/Web sites
>where I can get .gr9 or .pic pictures? I'm trying to find a bunch for the

If you can't get 'em, just make 'em! Download some GIFs and convert them
with JViewXL.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
[http://zippy.sonoma.edu/~kendrick/]
[Home of: New Breed Software, 21BJ, newdex, and soon WebBS!]

4012. Re: FlickerTerm 80

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-08 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <148633@cup.portal.com>
Source record: 87284

General note to Clay Halliwell:

When developing your "Wait" macro, can you possibly make it possible to have SEVERAL conditions waited-for and branched-on? Something like:

```
%>Wait "CONNECT" %Jump Connected | "ERROR" %Jump Failed | "BUSY" %Jump Redial
%> [default behavior here]
```

I.e, you could wait on any of SEVERAL strings (heck, I'd like to wait on MORE than just incoming-serial strings; suppose I wanted to be able to "press OPTION to abort" in the middle of a macro?), and jump to the appropriate label BASED ON the event that actually occurred.

The lack of this feature is one of my biggest and longest-standing complaints about pretty much ALL existing terminal/comm software.

Two cents from
Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4013. Re: Koala Picture files

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-08 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DJA7pz.HHM@iglou.com>
Source record: 87285

In article <9ca_9512050941@pebble.cts.com>,
Kurt Prochnow <Kurt.Prochnow@pebble.cts.com> wrote:
>How can I convert Koala pictures to GIF or something standard?

Look for Jeff Potter's GIFNCODE on the Atari Archive.
--
"Goodness me, could this be industrial disease?" Dire Straits

4014. Re: speech and screen access for Atari computers?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-08 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <148636@cup.portal.com>
Source record: 87286

Tom Somebody writes (a general question about speech and "screen access"
for the Atari 8-bit.

Tom, a commercial speech-synthesizer software package called
"S.A.M. - the Software Automated Mouth" came out in the early 80's for
the Atari 8-bit line. S.A.M. ("SAM," for short, to let your current
terminal say it better) will speak from either "plain English" text,
or special "phonetic" text. Speech quality is better if you do your
own translation into phonetics, but even plain-English speech is accept-
able and can be understood once you get used to it. SAM tends to sound
"nasal," as though he has a bad head cold. You can adjust the speed
and overall pitch of SAM's speech.

As I recall, the product included the speech-synthesis module itself, some
example BASIC programs which used it, and a manual including a table
showing all the phoneme codes acceptable in "phonetic" mode. As
shipped, BASIC programs accessed SAM by placing the text-to-be-spoken
into a character string named SAM$, and calling a machine-language entry
point (one for plain-English speech, a slightly different one for phonetic).
Someone later produced a simple public-domain device handler that let
you send text to SAM by PRINTing, which I expect could be adapted for
interfacing with many commercial products which normally output text to
P:, R: or D: devices.

SAM was a product of Don't Ask Software. Either they, or someone else,
later released at least one game (Poker SAM) which used SAM to provide
speech for game characters.

I myself used SAM to write a very simple, dumb-ASCII, "glass TTY" terminal
emulator, in Atari BASIC, which would buffer up a SAM$-string's-worth of text,
transmit a control-S to pause the host computer, speak the buffered text,
then transmit a control-Q to restart the host's transmission. I success-
fully used this program to "read me my e-mail" back in 1986 or so. I
may still have it somewhere, and may in fact have posted it HERE in the
past; I KNOW we've discussed this subject here before. I'd think it would
be a fairly straightforward project to combine SAM, possibly that third-
party "device handler," and a little ML code, to produce a program which
read the contents of, say, a simple GR.0 screen. Other text modes could
probably also be supported. Graphics modes -- what would you WANT as
output? SAM could at least say, "graphics here!"

I have no idea of the current availability of S.A.M. or of any other
software which used it, or of any other speech-synthesis utility for the
Atari 8-bit line. If anyone reading this knows more, please "speak up!"

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4015. Elektraglide

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-08 00:00:00 UTC
From: beresr@peanut.enmu.edu
Message-ID: <1995Dec8.193539.8926@oasis.enmu.edu>
Source record: 87287

I believe that is the name of the game. Any1 have information on this game? It seems to be a racing game or something. You can race in three different countries, and on the option screen you can adjust some kind of hill (what the heck is this? :).

The main racing has very good graphics and sound for the Atari. You have to dodge bouncing balls and flying triangles, and barriers dropped by a plane. It is a VERY difficult game. I can rarely get past one race, and never past two.

Can anyone tell me more about this game? I.e. more commands then just pushing up to speed up?

Richard Beres

4016. Re: SIO2PC!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-08 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4acv2d$7rh@wariat.wariat.org>
Source record: 87288

On 8 Dec 1995 23:01:16 -0500, rford10445@aol.com (RFord10445) wrote:

>- hi -
>
>I have SIO2PC (an older version and the newest one out there too) and it
>doesn't seem to work with my pentium 90....i borrowed a laptop from work
>and of course it came right to life and worked fine.
>
>Does anybody know why this might be happening? And how to cure it?
>
>No, there is nothing wrong with my serial port. I can use an assortment of
>other devices with it fine.

I suggest your try Ape 1.07, its far more capable than SIO2PC and works much
better on fast machines.

You can get it at http://www.nacs.net/~classics/ape107d.zip or at
archive.umich.edu in atari/8Bit/Ape and its mirrors.

Good luck!

Steve

4017. Re: Split-Video Cables

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-08 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <148635@cup.portal.com>
Source record: 87289

Ben Poehland (b.poehland@genie.geis.com) writes:

>The mutiple-RCA terminated cables sold by Radio Shack aren't compatible
>with the pinout of the Atari Luma-Chroma-Audio configuration. I bought
>one & modified it but found ultimately it wasn't worth the effort.

Interesting! I've used 5-pin-DIN-to-4-RCA-jack or -plug adapters and cables, from Radio Shack, for my Atari monitor needs for YEARS without noticing any particular incompatibility. On the other hand, it's been many years since I bought mine, and perhaps things have changed. The cables and adapters I bought are very "generic" -- each RCA plug or socket carries the signal from one of the DIN pins, and you simply use the plugs/sockets you need/want and ignore the rest. I assume, therefore, that YOU bought a more specific, more limited cable, that carried only SOME of the DIN pins out to plugs/sockets possibly pre-labeled as "video" and "audio," and that the pins THEY selected weren't the pins Atari uses. Is that what you're saying? If not, what was the problem? I haven't had any problems with MY cables or adapters. (It's also possible that I'm not as "particular" about the quality of my video signal as you are! ;-).)

>wire in those cables is unbelievably thin, it must be like #30AWG. I
>gave up using the modified Radio Shack cable after it broke a few times
>& I got tired of repairing it.

I've never had THAT happen either -- at least, not with the cables I'm using for my Atari video and audio. I HAVE had a RS "4-conductor RCA-plug-to-RCA-plug" cable "go bad" like that, though. I think I see what you're talking about... I conclude that RS has gone even fur-ther downhill in the last few years, than their already low position on the totem pole of quality when *I* was a kid.

>If anyone is still looking for the original Atari-compatible cables, I
>have a few spares to sell for $6.50 each including postage in the USA.
>My cables have 4 RCA terminating plugs & are marked CV-AUDIO-LUMA-CHROMA.
>One of the RCA plugs is usually black so has no markings, but you can
>dope out what the black one is if the other 3 are marked. No two of
>these cabvles has the same color scheme, even ones that appaear to made by
>the same manufaacturer.

Hmm, if RS cables are as bad as you claim, maybe I'd better sign up for two of these. Mailing/ordering info?

>Hope this message gets thru. Looks the cs.utexas.edu gate went sour, I'm
>trying this cs.yale gate for the 1st time. Looks like there were a few
>changes in the newsgroup while I was away arranging funerals for my Mom.

>Never thought I'd see ATV here.... hiyah Ralph! :)

Yep, the message got here. Welcome back! Sorry about your Mom, as I may have said awhile ago in private e-mail... you okay?

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4018. Super Pac-Man from B&C

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-08 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <30C8A0FD@syrinx.dyess.af.mil>
Source record: 87290

kendrick@cs.sonoma.edu (William Kendrick) sez:

> I just called B&C _right_ after reading Michael Current's
comp.sys.atari.8bit
> post regarding his purchase of Berserk and Super Pac-Man (which was
never
> released!) from B&C ComputerVisions.

Can anyone confirm whether this version has the same bugs as the file
version
(flickering doors, doors left shut after all keys eaten) that's been
floating
around for several years now? (I remember hacking my version so the keys
looked more like the ones in the arcade <g>)

> They are currently out, but are _producing_ the prototypes of this (and
> other noncopyrighted games such as "Deflector" and "Tower Toppler" (I
believe
> that's what the lady on the phone said)) so theoretically they have an
> unlimited supply. (!?)

Umm... wasn't Deflector released for the XEGS?

As for Tower Toppler, whoah! If they got ahold of that, maybe they have
access
to the *other* unreleased XEGS games-- Xenophobe, Ikari Warriors, Midi
Maze...

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | /////////// M A T H

4019. Xformer 3.3

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-08 00:00:00 UTC
From: rford10445@aol.com
Message-ID: <4ab2ar$8je@newsbf02.news.aol.com>
Source record: 87291

-hello-

Has anyone out there been validated by Darek Mihocka to download Xformer 3.3 from his web site????

I have 3.0a (yes, a purchased, i-filled-out-my-registration-card-copy). I never hear back from Darek (now I'm 2 versions behind). It all seems like empty promises to me. I've sent a lot of e-mail, filled out his web-page forms, etc...

Does anyone know where else I can get a copy of Xformer 3.3 from?

*****If you do, I'll send you images of atari programs that are all functional with XF3.3***

-thanks
Robert M. Zabaga

4020. Re: Why prolong the agony? Just get Windows 95...you'll be glad (you don't have a choice)

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-08 00:00:00 UTC
From: archone@aloha.com
Message-ID: <4a93fs$8dm@news.aloha.com>
Source record: 87292

Although the 68000 chip is a 32-bit design internally, I believe that
the programming code still uses a 16-bit instruction set. So the 68000
chip can't use actual 32-bit code like the equavalent of say...
Windows NT or even Doom! I think the first chip that had 32-bit
instructions was the 68030.

Michael Ellis <michael@anest4.anest.ufl.edu> wrote:

>Just to point out what a fool Gaven is, keep in mind that
>the Mac was originally designed around the Motorola 68000
>series. Since its inception the 68000 has supported
>internal 32-bit registers, it was only the external
>data bus that was 16-bit.

>As a result, in 1990 when Apple released System 7.0, all
>code was OPTIMIZED to move data in and out 32-bits at
>a time. All that was needed to accomplished this was
>a recompile of the affected code. Compare this to the
>patchwork design of the later-generation Intel chips
>(where 32 bit internal registers were an AFTER-THOUGHT).

>Put simply, the MAC HAS BEEN A "32-BIT OS" SINCE SYSTEM
>7.0 WAS RELEASED IN 1990.

>Gaven, at least do some research before you show the world
>your IQ, ok?

>-Michael Ellis

4021. emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-08 00:00:00 UTC
From: prince2@wwa.com
Message-ID: <4a9ja5$b75@kirin.wwa.com>
Source record: 87293

```
i have a few atari.obj files that i downloaded and i'd like to run them
on the pxformer does anybody know of a program i'd use to converrt them
to image files..thanks
```

4022. ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-08 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.951208083536.1400C-100000@moose.erie.net>
Source record: 87294

I have an ATR8000 but have had problems accessing 720K 5.25" floppies with it. The drives themselves are brand new and are made by Mitsubishi. I'm using SpartaDos and they format fine. But when I write to them they start getting errors when the drive is half full. It seems like they may be formatting 80 tracks but only using 40 when writing. The drive heads are writing at the ID of the disk when the drive is half full. I had a small file called TRACK80 or something like that. But it doesn't seem to make any difference if I use it or not.

I'd appreciate advice on solving this problem from anyone who has had experience with the ATR 8000. Especially anyone using 720K 5.25" drives successfully!

4023. Zip drive(parellel pc)with Atari 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-08 00:00:00 UTC
From: bigrex@nz1.netzone.com
Message-ID: <4a8fb6$kjl@news1.netzone.com>
Source record: 87295

Does anyone know if this can be done? I have a 320XE, 800XL, 850 and an old 800. The 850 can access the printer port but I don't know if it can see in both direction or how I can read the PC disk or format the ZIP disk with Sparta DosX. TIA.

--
Bob Nixon
bigrex@netzone.com

4024. Re: Atari Slipping?.....

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-08 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <RwDywksjYtTa088yn@IBM.NET>
Source record: 87296

[This really belongs in advocacy, but since I don't follow it, I'll
followup here!! ;-)

In article <4a718e$nrb@newsbf02.news.aol.com>,
germbear@aol.com (GERMBEAR) wrote:
>Questions for the group:
>
>1. Will Atari ever update its WWW? New Releases only include the last
>(and only) 2 CD titles. No Missle Command, etc... What does this mean?

I didn't know they had a web site. I'm going to try to visit it today!
(Where do I want to go today? Atari's WWW site!!)

>5. Why is the LYNX dead? This is a great system. Oh I forgot no
>software (actually there are a number of titles, just not readily
>available to the public unless you call Atari, YIPPEE what about STORES
>people!!!!!)

Is Atari still producing it? I know that Toad Computers Web site
(www.toad.net) has tons of Lynx games, and I'll probably be ordering a
few after Christmas. I don't know why Atari doesn't hype the Lynx! Look
at the Game Boy, and how much hype it gets, and it is a pathetic
portable compared to a Lynx, which is only $10 more. Does anyone know
if they discontinued the idea of being able to use the Lynx for a
controller for the Jag? With the price of a Lynx around $60.00, this is
not too outrageous for a controller.

Atari is a case study any marketing major should look at to see what
not to do. I will list things that they did right (After the Tramiels
came in):

-Got the ST out the door in 18 months
-Released the XL and XE series in a timely matter
-Released the XE Game Machine and 7800

This is some of the hardware, unfortunately, once it got out the
door, there wasn't a whole lot of software produced for them!!!

--

Ryan 'Gozar' Collins rlcolli@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

4025. Re: ST Graphic File Formats

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-08 00:00:00 UTC
From: Jeff Potter <potter>
Message-ID: <4aafvu$o8b@theopolis.orl.mmc.com>
Source record: 87297

james.ancsanyi@nmsbbs.com (JAMES ANCSANYI) wrote:
>If anyone has the layouts/techical specs for any of the following Atari ST
>graphics file formats could you please E-mail a copy!
>
>.NEO NeoPaint
..

I found a file on Bob Puff's BBS called PICFMTS.ARC that contained
descriptions of all of these. I wrote a viewer for .PI? and .PC?
formats for the 8-bit (DEGASVIEW), and studied most of the other
formats. Write if you can't find this file and I'll try to email it to
you.

--
Jeff Potter
...potter@escmail.orl.mmc.com
...74030.2020@compuserve.com
...JDPOTTER@genie.geis.com

4026. "Princess and Frog" & "Fortune Hunter" for Atari 400/800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-09 00:00:00 UTC
From: summers@newt.CS.ORST.EDU
Message-ID: <4ad7sf$t0p@engr.orst.edu>
Source record: 87156
Cross-posted to: rec.games.video.classic,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari

I picked up a couple games for the Atari 400/800 at a thrift store the other day, still in the shrink wrap. The games were called "Princess and Frog" and "Fortune Hunter", both by Romox. "Princess and Frog" looks to be a clone of "Frogger", while "Fortune Hunter" appears to be suspiciously like "Venture". Does anyone know the rarity of these games and how much they're worth?

--
___ ___ ___ Benjamin C Summers
//_>>// << E-mail: summersb@ucs.orst.edu
//_>>//_ __>> WWW: http://engr.orst.edu/~summers/
Telephone: (541) 258-5930

4027. Re: Elektraglide

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-09 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <1282.6551T708T2805@dellos.demon.co.uk>
Source record: 87157

RB> I believe that is the name of the game. Any1 have information on this
RB> game? It seems to be a racing game or something. You can race in
RB> three different countries, and on the option screen you can adjust some
RB> kind of hill (what the heck is this? :).

RB> The main racing has very good graphics and sound for the Atari. You have
RB> to dodge bouncing balls and flying triangles, and barriers dropped by a
RB> plane. It is a VERY difficult game. I can rarely get past one race,
RB> and never past two.

RB> Can anyone tell me more about this game? I.e. more commands then just
RB> pushing up to speed up?

RB> Richard Beres

The Hill as you call it is (if I remember rightly) the 1st time a car handling control had been added that was totally adjustable by the user..Hold on Ill have a look at the manual.....

Yep thats what it was..1 firmest control, 3 lightest...

Also the game was the 1st (I think) multi choice split track ie you could choose a track to go down when the road split in two while racing.

Apart from that the only thing to watch is the countdown timer which tells you how far to the end of the track.

Have fun..Any other info give me a mail..

Paul.

... I am Locutus of Borg; your tagline will be assimilated!

4028. Re: Wanted-800-nonXL or 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-09 00:00:00 UTC
From: "Luis R.Pena" <lrpena@gil.net>
Message-ID: <30C98E0A.1DCF@gil.net>
Source record: 87158

Hi there

I alredy sent you so e mail that i had a atari 800 for sale and that
you needed my maling addres soory i didnt get back to you soone but i
left the message at the computer at work. and since i'm mostly on the
road i havent gooton around to it. any waya i was asking fo $20.00 +
shipping and you needed my maling address.

if you are still interested heres my maling address.

LUIS R PENA
1849 W 68 ST
HIALEAH , FL 33014

as soon as i recive your check i will mail it out.

thanx...
luis r. pena

4029. Re: Xformer 3.3

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-09 00:00:00 UTC
From: "Luis R.Pena" <lrpena@gil.net>
Message-ID: <30C99070.7DB5@gil.net>
Source record: 87159

RFord10445 wrote:
>
> -hello-
>
> Has anyone out there been validated by Darek Mihocka to download
Xformer
> 3.3 from his web site????
-
- I have 3.0a (yes, a purchased,
i-filled-out-my-registration-card-copy).
- I never hear back from Darek (now I'm 2 versions behind). It all
seems
- like empty promises to me. I've sent a lot of e-mail, filled out
his
- web-page forms, etc...
-
- Does anyone know where else I can get a copy of Xformer 3.3 from?
-
-*****If you do, I'll send you images of atari programs that are all
- functional with XF3.3***
-
- -thanks
- Robert M. Zabaga

here you go guy hope this helps.
http://www.halcyon.com/brasoft/download.html

luis r pena
lrpena@gil.net

4030. Internet Software

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-09 00:00:00 UTC
From: loughlin@epas.utoronto.ca
Message-ID: <loughlin-0912951735170001@abb-annex1-slip56.cis.mcmaster.ca>
Source record: 87160

I am looking for information concerning what software is available to
connect a friend's Atari to the usenet, ftp, www, etc. I apologize for
not knowing his model - I would like to surprise him. Could someone point
me in the right direction. I would appreciate this greatly.
Thanks
Stephen

reply to
loughlin@epas.utoronto.ca

4031. Re: Atari Slipping?.....

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-09 00:00:00 UTC
From: jharris@cybergate.com
Message-ID: <30c8e7fc.87452037@news.cybergate.com>
Source record: 87298

germbear@aol.com (GERMBEAR) wrote:

>4. Why has it taken Atari over 5 years to come out with the Jag? And
>only 35+ titels? IF they would have released the system 3 years ago
>insted of sitting on their butts, we may have a chance.

Actually, it is just the opposite of this. Regardless of how long they worked on it, the system was released too soon, before it and the software base were fully mature. The hardware design was good enough to sit on for another year, during which time they could have made their initial product offering much higher quality. It would have also given 3rd party developers more time to learn the machine, so that the long wait for software would have been much shorter. Rushing things to market only hurt the machine, as sub-standard titles and small selection reduced the public's image of the machine, and did little to make the customers who actually did buy the machine happy.

I think Atari may have been concerned that 3DO would take the market away from them before they got the Jaguar out, and they wanted to get their foot in the door before it closed -- even if it was just one toe. They should have realized that 3DO would not sell at that price, and also that it is extremely difficult to hold a door open with just a toe.

It's also very possible that Atari simply did not have the money to wait any longer.

John Harris Amiga:
jharris@cybergate.com "Where do you want to be tomorrow?"

4032. Re: PC Xformer 3.3, How good is it?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-09 00:00:00 UTC
From: "Ernest.R.Schreurs" <ernest@pi.net>
Message-ID: <4aavfv$kj8@neptunus.pi.net>
Source record: 87299

glenng@rain.org (Glenn Gabrielson) wrote:
>
> I am thinking about purchasing this product for Windows but I
>would like to know how well it runs popular games from the 8-bit days.
>Has anyone gotten games to work from companys like Synapse, Electronic
>Arts, Broderbund, etc. Any information would be great!! Thanks!
>
I cannot tell you how it runs the games you mentioned, since I have
not tried those myself. I can tell you though that the version 3.30
of the PC-Xformer that is available from Brasoft's web-page runs more
programs than any other version. It really works a lot better. I would
not be surprised if it would run those games too. You should get the
demo version and try it out for yourself. When the version for the
Xformer cable becomes available, testing these copy-protected disks will
also be possible. But untill that time, running copy-protected software
will not be possible, unless you happen to have a modified copy of the
games.

4033. Re: speech and screen access for Atari computers?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-09 00:00:00 UTC
From: winston@merk.com
Message-ID: <DJBE45.KGn@merk.com>
Source record: 87300

On Wednesday, December 6, 1995 at 22:48:39 GMT (5:48pm EST ?),
tomr@CyberGate.COM (Tom Randall) wrote:

TR> I am trying to find out if there are any speech synthesisers and/or
TR> screen access software for the old Atari 8 bit systems. I need such
TR> equipment and software because I am blind and must have at least the
TR> keyboard input and the screen output of simple utilities such as DOS
TR> speak. About ten years ago I tried to get an external synthesiser to
TR> work via an 850 interface module without too much success. Being in
TR> serious need of a talking system for college, I had to sell my Atari
TR> 800XL. Now that I do have a talking system, the urge to try this old
TR> project again has been revived. I've heard many rumors about speech
TR> synthesisers and software designed for the Atari, but have never been
TR> able to find or test any. If any of you have any info about this sort
TR> of thing, I'd appreciate knowing about it. I have a stock '800 at the
TR> moment, so whatever you know about needs to run on that.
TR> Thanks in advance.
TR> Tom

I know of a couple of speech systems for the ATARI 6502 8-bit. Two
hardware devices are -- The Alien Voice Box, and The Co-Vox Voice Master
and the Co-Vox Voice Master Junior. There is also a software program known
as the Software Automatic Mouth, or S.A.M. Then there is the Parrot-2,
8-bit audio digitizer microphone sampler, and Richard Gore's Digi-Studio
music program. I have not had personal experience with any of these
products. I have tried the Co-Vox Voice Master demo disk. The demo disk
can say the numbers zero through nine and the letters ay through zee. I
suggested that someone who had access to any of these digitizers could
digitize the forty-four basic human phonemes -- a la the Texas Instruments
SPEAK-AND-SPELL(tm) -- and create a phoneme set that can be used for
speech. (I believe that S.A.M. already has this.) I believe that Tom Hunt
may have done exactly that. I don't know what he calls his phoneme set. I
think "Say It" springs to mind for some reason .... It should be possible
to design a simple text reader on the ATARI 6502 8-bit. I have no idea how
comprehensible the processed text would be, but it might be on the level of
programs such as mac-in-talk and pee-cee-speak. It might not be up to the
level of the Amiga Basic "say" command, though. That is all the meager
information that I can remember at this point.

4034. Tom Hudson

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-09 00:00:00 UTC
From: jbibber@gcomm.com
Message-ID: <c97cb$b2721.258@inil.com>
Source record: 87301

Does anyone know where I can reach Tom Hudson?

John Bibber
jbibber@gcomm.com

4035. where to get .XFD files

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-09 00:00:00 UTC
From: "Luis R.Pena" <lrpena@gil.net>
Message-ID: <30C990CA.17EE@gil.net>
Source record: 87302

Can anyone help me. Where can a i get XFD files to D/L?

luis r pena

4036. FS: US Robotics Dual Standard V.32 modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-09 00:00:00 UTC
From: nuff@aol.com
Message-ID: <4acr15$rqv@newsbf02.news.aol.com>
Source record: 87303

FOR SALE:

U. S. Robotics Dual Standard Modem V.32, V.42BIS..... external
ready to make your atari crank..... $50 + Shipping

E-mail at NUFF @AOL.COM or call (913)780-6036

4037. Re: XF33DEMO !! Great !!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-09 00:00:00 UTC
From: cliffl@mail.netshop.net
Message-ID: <4ad00s$2fg@news.netshop.net>
Source record: 87304

ts02@ wrote:

> I accidently ran across some Atari info on the Web while looking for
>something entirely different. I was excited to see there was an emulator for
>the old 8-bits! What really suprised me was the release date was just a couple of
>days before I found it!

> I have tried it and love it. I am going to pull the 8-bit out of the shed
>(please forgive me, sometime I know not what or why I do) and power that baby
>up. This is bringing back some good old memories! I ran a BBS in '83?? to '85
>called Diskwiz and was the first to run it on a 835 modem, thanks for Jim
>Steinberger or Steinbrecker (something like that). He wrote the driver and I
>modified some BBS software. The good ol' days. Anyone remember that? 300
>baud! Gotta love it.

> Anyway, I might be way off topic here and I know some people have to
>pay for this, but just thought I would leave some positive feedback. I am going to
>build a SIO2PC cable also. I am looking forward to getting out my old software
>and seeing what and how things will work on the PC. Thanks to all who have
>kept the spirit alive! I am 27 and it has been about 10 years since I have been
>active in the 8-bit world.

> Don
HEY! WELCOME! I know exactly what you mean! I went through exactly
the same thing about a month ago. Got my 8-bit system re-setup right
here beside my PC! I am about to order the full Xformer and cables
and Pool CD..........

What a blast from the past. It really reminds me of how much the PC
turns us into slaves to software. On the old 8-bit I used to know it
inside out, did some Assembly programming etc. Now I find myself
unable to remember how I did any of it...

Oh well, I think that is what this discussion group is for!

P.S. Anyone got a copy of GORF or 7 Cities of Gold? My original copy
of 7CoG got destroyed! It was my favourite! I doubt I could get a
replacement from EA anymore! (Does GORF need the translator?)

Cliff Lawley
cliffl@mail.netshop.net

4038. Moving Quarxon & Caterpig

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-09 00:00:00 UTC
From: DAG.HUGDAHL@f47.n282.z1.fidonet.org
Message-ID: <a83_9512091225@flight.org>
Source record: 87305

Quoting From: scottlu@microsoft.com (Scott Ludwig)

SL>I wrote 2 games, one called "Quarxon", the other "Caterpiggle" back in
SL>1982 and published them through APX (Atari Program Exchange), for Atari
SL>400's and 800's. Please officially consider them public domain now, and
SL>feel free to distribute them.

Thanks for putting them in the public domain!

---
* PabQwk 2.0 #23 * Doom II? Ha! Try a game of Star Raiders!
---------- -//- ----------
Internet: DAG.HUGDAHL@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
---------- -//- ----------

4039. ACEC to hold swap meet Wednesday (2nd Post)

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-10 00:00:00 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <4adc7c$n19@charm.magnus.acs.ohio-state.edu>
Source record: 87161

The Atari Computer Enthusiasts of Columbus would like to extend an invitation to all to join us in our annual ATARI SWAP MEET. This event will be held Wednesday Dec. 13 7:30 - 9:30 at Chemical abstracts.

Interested in trying to unload some Atari hardware/software? Looking to see what others are trying to unload? Are you in close proximity to the Columbus area?

Then look no further.

Any questions? send email. Now promising fast responses :)

```
|_ |_ |_
|_ |_ |_ Michael Steve jr.
Proud member of: |_ |_ |_ The sequel
|_ |_ |_
/_ |_ \_
/_ |_ \_
~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^ |___ |_ \___ ~^~^~^~^~^~^~^~^~^~^~^~^~^~
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P.O.BOX 29103 ##### ##### ###### ##### providing support
COLUMBUS, OHIO 43229-0103 ## ## ## ## ## ## ## for the Atari ST,
####### ## ###### ## TT, Falcon, 8-bit,
Meetings are held the ## ## ## ## ## ## ## Lynx, and Jaguar.
2nd Wednesday of every ## ## ##### ###### #####
Month, 7:30 pm, at
Chemical Abstracts Atari Computer Enthusiasts of Columbus

4040. Atari 800 OS chips

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-10 00:00:00 UTC
From: tbauer@saul2.u.washington.edu
Message-ID: <4adihu$ii1@nntp5.u.washington.edu>
Source record: 87162

Hi ,

I was wondering if someone could tell me if replacing a
c012399B-03 chip with a c012399B chip should affect the performance
or characteristics of an Atari 800 (that was why my system was
crashing). The other rom chips seem to be okay. It appears it is
an OS Rev B rom, but I'm not sure about the -03 part. Got the other
chip from my 400.

Thanks,

Tom

--
tbauer@u.washington.edu

4041. Re: "Princess and Frog" & "Fortune Hunter" for Atari 400/800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-10 00:00:00 UTC
From: prince2@wwa.com
Message-ID: <4aejd2$t2h@kirin.wwa.com>
Source record: 87163
Cross-posted to: rec.games.video.classic,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari

Benjamin C Summers (summers@newt.CS.ORST.EDU) wrote:

: I picked up a couple games for the Atari 400/800 at a thrift store the
: other day, still in the shrink wrap. The games were called "Princess and
: Frog" and "Fortune Hunter", both by Romox. "Princess and Frog" looks to
: be a clone of "Frogger", while "Fortune Hunter" appears to be
: suspiciously like "Venture". Does anyone know the rarity of these games
: and how much they're worth?

: --
: ___ ___ ___ Benjamin C Summers
: //_>>// << E-mail: summersb@ucs.orst.edu
: //_>>//_ __>> WWW: http://engr.orst.edu/~summers/
: Telephone: (541) 258-5930
hehe i remember way back in 1 of those video/computer mags princess and
the frog was one of very few games to get an F in a review

4042. Re: Moving Quarxon & Caterpig

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-10 00:00:00 UTC
From: mcmahon@inil.com
Message-ID: <ca7cb$c332c.2b9@inil.com>
Source record: 87164

DAG.HUGDAHL@f47.n282.z1.fidonet.org (DAG HUGDAHL) wrote:

>Quoting From: scottlu@microsoft.com (Scott Ludwig)

>SL>I wrote 2 games, one called "Quarxon", the other "Caterpiggle" back in
>SL>1982 and published them through APX (Atari Program Exchange), for Atari
>SL>400's and 800's. Please officially consider them public domain now, and
>SL>feel free to distribute them.

> Thanks for putting them in the public domain!

>___
> * PabQwk 2.0 #23 * Doom II? Ha! Try a game of Star Raiders!
> ---------------------------- -//- ----------------------------
> Internet: DAG.HUGDAHL@f47.n282.z1.fidonet.org
>| FlightLine data.612.544.5118 <> note: the views of this |
>| Aviation & FlightSim Resource <> user are strictly his own. |
> ---------------------------- -//- ----------------------------

All of the 8 bitters thank you...
mcmahon@inil.com
Atari Signal BBS - USA
708-232-7614 (28.8k)
708-232-4932 (14.4k)
1 gig, 14 CD's online!

4043. Atari 800 cartridge list

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-10 00:00:00 UTC
From: btomlin@crl.com
Message-ID: <4afa97$l0g@crl13.crl.com>
Source record: 87165
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

```
Atari 400/800
Manufacturer Number C I B Name
================================================================================
(unknown) [ ][ ] Bumper Bash
Activision [ ][ ] Beamrider
Activision CC-008-04 [X][ ] Decathalon
Activision [ ][ ] Designer's Pencil
Activision [ ][ ] Dreadnought Factor
Activision CZ-007-04 [ ][ ] H.E.R.O.
Activision CZ-002-04 [ ][ ] Kaboom!
Activision CZ-006-04 [X][ ] Keystone Kapers
Activision CZ-003-04 [ ][ ] Megamania
Activision [ ][ ] Pastfinder
Activision CZ-004-04 [X][ ] Pitfall
Activision CA-011-04 [X][ ] Pitfall II
Activision CZ-001-04 [X][ ] River Raid
Activision CA-012-04 [ ][ ] Space Shuttle
Activision [ ][ ] Zenji
Activision CC-101-04 [ ][ ] Zone Ranger
AdventIntl [ ][ ] Rally Speedway
Atari RX8099 [ ][ ] Ace of Aces (by Accolade)
Atari RX8109 [ ][ ] Airball
Atari RX8092 [X][X] Archon (by Electronic Arts)
Atari CXL4003 [ ][ ] Assembler Editor Computing Language
Atari CXL4013 [X][X][X] Asteroids
Atari RX8053 [X][ ] Atari Artist (with CX77 Touch Tablet)
Atari RX8054 [ ][ ] Atari Graphics (with CX75 Light Pen)
Atari AED80013 [ ][ ] AtariLab: Light Module
Atari AED80014 [ ][ ] AtariLab: Temperature Module
Atari RX8032 [X][ ] Atari Logo
Atari RX8036 [X][ ] AtariWriter
Atari RX8064 [ ][ ] Ball Blazer (by LucasFilm)
Atari RX8086 [ ][ ] Barnyard Blaster
Atari CXL4002 [X][X][X] BASIC Computing Language (version A)
Atari CXL4002C [ ][ ] BASIC Computing Language (version B)
Atari CXL4004 [X][ ] Basketball
Atari RX8077 [ ][ ] Battlezone
Atari RX8081 [ ][ ] Blue Max (by Synapse)
Atari RX8087 [X][X] Bug Hunt
Atari RX8021 [ ][ ] Caverns of Mars (by APX)
Atari CXL4020 [X][ ] Centipede
Atari RX8096 [ ][ ] Choplifter! (by Broderbund)
Atari RX8094 [ ][ ] Commando
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Atari CXL4009 [X][ ] Computer Chess
Atari RX8104 [ ][ ] Crime Busters
Atari RX8088 [ ][ ] Crossbow
Atari RX8102 [ ][ ] Crystal Castles
Atari RX8101 [ ][ ] Dark Chambers
Atari RX8083 [ ][ ] David's Midnight Magic (by Broderbund)
Atari CXL4025 [ ][ ] Defender
Atari [ ][ ] Deflektor
Atari RX8089 [ ][ ] Desert Falcon
Atari RX8026 [X][X][X] Dig Dug
Atari RX8031 [X][ ] Donkey Kong
Atari RX8040 [X][ ] Donkey Kong Jr.
Atari RX8030 [X][ ] E.T. Phone Home
Atari RX8039 [X][ ] Eastern Front (by APX)
Atari CXL4001 [X][ ] Educational System Master Cartridge
Atari RX8085 [ ][ ] Fight Night (by Accolade)
Atari RX8067 [ ][ ] Final Legacy
Atari RX8091 [X][X] Flight Simulator II (by subLOGIC)
Atari RX8079 [ ][ ] Food Fight
Atari CXL4024 [X][ ] Galaxian
Atari RX8090 [ ][ ] Gato
Atari RX8084 [ ][ ] Hardball (by Accolade)
Atari RX8114 [ ][ ] Into the Eagles Nest (by Pandora)
Atari RX8044 [X][ ] Joust
Atari RX8049 [X][ ] Jungle Hunt
Atari RX8095 [ ][ ] Karateka (by Broderbund)
Atari RX8082 [X][ ] Lode Runner (by Broderbund)
Atari RX8032 [ ][ ] Logo
Atari RX8032 [ ][ ] LOGO Computing Language
Atari CXL4014 [ ][ ] Mailing List
Atari RX8103 [ ][ ] Mario Brothers
Atari RX8035 [X][ ] Microsoft BASIC II Computing Language
Atari RX8124 [ ][ ] MidiMaze
Atari RX8048 [X][ ] Millipede
Atari CXL4012 [X][X][X] Missile Command
Atari RX8052 [ ][ ] Moon Patrol
Atari RX8043 [X][ ] Ms. Pac Man
Atari CXL4007 [X][ ] Music Composer
Atari RX8108 [ ][ ] Necromancer (by Synapse)
Atari RX8093 [ ][ ] One-on-One Basketball (Electronic Arts)
Atari CXL4022 [X][X][X] Pac Man
Atari RX8045 [X][ ] Pengo
Atari CXL4018 [X][ ] Pilot Computing Language
Atari RX8080 [ ][ ] PLATO Learning Phone
Atari RX8034 [X][X] Pole Position
Atari CXL4027 [X][ ] Qix
Atari RX8029 [ ][ ] Real Sports Football
Atari RX8028 [ ][ ] Realsports Soccer
Atari RX8042 [ ][ ] Realsports Tennis
Atari RX8063 [ ][ ] Rescue on Fractalus (by Lucasfilm)

Atari RX8033 [X][ ] Robotron:2084
Atari RX8059 [ ][ ] Skywriter
Atari RX8028 [ ][ ] Soccer
Atari CXL4008 [X][X][X] Space Invaders
Atari CXL4011 [X][ ] Star Raiders
Atari RX8078 [ ][ ] Star Raiders II
Atari RX8037 [ ][ ] Star Trux
Atari CXL4019 DE Store Demo
Atari RX8098 [ ][ ] Summer Games (by Epyx)
Atari CXL4006 [X][X][X] Super Breakout
Atari RX8120 [ ][ ] Super Football
Atari CB101931 PR Super Pac-Man
Atari NR SuperPILOT
Atari CXL4015 [ ][ ] Telelink I
Atari CXL4016 [ ][ ] Telelink II
Atari RX4082 [X][ ] Tennis
Atari RX8113 [ ][ ] Thunder Fox
Atari RX8111 [ ][ ] Tower Toppler
Atari RX8069 [ ][ ] Track and Field
Atari RX8057 [ ][ ] Typo Attack (from APX)
Atari CXL4005 [X][ ] Video Easel
Atari CA400201 PR XE Demo Cartridge
Atari RX8118 [ ][ ] Xenophobe
Atari CXL4010 [ ][ ] 3-D Tic-Tac-Toe
Beaumont [ ][ ] PUP (Primary Utility Pack)
Big Five [ ][ ] Bounty Bob Strikes Back
Big Five [X][ ] Miner 2049er
Big Five [ ][ ] Scraper Caper
Broderbund [ ][ ] Choplifter!
Broderbund [ ][ ] Sea Fox
Broderbund ATCART 190 [ ][ ] Serpentine
CBS Soft [ ][ ][ ] Big Bird's Funhouse
CBS Soft [ ][ ][ ] Big Bird's Special Delivery
CBS Soft [ ][ ][ ] Blue Print
CBS Soft [ ][ ][ ] Boulders & Bombs
CBS Soft [ ][ ][ ] Co-Co Notes
CBS Soft [ ][ ] Domino Man
CBS Soft [X][ ][ ] Ducks Ahoy!
CBS Soft [ ][ ][ ] Ernie's Magic Shapes
CBS Soft M8786 [X][ ] K-razy Antiks
CBS Soft M8788 [ ][ ] K-razy Kritter
CBS Soft 22100 [X][X] K-razy Shoot-Out
CBS Soft M8790 [ ][ ] K-star Patrol
CBS Soft [ ][ ] Madden's Football
CBS Soft 75010 [ ][ ][ ] Math Milage
CBS Soft 4L2541 [X][X] Mountain King
CBS Soft [ ][ ][ ] Movie Musical Madness
CBS Soft [ ][ ] Omega Race
CBS Soft [ ][ ] S.H. Hide-n-Seek
CBS Soft [ ][ ] Satan's Hollow

CBS Soft 75350 [ ][ ] Sesame Street Astro Grover
CBS Soft 75370 [ ][ ][ ] Sesame Street Letter-Go-Round
CBS Soft [ ][ ] Solar Fox
CBS Soft [ ][ ] Time Trials
CBS Soft [ ][ ][ ] Time Bound
CBS Soft [ ][ ][ ] Webster Word Game
CBS Soft [ ][ ] Wings
Dana [X][ ] Alien Ambush
Dana [ ][ ] Cloudburst
Datasoft [ ][ ] Letter Wizard
EasternHous [ ][ ] KISS
EasternHous [ ][ ] Monkey Wrench
EasternHous [X][ ] Monkey Wrench II (right cartridge)
Elcomp [ ][ ] Atext-1
Elcomp [ ][ ] Atmas
Elcomp [ ][ ] Atmona-1
Epyx [ ][ ] Alien Garden
Epyx [X][X] Fun with Art
Epyx [ ][ ] Fun with Music
Epyx [X][X] Gateway to Apshai
Epyx [ ][ ] Jumpman Jr.
Epyx [ ][ ] Lunar Outpost
Epyx [ ][ ] Monster Maze
Epyx [X][X][X] Pitstop
Epyx [ ][ ] Platter Mania
Epyx [ ][ ] Silicon Warrior
Epyx [ ][ ] Swat Rescue
First Star NR? Boulder Dash (I have an ad that shows these
First Star NR? Bristles three and SpaceChase for an
First Star NR? Flip and Flop Atari 800-based arcade console!)
Fisher Price DCF-AT [X][ ] Dance Fantasy
Fisher Price LNL-AT [X][ ] Linking Logic
Fisher Price LLV-AT [X][ ] Logic Levels
Fisher Price ???-AT [X][ ] Memory Manor
Gebelli [ ][ ] Doc Goodlode's Cavern
Gebelli [ ][ ] Embargo
Gebelli [ ][ ] Firebird
GeminiSoft [ ][ ] Magic Dump
HES [ ][ ] Gridrunner
HSU Software [ ][ ] Math Encounter
ICD [ ][ ] R-Time 8
ICD [ ][ ] SpartaDOS X
IDSI [ ][ ] Pool 400
IDSI [ ][ ] Speedway Blast
IDSI [ ][ ] Survival of the Fittest
Imagic 720125-1A [ ][ ] Atlantis
Imagic IA4200/720149-1A [X][X][W] Demon Attack
InHome [ ][ ] Baseball
Kay Enterprises ATR 1000 [ ][ ] K-Razy Shoot Out
Koala AT00315-1 [X][ ] KoalaPainter

LJK [ ][ ] Data Perfect
LJK [ ][ ] Edit 6502
LJK [ ][ ] Letter Perfect (40 Column)
LJK [ ][ ] Letter Perfect (80 Column)
MPP [ ][ ] Microfiler
MPP [ ][ ] Smart Terminal
MPP [ ][ ] Supercharger BBS
O.S.S. [ ][ ] Action!
O.S.S. [ ][ ] Basic XE
O.S.S. [ ][ ] Basic XL
O.S.S. [ ][ ] Mac/65
O.S.S. [ ][ ] The Writer's Tool
OrionMicro [ ][ ] Express!
Pandora [ ][ ] Powerstar
Parker Brothers [ ][ ] Astrochase (by First Star)
Parker Brothers [X][ ] Chess
Parker Brothers PB101689 [X][X][X] Frogger
Parker Brothers PB1280 [ ][ ] Gyruss
Parker Brothers [X][ ] James Bond 007
Parker Brothers [ ][ ] Montezuma's Revenge
Parker Brothers [ ][ ] Mr. Do's Castle
Parker Brothers [X][ ] Popeye
Parker Brothers [X][ ] Q*Bert
Parker Brothers [ ][ ] Risk
Parker Brothers PB101303 [ ][ ] Star Wars: Death Star Battle
Parker Brothers [ ][ ] Star Wars: The Arcade Game
Parker Brothers 1140 [X][X][X] Super Cobra
Parker Brothers [ ][ ] Tutankham
Rantom [ ][ ] Trust
Reevesoft [ ][ ] Diamond GOS
Reston [ ][ ] Movie Maker
Roklan [X][ ] Deluxe Invaders
Roklan [ ][ ] Diamond Mine
Roklan [X][ ] Gorf
Roklan [X][ ] Journey to the Planets
Roklan [ ][ ] Lifespan
Roklan [ ][ ] Rack Em Up
Roklan [ ][ ] Space Journey
Roklan [ ][ ] Wizard of Wor
Romox [ ][ ] AntEater
Romox [ ][ ] Attack at EP-CYG-4
Romox [ ][ ] Flapper
Romox [ ][ ] Fortune Hunter
Romox [X][ ] Princess and Frog
Romox [ ][ ] Sea Chase
Romox [ ][ ] Spark Bugs
Romox [ ][ ] Starion
Romox [ ][ ] Typo
Romox [ ][ ] Whiz Kid
Scarborough [ ][ ] MasterType

Sega 005-03 [ ][ ] Buck Rogers: Planet of Zoom
Sega 006-03 [X][ ] Congo Bongo
Sega [ ][ ] Frogger II: Threedeep
Sega [ ][ ] Spy Hunter
Sega 004-03 [ ][ ] Star Trek
Sega 012-03 [X][ ] Super Zaxxon
Sega [ ][ ] Tac Scan
Sega [ ][ ] Tapper
Sega [ ][ ] Up N Down
Sega 008-03 [ ][ ] Zaxxon
Sierra On-Line [ ][ ] BC Quest for Tires
Sierra On-Line [ ][ ] Creepy Corridors
Sierra On-Line [ ][ ] Crossfire
Sierra On-Line [ ][ ] Jawbreaker
Sierra On-Line [ ][ ] Jawbreaker II
Sierra On-Line [ ][ ] Learning with Leeper
Sierra On-Line [ ][ ] Maurauder
Sierra On-Line [ ][ ] Mr. Cool
Sierra On-Line [ ][ ] Sammy Lightfoot
Sirius [ ][ ] Alpha Shield
Sirius [ ][ ] Capture the Flag
Sirius [ ][ ] Fantastic Voyage (by 20th Century Fox)
Sirius [ ][ ] Fast Eddie
Sirius [ ][ ] Final Orbit
Sirius [ ][ ] Squish 'Em
Sirius [ ][ ] Turmoil (by 20th Century Fox)
Sirius [X][ ] Worm War I
Softmark [ ][ ] ESP Mindlock BBS
SoftToolworks [ ][ ] Chessmaster 2000
Spinnaker CS Adventure Creator
Spinnaker [ ][ ][ ] Aegean Voyage
Spinnaker ALF-AT [ ][ ][ ] Alf in the Color caves
Spinnaker ABZ-AT [ ][ ][ ] Alphabet Zoo
Spinnaker [ ][ ][ ] Bubble Burst
Spinnaker [ ][ ][ ] Cosmic Life
Spinnaker DLD-AT [ ][ ][ ] Delta Drawing Learning Program
Spinnaker [ ][ ][ ] Delta Music
Spinnaker FMK-AT [X][ ][ ] Facemaker
Spinnaker FRF-AT [X][ ][ ] Fraction Fever
Spinnaker JUK-AT [ ][ ][ ] Jukebox
Spinnaker [ ][ ][ ] Kid Writer
Spinnaker KOK-AT [ ][ ][ ] Kids on Keys
Spinnaker KDC-AT [X][ ][X] Kindercomp
Spinnaker [ ][ ][ ] Ranch
Spinnaker SMC-AT [ ][ ][ ] Story Machine
Spinnaker [ ][ ][ ] Up for Grabs
Synapse [ ][ ] Chicken
Synapse [ ][ ] Claim Jumper
Synapse [ ][ ] Drelbs
Synapse [ ][ ] File Manager

Synapse [X][X] Ft. Apocalypse
Synapse [ ][ ] Nautilus
Synapse [ ][ ] Necromancer
Synapse [ ][ ] Picnic Paranoia
Synapse [X][X] Protector II
Synapse [ ][ ] Shadow World
Synapse [X][X] Shamus
Synapse [ ][ ] Slamball
Synapse [X][ ] Slime
Synapse [ ][ ] Survivor
Synapse [ ][ ] Synassembler
Synapse [ ][ ] The Pharaoh's Curse
Tech-Sketch [ ][ ] Paint-N-Sketch Level I
Tech-Sketch [ ][ ] Paint-N-Sketch Level II
TG Software [ ][ ] Abracadabra
TG Software [ ][ ] Droids
TG Software [ ][ ] Nightstrike
Thorn EMI THA12010 [ ][ ][ ] Computer War
Thorn EMI [ ][ ][ ] Darts
Thorn EMI [ ][ ][ ] Home Financial Management
Thorn EMI THA12002 [X][ ][ ] Jumbo Jet Pilot
Thorn EMI THB12004 [X][ ][ ] Kick Back
Thorn EMI THB12009 [X][ ][ ] Major League Hockey
Thorn EMI THA12008 [X][ ][ ] ORC Attack
Thorn EMI THB12005 [X][ ][X] River Rescue
Thorn EMI THB12003 [X][ ][ ] Soccer
Thorn EMI THA12001 [X][X][X] Submarine Commander
Thorn EMI [ ][ ][ ] Tank Commander
TigerVision [ ][ ] MatterHorn
TigerVision [ ][ ] Springer
Walling Co. [ ][ ] AProm
Walling Co. [ ][ ] AProm XL
Walling Co. [ ][ ] Six Pack I
Walling Co. [ ][ ] Six Pack II

4044. Re: Sio2PC parts

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-10 00:00:00 UTC
From: mcmahon@inil.com
Message-ID: <ca7cb$c3828.296@inil.com>
Source record: 87166

cubeman@ix.netcom.com (Cube) wrote:

>I have been building some sio2pc cables and I have some max232 or the
>ICL232 chip by harris left over. Also I have the diode 1N5817. These
>are the hard parts to find and cost due to minimum order amounts from
>electronic suppliers. If you want these parts ie. (1) 232 and (1)
>diode I will be happy to part with them for $6.00. Email me for more
>information at:

>Bradley.Bacik@uc.edu

I am interested... actually in 3 sets... Please email me your street
address and i will send you Money order

Thanks

mcmahon@inil.com
Atari Signal BBS - USA
708-232-7614 (28.8k)
708-232-4932 (14.4k)
1 gig, 14 CD's online!

4045. Re: Super Pac-Man from B&C

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-10 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-1012951139500001@ppp2-stk.sonnet.com>
Source record: 87167

Just to add my two cents:

B & C is selling protype-looking versions of the following:

Tower Toppler (it is 98% finished and very playable. The 7800 version is
MUCH better, though)
Deflektor (cool game, is reviewed in an issue of Atari Explorer)
Superman III (ack, this one bites)
Berserk (EXCACTLY like the 5200 version)
Super Pac-Man (Best Electronics also has this cart)
Kangaroo (this one could be better)
Letter Tutor

They range in price from $14.95 to $24.95.

If anyone wants a more in-depth review please e-mail. I have all of them
except Letter Tutor.

-Marlin

In article <199512080201.SAA21338@zippy.sonoma.edu>,
kendrick@cs.sonoma.edu (William Kendrick) wrote:

> I just called B&C _right_ after reading Michael Current's comp.sys.atari.8bit
> post regarding his purchase of Berserk and Super Pac-Man (which was _never_
> released!) from B&C ComputerVisions.
>
> They are currently out, but are _producing_ the prototypes of this (and
> other noncopyrighted games such as "Deflector" and "Tower Toppler" (I believe
> that's what the lady on the phone said)) so theoretically they have an
> unlimited supply. (!?)
>
> The price for Super Pac-Man is $14.95 (ouch, but probably worth it)
> and shipping is $6.00.
>
> To reitterate the address (although it's a FAQ info), it's:
>
> B&C ComputerVisions
> 1725 De La Cruz Blvd Ste 7
> Santa Clara CA 95050-3011 USA
> tel: (408) 986-9960 Phone Orders Tue-Fri 10AM-6PM
> FAX: (408) 986-9968 Store Hours Thur & Fri 10am-6pm; Sat-10am-5pm
>
> -bill!
> kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
> William (Bill) Kendrick / | \ ** New Breed Software **

```
> http://zippy.sonoma.edu/~kendrick/
-----------------------------------------------------------------------
---*** All hail the Fuji! PLUG IN THE WIRE! http://www.atari.com
---*** Marlin Bates / Canon Color / Taylor Made Office Systems
---*** 2600: 420 / 7800: 56 / XL/XE: 169 / Lynx: 74 / Jaguar: 31
--*-*-* Duo: 158 / TI: 142 / SMS: 35 / Genesis: 30/ MicroVisn: ALL
-*--*--* For my current list of Classic Home Video Games I own and
*---*---* trade check out: http://www.stocko.sonnet.com/Fujidom/
-----------------------------------------------------------------------
```

4046. Atari OS

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-10 00:00:00 UTC
From: lmull@skypoint.com
Message-ID: <4ae106$47t@stratus.skypoint.net>
Source record: 87168

- -

4047. Re: Elektraglide

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-10 00:00:00 UTC
From: jeffk914@groucho.roc.servtech.com
Message-ID: <30cb3d0e.854031@news.servtech.com>
Source record: 87169

On Fri, 8 Dec 1995 19:35:39 GMT, beresr@peanut.enmu.edu (Richard
Beres) wrote:

>I believe that is the name of the game. Any1 have information on this game?
>It seems to be a racing game or something. You can race in three different
>countries, and on the option screen you can adjust some kind of hill (what
>the heck is this? :).

That's the track you race on.

>The main racing has very good graphics and sound for the Atari. You have to
>dodge bouncing balls and flying triangles, and barriers dropped by a plane.
>It is a VERY difficult game. I can rarely get past one race, and never past
>two.
>
>Can anyone tell me more about this game? I.e. more commands then just
>pushing up to speed up?

I think that's all there is to it... I always thought it was a really
great looking and sounding game, the problem was it was pretty darn
hard to get anywhere. :)

| Jeff Kyle jeffk914@groucho.roc.servtech.com |
| Rochester, NY "Katarina" 1975 Porsche 914 |
| http://www.servtech.com/public/jeffk914 |
| Car pictures, TMBG MIDI archive, and more! |
| Someone's gotta say it - "Free As a Bird" sucks. |

4048. Do DSDD 96tpi disks work with 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-10 00:00:00 UTC
From: Mikael Andersson <ex94-mla@amanda.ies.luth.se>
Message-ID: <Pine.SUN.3.91.951210205143.7586A-100000@albyl.ies.luth.se>
Source record: 87170

I have come over a bunch of 5.25" disks with 96 tracks/inch.
I know that the 810 and 1050 diskdrives use disks with 48 TPI,but
they are not easily available any more and I got these new disks
cheap.
First I tried to copy one of my old disks to one of these new
disks with a program called super duper.I didn't use any verify.
The result I got was that only one of the five programs on the
disk worked. Then I tried to copy the disk with DOS 2.5 which uses
verify.The result I got this time was that all programs on the disk
worked. Do any of you have any experience with using such disks on
the atari ? Will these disks hold the data in the long run ?
Please post to this newsgroup,because their might be other people
on the net that have use of this information.

Regards,

Mikael

4049. linux executable emulator.

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-10 00:00:00 UTC
From: nltd@grove.iup.edu
Message-ID: <1995Dec10.091501.2789@news.iup.edu>
Source record: 87171

Anybody know where I can get an executable version of the linux emulator of help me out with the makefile. When I try to make I get seperator problems in line 162. If anybody can help me out I would be grateful. Thanks in advance

Cliff Friedel
nltd@grove.iup.edu

4050. Req. Repair docs for 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-10 00:00:00 UTC
From: N94PETNY@midgard.liu.se
Message-ID: <8FFE082E6B@midgard.liu.se>
Source record: 87172

I am an happy(?) owner of a lot of 8bit Atari machines. (about 5
-130xe:s and a few 800xl:s) The problem is - None of them really
works!

Do someone have any repair-docs for these machines?
I would like to try to repair at least one of the 130:s.

Peter Nyman.

[Peter Nyman. Physics student at Linkoping university. Sweden.]
[Email: N94PetNy@Midgard.Liu.Se (Alt: PetNy267@Knuten.Liu.Se)]

4051. 800xl/130xe wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-10 00:00:00 UTC
From: Joe.Blenkle@1657.gigo.com
Message-ID: <4b2_9512101744@gigo.com>
Source record: 87173

WANTED: Atari 800xl or 130 xe and/or Atari computer cartridge games. Please respond here or to joe.blenkle@726.gigo.com on internet.

--
: Fidonet: Joe Blenkle 1:203/1657 .. speaking for only myself.
: Internet: Joe.Blenkle@1657.gigo.com

4052. Re: Xformer 3.3

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-10 00:00:00 UTC
From: bobbic1017@aol.com
Message-ID: <4ae83n$hq4@newsbf02.news.aol.com>
Source record: 87174

I also purchased PX Xformer, returned the registration card, and the online registration doesn't work. He never seems to answer his email. I emailed him about a year ago, asking about PC Xformer, (before I bought it), he replied then, but after he had my money, he never replied to any of my emails. Anybody else out there having problems?

4053. Re: Old 8-bit Game

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-10 00:00:00 UTC
From: summers.61@postbox.acs.ohio-state.edu
Message-ID: <summers.61-1012952222170001@slip11-5.acs.ohio-state.edu>
Source record: 87175

In article <493.6552T1363T26@dellos.demon.co.uk>,
mclane@dellos.demon.co.uk (mclane) wrote:

> Michael Kling (kling@cis.picker.com) Spoke to All, So I replied :-
> MK> I seem to remember an old 8-bit game called Omega Race. It was an
> MK> arcade translation that had vector graphics. Does anybody remember
> MK> if this game was released on any 8bit system?
>
> MK> Mike Kling
>
> Vic 20 as a cart...only one I think.
>
also the C64 - i had it.
and the 2600, came with a cool trigger that slipped on top of a standard
atari joystick. still have that (i think) if anybody wants it.

4054. Re: ST Graphic File Formats

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-10 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4adjnj$nmj@charm.magnus.acs.ohio-state.edu>
Source record: 87176

In article <4aafvu$o8b@theopolis.orl.mmc.com>, Jeff Potter <potter> wrote:
>I found a file on Bob Puff's BBS called PICFMTS.ARC that contained
>descriptions of all of these. I wrote a viewer for .PI? and .PC?
>formats for the 8-bit (DEGASVIEW), and studied most of the other
>formats. Write if you can't find this file and I'll try to email it to
>you.

I was just about to ask you to upload it to umich, but I found it
there:
atari.archive.umich.edu:Graphics/picfmts.doc

Note that it's not in the 8bit hierarchy.

Now, does anyone know of a similar description of the common graphics
formats on the 8bit?

--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

4055. Philip Price

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-10 00:00:00 UTC
From: nltd@grove.iup.edu
Message-ID: <1995Dec10.000802.2787@news.iup.edu>
Source record: 87177

I got hold of Philip Price and he said he is going to start up the creation of games again. He also told me about some other projects he was doing in 3d boards for the PC. Sounds good. He is a really nice guy. He really appreciates all of the feedback that he gets from AR and he replies pretty quickly. If you would like to Email him, his new address is:

paradise@surf.com

Give him a buzz sometime and let him know that we still support him. Who knows, he may make something even better than AR in the future. Talk to everyone later.

Cliff Friedel
NLTD@grove.iup.edu

4056. Old 8-bit Game

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-10 00:00:00 UTC
From: Michael Kling <kling@cis.picker.com>
Message-ID: <1995Dec10.210600.27536@picker.com>
Source record: 87178

I seem to remember an old 8-bit game called Omega Race. It was an arcade translation that had vector graphics. Does anybody remember if this game was released on any 8bit system?

Mike Kling

4057. Re: Joystick Ports

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-10 00:00:00 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <RHNlMbb.predictor@delphi.com>
Source record: 87179

Tom Smailus <tom@rsip.lsu.edu> writes:

>Yes, you can poke the ports for output also. I don't think they can drive
>too much current so you would want to have them drive a transisitor
>to boost the signal.

.
I have been wondering if connecting the joystick ports on one computer with those on another computer (both Atari 8-bits, obviously) could be used for a simple, if crude, communication line? What I had in mind was something where two joystick cords (from broken joysticks, say) were wired together, and plugged into each computer's port. Is it that simple, or would more electronics be required?

Will

4058. Re: Old 8-bit Game

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-10 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <493.6552T1363T26@dellos.demon.co.uk>
Source record: 87180

```
Michael Kling (kling@cis.picker.com) Spoke to All, So I replied :-
MK> I seem to remember an old 8-bit game called Omega Race. It was an
MK> arcade translation that had vector graphics. Does anybody remember
MK> if this game was released on any 8bit system?

MK> Mike Kling

Vic 20 as a cart...only one I think.

--
mclane@dellos.demon.co.uk
[-----------------------------------]
I Will Attack, And You Dont Want That
--

... And all the Borg left was this copy of Windows...
```

4059. Re: SIO2PC 74LS00 version problem with 1200XL?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4aid2n$jjr@blackice.winternet.com>
Source record: 87106

> ts02@ writes:
> I pulled out all of my old Atari equipment over the weekend and everything seems
> to be working ok! I decided to build a SIO2PC cable so I could start backing up my
> old floppies to my PC hard drive.
>
(SNIP)

>>>>
You said 'Works without Modification' . I don't understand this at all as the
Logic in the SIO2PC cable needs +5 Volts from the 1200XL. The only way to get this
is to go inside the 1200XL and short out or remove R63 and replace it with a jumper
wire. It was a 'Series Limiter' resistor put in only the 1200XL. Not of any use and had
to be remove to use a ICD P:R:C and many other third party products.

Rich Mier

4060. Re: Alternate Reality Tips,Cheats

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: Dan Pinal <danp@massmedia.com>
Message-ID: <30CCD79C.5588@massmedia.com>
Source record: 87107

Crash wrote:
>
> (Now doesn't _this_ bring back memories...)
>
> Well, I can fondly spending many a night as a young preteen agonizing
> over this game... so seeing this newsgroup, I thought I'd look for
> anybody else who shared my old addiction for the greatest games ever put
> out for the ole Atari 8-bit platform: namely, Alternate Reality: The
> City, and Alternate Reality: The Dungeon. I might hope beyond hope that
> there's an archive of AR stuff somebody's got (my old maps and potion
> lists are looong gone, sniff), or that anybody out there ever figured out
> some of the stuff I never did (what the hell was the answer to the
> Gargoyle's rhyme, anyway? :), you get the picture. I would be very very
> glad to chat over email with old AR vets, so please gimme a yell at
> brents@bgnet.bgsu.edu (this goes quintuple if you're Phillip Price. :)
>
> Danke,
> -brent
> --
> I B: Brent Stocking : "Exercising his constitutionally protected 2nd
> BGSU undergrad dude : amendment rights, I see."
> Cartoonist-at-large : "Apparently at the neighbors."
> Northwest Ohio, USA : http://www.bright.net/~stocking/brent.html

The Gargoyle/Riddler asked three questions. If you got them right, you got into a special area. If you went back and saw him again he asked you for his name. His name is SHINGOR. (Remember the Riddler on the TV Batman show?) If you do all this, you get a Pulse Rifle and 2 packs of ammo with 95 rounds each. You were supposed to learn his name in the "Wilderness" scenario and then come back through the Dungeon, pick up the Pulse Rifle, and then be able to waste any of the aliens running around on level 4, and of course the heavies that were waiting just as you inserted the "Revelation" scenario disk. Another cute trick is to go into a stairwell and type in Datasoft's phone number (I can't remember if you need the area code or a 1 in fron of it). If you do it, check your spell list, you should have the spell "Tac Nuke" at 95% which should waste anything including the BIG dragon. The only way to legitimately kill the BIG dragon is to get the spell "Temporal Fugue", I don't know which guild has it, but we probably set it up to be one of the Good ones. Practice this spell so you're really good at it. During combat it stops time for a couple of action rounds, giving you a excellent oportunity for critical hits on your opponent. When you fight the BIG dragon cast this spell until you are near Exhausted or at least Tired. Then pull out your special awesome weapon of choice and wail on it until it's dead. You

have about a 1/3 chance of pulling it off, but it can be done with a character at only 8th level. The final thing is to haul the dead dragon's carcass to the Tavern. You'll be encumbered and move at a snail's pace. But they will buy the carcass off you for meat, give you a bunch of money you probably won't need, and boost a couple of invisible personality and charisma stats way up.

I don't think Phil can help too much on Dungeon insights, since the programming, and design for it was done by Ken Jordan and myself. I think Phil wanted to know as little as he needed to, so that he would be able to enjoy playing it as well. Phil Price did provide the basic plot lines we followed, so that the overall story followed his vision, but he trusted the rest of it to us while he was off programming for the military.

It's amazing to see this game still talked about years later.

4061. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: Dan Pinal <danp@massmedia.com>
Message-ID: <30CCE00E.42C3@massmedia.com>
Source record: 87108

Miller, Daniel C. wrote:
>
> Ray Wilmott (rwilmott@mars.superlink.net) wrote:
> : In article <817575463.6640@chowgar.demon.co.uk>,
> : smoore@chowgar.demon.co.uk (Simon Moore) wrote:
>
> : > Does anybody nkow if this will run on Xformer 3?
>
> : Not answering your question, I know, but should anyone care -
> : Alternate Reality (both City and Dungeon) runs under Rainbow.
>
> Well, the main problem with running most of these (like Fractalus and
> AR) is getting past the copy protection on the diskette to make a
> working disk image. So if you have done that, the image should work
> on Xformer as well as Rainbow?
>
> Send it my way and I'll tell you. I own AR the City.
>
> ----------> From the Desk of Daniel Miller, Starving Artist/Parched Writer/Amiga User
> ---------->
> I'm not familiar with Xformer (sounds like an emulator, what platform?) but I wrote the protection for Alternate Reality: The Dungeon and co-wrote the game as well.
The game makes massive use of display interrupts for color. The copy protection used as scheme called weak bits or fuzzy sectors, where a special sector on the disk doesn't read the same way twice. The game does copy protection at two points. The first is naturally when the game loads. The second is when a game is saved. There is a 1/8th chance the game will decide to do a protection check when it saves to disk. If it fails, the saved game is marked so that it will automatically fail when the game is loaded. All parts of the game are written as overlays, and they were all encrypted and checksummed to reduce tampering. There were also two copies of the protection overlay on the disk, the second one was only used during game saves, and then only a small percentage of the time (a final gotcha for crackers). The copy protection was designed to foil home duplicators, memory snapshot boards(Once a game passed its copy check, all of memory was snapshotted to a special boot disk), and all but the best code crackers. I would be amazed if anyone could get it to work on an emulator, or even past the copy protection. I think only a cracked version would have a chance of working, and I never saw it cracked. I did see one outfit have a 6 disk snapshotted version, but it would have failed randomly on game saves. I doubt anyone would be upset by a cracked version these days.

Let me know if it works!

danp@massmedia.com

4062. Re: Why prolong the agony? Just get Windows 95...you'll be glad (you don't have a choice)

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4aievu$a1q@charm.magnus.acs.ohio-state.edu>
Source record: 87109

```
In article <4ahepv$ka1@no-names.nerdc.ufl.edu>,
Michael Ellis <michael@anest4.anest.ufl.edu> wrote:
>gmiller@inca.co.nz (Gaven Miller) wrote:
>>And a message for Michael Ellis:
>>
>>In future, contact the author of a message such as the one you are
>>criticising me of making. Often they are either unaware of the crosspost,
>>or the actual newsgroups they should go into. In my case, I didn't know it
>>had been Xposted into any groups.
>
>I think the issue here isn't whether or not you meant to post it to csa8,
>but whether or not you should have written it at all. Mac OS isn't
>32-bit -- complete garbage.

Please stop this, you two!
OK, Gaven made a mistake and crossposted somebody else's post.
Then in his apology, he shot some quite unnecessary flames.
Then Michael ignores the part where Gaven said he didn't even write
the thing, and continues flaming Gaven for the content of the original
post!

*kerplunk*

--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr
```

4063. Re: Why prolong the agony? Just get Windows 95...you'll be glad (you don't have a choice)

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <4ai1hl$lls@news2.delphi.com>
Source record: 87110

Michael Ellis <michael@anest4.anest.ufl.edu> writes:

>I think the issue here isn't whether or not you meant to post it to csa8,
>but whether or not you should have written it at all. Mac OS isn't
>32-bit -- complete garbage.

It's not such a big deal on Motorola CPU's how many 'bits' the OS is, because there aren't huge differences in capabilities between different generations of the 680x0. On the Intel, a 32 bit app can see all of memory contiguously, but a 16 bit app can only deal with 'segemnts' of 64K each, so it makes a HUGE difference in how the app will be written.

On the 680x0, only minor changes to a program make it 32 bit by using features not found on previous CPUs, but the programming model remains the same. How many 'bits' the OS is doesn't matter nearly as much to a Mac user who isn't having to deal with the limitations of old Intel CPUs.

I imagine the PPC version of Mac OS must be considered 32bit because there is no 16bit Power Mac, and no PPC CPU with 16bit limitations.

-Bry

4064. Re: Xformer 3.3

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <4aif6e$8vp@news1.halcyon.com>
Source record: 87111

In article <4ae83n$hq4@newsbf02.news.aol.com>,
BobbiC1017 <bobbic1017@aol.com> wrote:
>I also purchased PX Xformer, returned the registration card, and the
>online registration doesn't work. He never seems to answer his email. I
>emailed him about a year ago, asking about PC Xformer, (before I bought
>it), he replied then, but after he had my money, he never replied to any
>of my emails. Anybody else out there having problems?

Are you sure you're emailing the right place? I answer email just about
every single morning. The correct email account to send email about
PC Xformer is: brasoft@halcyon.com

If your registration card was mailed in to us, and you correctly filled
out the password request on our web page, you should have access. If
not, contact me, don't bitch about it to people who can't help you.

- Darek

--
==========
Darek Mihocka the PC Xformer and Gemulator guy, email:brasoft@halcyon.com
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 WWW:http://www.halcyon.com/brasoft/

4065. Re: Old 8-bit Game

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: "Steven E. Skaggs" <afn04314@afn.org>
Message-ID: <Pine.A32.3.91.951211233604.21397E-100000@freenet4.freenet.ufl.edu>
Source record: 87112

On Sun, 10 Dec 1995, mclane wrote:

> MK> I seem to remember an old 8-bit game called Omega Race. It was an
> MK> arcade translation that had vector graphics. Does anybody remember
> MK> if this game was released on any 8bit system?
>
>
> Vic 20 as a cart...only one I think.

Also available on Atari 8-bit as a cart (and probably disk as well), and
C-64 both disk and cart.

4066. Elektraglide

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <30CC4405@syrinx.dyess.af.mil>
Source record: 87113

On Sun, 10 Dec 1995, Jeff Kyle said:

> On Fri, 8 Dec 1995 19:35:39 GMT, beresr@peanut.enmu.edu (Richard
> Beres) wrote:

> >I believe that is the name of the game. Any1 have information on this
game?
> >It seems to be a racing game or something. You can race in three
different
> >countries, and on the option screen you can adjust some kind of hill
(what
> >the heck is this? :).
>
>That's the track you race on.

No, it's not. The outlines of America, Australia, and Great Britain are the
tracks.
The "hill" is the steering response curve.

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | /////////// M A T H

4067. Looking for Broderbund's Spelunker game.

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: darreld@access4.digex.net
Message-ID: <4ag1ci$kvf@news4.digex.net>
Source record: 87181

I am deperately trying to find Broderbund's Spelunker for the
Atari 8-bit. At this point I'll take it in any form.

Any help appreciated. Please reply e-mail.

-Darrel
--
---
* Darrel L. Davis - darreld@access.digex.net cis:76350,720 *
* ddavis@twave.com *

4068. Re: Why prolong the agony? Just get Windows 95...you'll be glad (you don't have a choice)

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4ag8ig$kai@inca01.inca.co.nz>
Source record: 87182

Michael Ellis (michael@anest4.anest.ufl.edu) wrote:
> (The post was so asinine that 90% of it does even warrant
> attention, but there was one portion that was SOOO idiotic
> that I must comment)

[snip]

> Gaven, at least do some research before you show the world
> your IQ, ok?

I have been informed of this mistaken crosspost, and deleted it as soon
as I was informed of it.

The story goes like this:
1) A moron posts this into an inappropriate newsgroup
2) I hit (by accident) my "exit" hotkey - it was immediately next to my
"flame with extreme vengeance" hotkey.
3) "e" was an illegal keystroke in my newsreader.
4) "x" however, was translated into "Xpost".
5) I was given the opportunity to say yea/nay to each of the few dozen
(inappropriate) newsgroups it was crossposted to.
6) I believe that i had said "no" to all of them.
7) Someone, or something, goofed. It got (wrongly) crossposted.
8) The following day, when I logged on to my net host, I found a few
nastygrams from readers of csa8 informing me of how stupid/inappropriate the
post was.
9) Of this, only one had enough info in the message header to say that it
was from csa8. None of the nastygrammers mentioned _where_ the message
was found.
10) I killed the message in csa8.
11) I posted an apology to the csa8 newsgroup.

So, before you start flaming someone, make certain that it was an
intentional post, rather than an accidental Xpost.

If it interests you, I have owned two 8-bits between 1984 and 1986 (a
600XL and a 130XE). I now own a Mega ST [soon to be put out to pasture]
and a 20Mbyte TT.

So I _DO_ know my Motorola chips - and how crappy Intel chips are - and
why my next system will be a PPC system based around the 620 CPU.

Had I have wanted to start a flamewar, I'd have posted a lot better a
message than that crosspost. But, as you can see now, I didn't.

And a message for Michael Ellis:

In future, contact the author of a message such as the one you are criticising me of making. Often they are either unaware of the crosspost, or the actual newsgroups they should go into. In my case, I didn't know it had been Xposted into any groups.

Also, dont belittle others intelligence when you yourself may be shooting blanks in the same regard. (My intelligence frequently rates in the low-to-mid 200 IQ points. Your message shows that your IQ score is probably _many_ tens below that. I am certainly not swayed from that opinion by your University Of Florida email address - I have met many dolts with university email accounts - that phenomena is global)

--

If I am wrong, flame AOL.
If I am right, flame AOL.
What the hell, just flame AOL.

4069. Transfer 8-bit to PC - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: siano@cceb.med.upenn.edu
Message-ID: <4ag47c$8n8@netnews.upenn.edu>
Source record: 87183

Okay, the story's simple. I have lots of old text files on my
8-bit disks, and I'd really like to transfer them to my PC with as
little fuss and bother as I can muster. I've got the old 850
interface, so hooking my 8-bit into my PC's serial port isn't a
problem.

Any suggestions on how to handle the transfer? Is there
software that'll enable me to simply send the materials by null modem?

Replies by Email, please.

--
Brian Siano - siano@cceb.med.upenn.edu
"Sometimes I find myself far out of line with the ones that I've drawn
Wasn't the best of paths, you can attest to that, but I'm keeping on
Thanksgiving for every wrong move..." - Poi Dog Pondering

4070. WTB: NEW or MINT Atari XE Game System

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: sibeling@u.washington.edu
Message-ID: <sibeling-1112950420310001@cs107-3.u.washington.edu>
Source record: 87184
Cross-posted to: comp.sys.atari.8bit,,rec.games.video.classic

I am looking for a NEW or MINT Atari XE Game System to add to my classic collection. I am interested in the console, the gun, the keyboard, and the XE joystick!

Does anyone know of a place that sells these new? (Maybe they have some laying around)....

If you have one, please make sure it has box, docs, and is in great shape and send me some email!

Thanks!

BTW, I am also looking for a Sega Master System Multi-AV cable (give you the composite and AV cables from the unit)... thanks again!

-Matt

--
Matthew Martin Systems Manager/Online Editor
sibeling@u.washington.edu The Daily Student Newspaper
http://www.thedaily.washington.edu

4071. Re: Xformer 3.3

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19951211100655MIS0160@MVS.UDEL.EDU>
Source record: 87185

In article <4ae83n$hq4@newsbf02.news.aol.com>,
bobbic1017@aol.com (BobbiC1017) writes:

>I also purchased PX Xformer, returned the registration card, and the
>online registration doesn't work. He never seems to answer his email. I
>emailed him about a year ago, asking about PC Xformer, (before I bought
>it), he replied then, but after he had my money, he never replied to any
>of my emails. Anybody else out there having problems?

I had exactly the same thing happen to me. I thought maybe the POST
from his WWW site wasn't working or something, but you think he would
answer his EMAIL. I've tried 3 times to get user id/password, but
have heard NOTHING!

Roger Cole

4072. sio2pc/Linux dosemu ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <4ahh4p$go1@dartvax.dartmouth.edu>
Source record: 87186

I'm trying to run sio2pc under dosemu with Linux, but it seems that
dosemu isn't doing a low enough level of emulation on the serial port
by default. Does anyone have any experience in setting this up?

--PC
--
$ "If a man has recently married, he must not be sent to war or have any $
$ other duty laid on him. For one year he is to be free to stay at home and $
$ bring happiness to the wife he has married." --Deuteronomy 24:5 $
$ So that's why people get divorced--nobody can afford a decent honeymoon. $

4073. Re: linux executable emulator.

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <4ahguk$lgk@dartvax.dartmouth.edu>
Source record: 87187

nltd@grove.iup.edu writes:

>Anybody know where I can get an executable version of the linux emulator of
>help me out with the makefile. When I try to make I get seperator problems
>in line 162. If anybody can help me out I would be grateful. Thanks in
>advance

Make sure you have the latest version from:
ftp://ftp.demon.co.uk/pub/emulators/atari/ before compiling
(0.2.1). I've copied it into /New at UMich, as well. I found it
compiled fine under gcc 2.7.0. If you have problems, send me email
and I'll help you out or provide an ELF binary. (I'm running it under
X; I haven't tried it with SVGAlib.)

As to the emulator, I find it works quite well, though it dies on a
number of programs that use unofficial opcodes, as they haven't been
implemented yet. There are also problems with vertical scrolling, and
some programs don't display with the correct colors (Ultima IV, for
example).

--PC
--
"Everything is permissible"--but not everything is beneficial.
"Everything is permissible"--but not everything is constructive.
--I Corinthians 10:23

4074. Re: Transfer 8-bit to PC - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: siano@cceb.med.upenn.edu
Message-ID: <4aho01$eqk@netnews.upenn.edu>
Source record: 87188

classics@mail.nacs.net wrote:
: Brian Siano (siano@cceb.med.upenn.edu) wrote:
: : Okay, the story's simple. I have lots of old text files on my
: : 8-bit disks, and I'd really like to transfer them to my PC with as
: : little fuss and bother as I can muster. I've got the old 850
: : interface, so hooking my 8-bit into my PC's serial port isn't a
: : problem.

: Load up a terminal program on your PC like Telix, and trasmit the files
: from the 8 bit using BobTerm or other terminal program. I believe bobterm
: has batch Y-Modem, which should make the job easier.

I've had some troubles with BobTerm. A friend who knows the
old Atai pretty well brought over his copy, and wouldn't ya know, it
doesn't seem to work on my old Atari 800. We've been talking about my
borrowing his 130XE or later model, but nothing's come of it.

I'd like to suggest a strategy that perhaps some enterprising
programmer could follow. It seems that there is a substantial problem
in getting the PC to interface properly with the Atari disk drives.
Would it be possible to work up a program for the Atari that would
allow th PC to use the Atari as a kind of interface to the original
disk drives?

Think of it this way. You plug a serial cable between the PC
and the Atari interface, and load up the software on both systems. The
software puts the Atari into a kind of "slave" mode, where the PC use
can send a simple set of commands to the Atari: send file, receive
file, disk directory, etc. There could be some kind of error checking
protocol incorporated, and perhaps a rudimentary translation utility
that would convert Atari's idiosyncratic ASCII into standard ASCII.

Has anyone tried to work up something like this?

Brian Siano - siano@cceb.med.upenn.edu
"Sometimes I find myself far out of line with the ones that I've drawn
Wasn't the best of paths, you can attest to that, but I'm keeping on
Thanksgiving for every wrong move..." - Poi Dog Pondering

4075. Re: Transfer 8-bit to PC - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: classics@mail.nacs.net
Message-ID: <4ahpo9$d3q@wariat.wariat.org>
Source record: 87189

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: (Somebody wants to null modem A8<->PC. Steve Tucker says BobTerm has
: Y-modem batch to do this with.)

: Uh..... I think I want to note that people have been getting into
: trouble using BobTerm y-modem batch and DSZ y-modem g. It seems that
: the transfers work, but not very well. If I'm not mistaken, BobTerm's
: y-modem batch is really like 1k-xmodem batch.

Actually I think it is called Xm-1K or something similar? In any case your
right, I remember the thread about the BobTerm problems.

: Two suggestions. With any null modem (or util) PC<->A8 transfers, it
: would be a good idea to use an arced file. This will automatically do
: a crc16 on the file, ie. the file won't unarc correctly, or shouldn't,
: if the transfer was corrupted. 2nd. Maybe read the excellent FAQ
: posted here monthly. It has a fair description of null modeming.

Also, with the registered version of APE, you can just copy the files to
the PC MIRROR with MyDos, making the transfer to the PC hard drive
totally transparent.

Steve
--
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

4076. SIO2PC 74LS00 version problem with 1200XL?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: <>
Message-ID: <4ahoce$pem@gaia.ns.utk.edu>
Source record: 87190

I pulled out all of my old Atari equipment over the weekend and everything seems to be working ok! I decided to build a SIO2PC cable so I could start backing up my old floppies to my PC hard drive.

I found a document in the APE zip file that had a version of the cable using parts I had laying around my workshop. I built it and tried it and got nothing. I decided to try a 74HCT00 after reading a little comment in the document about it working with a 1200XL with no mods. I had NO idea what was meant by this as it was a personal note to someone I guess. I tried the HCT chip and now I see some life.

If I boot with the 1050 drive, I can see the status line in the SIO2PC program and it seems to be working fine, however, if I try to boot with my PC hard drive, the Atari doesn't see it at all. I tried this with APE and got the same results. My Atari will not read the ramdisks I set up in either program.

Has anyone built this version cable and had this problem? Is there something I can try? Is there a problem with the 1200XL using it? Do I need to build the harder to find parts version :)?

Thanks,
Don (dperuski@utk.edu)

4077. Re: Why prolong the agony? Just get Windows 95...you'll be glad (you don't have a choice)

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4ahepv$ka1@no-names.nerdc.ufl.edu>
Source record: 87191

gmiller@inca.co.nz (Gaven Miller) wrote:

>And a message for Michael Ellis:
>
>In future, contact the author of a message such as the one you are
>criticising me of making. Often they are either unaware of the crosspost,
>or the actual newsgroups they should go into. In my case, I didn't know it
>had been Xposted into any groups.
>

I think the issue here isn't whether or not you meant to post it to csa8,
but whether or not you should have written it at all. Mac OS isn't
32-bit -- complete garbage.

Anyway, since you're feeling especially slighted because you presume my
initial reply was posted after your appology let me tell you
this. Apparently our two news servers are not in sync because from MY end,
the reply was posted BEFORE your appology.

-Michael Ellis

4078. Old 8-bit Game

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <30CC7407@syrinx.dyess.af.mil>
Source record: 87192

On Sun, 10 Dec 1995, Andrew Summers said:

>> Vic 20 as a cart...only one I think.
>>
>also the C64 - i had it.
>and the 2600, came with a cool trigger that slipped on top of a standard
>atari joystick. still have that (i think) if anybody wants it.

I want it!

(sorry about sending this to the list, folks, but as you can see,
Andrew didn't provide his email address)

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | //////////// M A T H

4079. Re: WTB: NEW or MINT Atari XE Game System

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: heller@cdnow.com
Message-ID: <4ahc22$e7n@netaxs.com>
Source record: 87193
Cross-posted to: comp.sys.atari.8bit,,rec.games.video.classic

Matthew Martin (sibeling@u.washington.edu) wrote:
: I am looking for a NEW or MINT Atari XE Game System to add to my classic
: collection. I am interested in the console, the gun, the keyboard, and
: the XE joystick!
:
: Does anyone know of a place that sells these new? (Maybe they have some
: laying around)....
:
: If you have one, please make sure it has box, docs, and is in great shape
: and send me some email!
:
: Thanks!
:
I too am looking for the above XE system.
--
A. Karl Heller - Making the world safe once again. heller@cdnow.com
---
This email is sent by weight not by value. Some settling of
contents may have occurred during mailing and retransmission.
>>>>> HTTP://CDNOW.COM - BIGGEST FASTEST BEST <<<<<

4080. I've been unplugged!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: KENDRICK@sonoma.edu
Message-ID: <01HYOUX0PM76HTWGOY@SONOMA.EDU>
Source record: 87194

Hello! To all those who have tried to e-mail me or are wondering why I've taken an unusualy amount of time to reply to a c.s.a.8 post, I have a perfectly valid excuse: the main machine I use at school died (literally!) - it's hard drive (which was, after its purchase, rumored to be quite unreliable) overheated and killed itself! So, although I still have an account on this machine (vax@sonoma), its e-mail (if I even GET any) gets auto-forwarded to my favorite (Unix) machine (zippy@sonoma).

So - if you get bounced mail, if I never reply within the next week, please try mailing again once I give the all-clear. :)

Sorry!

-bill! (still working on MUX Window!)
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

4081. Re: Super Pac-Man from B&C

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <eJDzwksjY9PX088yn@IBM.NET>
Source record: 87195

In article <mbates-1012951139500001@ppp2-stk.sonnet.com>,
mbates@s3.sonnet.com (Marlin Bates, IV) wrote:
>
>Just to add my two cents:
>
>B & C is selling protype-looking versions of the following:
>Kangaroo (this one could be better)

Is this the same Kangaroo from the APX disks?

--

Ryan 'Gozar' Collins rlcolli@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

4082. How To Upgrade to PC Xformer 3.3 For Dummies Vol. 1

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <4aigbq$9mb@news1.halcyon.com>
Source record: 87196

It would seem a lot of people are having problems with what should be a rather trivial exercise. I've read several posts today from people claiming that a) their email to Branch Always Software goes unanswered, and b) their attempt to download the PC Xformer 3.3 upgrade from our web page fails.

Given that I reply to about 20 or 30 pieces of email each day, it seems there are those people who are mailing the right place and those that are not. The correct email address for Branch Always Software is:

brasoft@halcyon.com

This has been our email address for most of the year and will continue to be for some time to come. IF YOU ARE NOT SENDING EMAIL TO THIS ACCOUNT, YOU WILL NOT RECEIVE A REPLY. Do not send email to our old America Online or Compuserve accounts. I terminated those months ago and mail sent to those old accounts goes into a black hole. America Online, being the assholes they are, keep the account around and don't send email back to the sender to indicate that the account is terminated. This is probably the most common cause of unresponded to email.

To upgrade to PC Xformer 3.3 over the Internet, you simply need to do two things. Mail in the Product Registration Card that came with your PC Xformer package. Most people forget to do that. Second, browse our web page and fill out a comment form and request access to the registered users download section. In this form, you must include your full name and mailing address as it appeared on your registration card, plus you must specify a one word USERID and one word PASSWORD to use. It's very much like logging in to Unix itself. Once you send the form, you will have download access within a day or two. That's all you need to do.

Common reasons why people don't get granted access: they are not registered users, they did not specify a userid or password, or they specify a multiple word userid or password.

If you do not already own PC Xformer 3.0 or higher, you obviously can't upgrade online. You need to purchase the product first. To purchase PC Xformer, you go to an Atari dealer such as Toad Computers here in the U.S., Micro Discount in England, or KE-Soft in Germany, or the ABBUC user group in Germany, and order PC Xformer 3.3 for $34.95. Then mail in the registration card and follow the directions already described.

This isn't rocket science folks! In order to avoid forcing everyone to mail money in and wait to receive upgrades to PC Xformer, I am making available this online method of upgrading. From the messages I'm

reading, and the bogus comment forms I've received so far, it would seem that this may be too challenging for some people. Either they can't read English, or they are simply idiots, I don't know. But in any case, if people are finding it too difficult to upgrade online, then for future PC Xformer upgrades we'll go back to the "old" way of doing things using snail mail.

For those who can't find their way around the Internet, snail mail upgrade notices for PC Xformer 3.3 as well as for the PC Xformer Cable are going to be mailed out to all registered users of PC Xformer in the next few weeks and you will have the option to upgrade by snail mail. Watch your mailboxes in early January.

- Darek

--

==========
Darek Mihocka the PC Xformer and Gemulator guy, email:brasoft@halcyon.com
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 WWW:http://www.halcyon.com/brasoft/

4083. Re: emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <4aieed$8jp@news1.halcyon.com>
Source record: 87197

In article <4a9ja5$b75@kirin.wwa.com>, TDS <prince2@wwa.com> wrote:
>i have a few atari.obj files that i downloaded and i'd like to run them
>on the pxformer does anybody know of a program i'd use to converrt them
>to image files..thanks

Why are you trying to covert them? PC Xformer runs .OBJ files directly
so you don't need to convert the files to disk images first. You can
use PC Xformer to do the conversion from an OBJ file to disk image
so no additional utility is required.

Download the PC Xformer 3.3 demo (the latest one) from
http://www.halcyon.com/brasoft/ or order the real product from either
us directly by calling 206-236-0540 or from Toad Computers at
1-800-448-TOAD.

- Darek

--
==
Darek Mihocka the PC Xformer and Gemulator guy, email:brasoft@halcyon.com
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 WWW:http://www.halcyon.com/brasoft/

4084. Messages Lost :-(

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: John Haines <john_haines@pointless.gen.nz>
Message-ID: <51211181521$6FC8@pointless.gen.nz>
Source record: 87198

Hi All, the Sysop that provides me with comp.sys.atari.8bit has just told me that I missed out on some messages addressed to me 2-3 weeks ago.. Since those messages are no longer available here, could the people that wrote them (if they can remember what they posted) please re-post so that I can have a chance to read/reply to the messages... - Thanks...

---
* SIMPQWK80 * #1 * for Atari8's

4085. Re: Xformer 3.3

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: oscar@Primenet.Com
Message-ID: <4airmm$sm6@nntp3.news.primenet.com>
Source record: 87199

In article <19951211100655MIS0160@mvs.udel.edu>,
Roger Cole <MIS0160@MVS.UDEL.EDU> wrote:
>I had exactly the same thing happen to me. I thought maybe the POST
>from his WWW site wasn't working or something, but you think he would
>answer his EMAIL. I've tried 3 times to get user id/password, but
>have heard NOTHING!

Well, he's reading his mail, trust me - I got a reply (but no, I
didn't get validated). Don't know what the situation is...

--

Oscar Fowler
oscar@primenet.com | oscar@cs.arizona.edu | oscar@rightfax.com
http://www.primenet.com/~oscar

4086. Re: Transfer 8-bit to PC - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Dec11.235357.13483@wariat.UUCP>
Source record: 87200

(Clay Haliwell (author of Flickerterm 80, or is that Earl.) talks about
1k xmodem batch being a good description of y-modem batch.)
I hope someone has been doing some null modem, sio2pc or ape transfers
using BobTerm. The real question here in this thread is does BobTerm
so called y-modem batch work properly with various flavors of today's
y-modem, which are all based, (HELP ME IF YOU KNOW) on Chuck
Forseberg's y-modem g (a batch protocol). I remember reading in DSZ
docs (DSZ is Forseberg's z-modem and y-modem package) that there are a
number of 'y-modem' implementations. Y-modem -g of DSZ is, I am really
almost sure here, not like 1k xmodem batch.
The whole point is, as Steve Tucker seems also to remember, that
BobTerm's y-modem batch doesn't work so good with
PC/unix/linux/gnunix/?nix implementations of y-modem batch. Use single
file 1k xmodem with BobTerm I think.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

4087. Transfer 8-bit to PC - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <30CC7539@syrinx.dyess.af.mil>
Source record: 87201

On 11 Dec 1995, Russ.Gilbert@apk.wariat.org said:

> Uh..... I think I want to note that people have been getting into
> trouble using BobTerm y-modem batch and DSZ y-modem g. It seems that
> the transfers work, but not very well. If I'm not mistaken, BobTerm's
> y-modem batch is really like 1k-xmodem batch.

Huh? I thought that, by definition, Xmodem was not a "batching" protocol.
Now, I have seen some ill-informed term programs that refer to Xmodem 1K
as "Ymodem" and Ymodem as "Ymodem batch".

When you say "1k-xmodem batch", you're precisely describing Ymodem--
Xmodem with 1K blocks and batching.

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | /////////// M A T H

4088. Re: Do DSDD 96tpi disks work with 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <148670@cup.portal.com>
Source record: 87202

Mikael; I have a couple of 96 TPI drives hooked up to my ATR8000. I've never used anything but standard 48 TPI disks in them & they seem to work fine. One of the classic rumors that has been around for years is the only difference between disk media is the testing. Of course this is no longer true for 1.2 & 1.4 meg drives, but during the early to mid 80's the rumor went like this: It cost too much to have more then one type of facility for making disk media & took too much time to do a line change over to a different type of media so...
What companies would do is just try to make the equivalent of 96 TPI media. They would test this to make sure it would pass QC. As soon as they had enough of the high quality media, they continued running the same exact formulation but now only tested it to 48 TPI specifications. And so on down the line until they got to SSSD disks. If any of the batches failed specs, they would then start testing on for the next lower tolerance product. They never threw away anything! The CW at the time was you could use any disks you wanted in any drive you wanted, but you stood the chance of getting a batch that had failed QC vs one that may have been able to pass the higher standards *if* it had been tested at the more rigorous standard. Anyway, if the disks aren't starting to decompose, which would be evident by the surface getting rough spots, the disks are probably the best tested ones you can buy.
As far as I know, the only difference between a 40 track drive & a 80 track drive is the width of the R/W head & the distance it moves/step.

4089. Re: Transfer 8-bit to PC - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Dec11.011931.25450@wariat.UUCP>
Source record: 87203

(Somebody wants to null modem A8<->PC. Steve Tucker says BobTerm has
Y-modem batch to do this with.)
Uh..... I think I want to note that people have been getting into
trouble using BobTerm y-modem batch and DSZ y-modem g. It seems that
the transfers work, but not very well. If I'm not mistaken, BobTerm's
y-modem batch is really like 1k-xmodem batch.
Two suggestions. With any null modem (or util) PC<->A8 transfers, it
would be a good idea to use an arced file. This will automatically do
a crc16 on the file, ie. the file won't unarc correctly, or shouldn't,
if the transfer was corrupted. 2nd. Maybe read the excellent FAQ
posted here monthly. It has a fair description of null modeming.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

4090. Re: Where can I find?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DJF85F.FGM@aston.ac.uk>
Source record: 87204

In article <5b2_9512031226@flight.org>,
DAG HUGDAHL <DAG.HUGDAHL@f47.n282.z1.fidonet.org> wrote:
> Hi, just wondering where I can find the Rainbow Atari 8-bit emulator
>for the Mac and the 8-bit emulator that runs under Unix/Linux.

Rainbow lives at

http://www.aston.ac.uk/~lamcw/emulators.html

or at Info_Mac

ftp.amug.org in info-mac/app or info-mac/rec

Regards,

Chris.

4091. Re: Joystick Ports

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-11 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <148671@cup.portal.com>
Source record: 87205

Will, you're right in your assumption you can hook two Ataris together
by the joystick ports. If you just go from Atari to Atari, you don't
need any additional parts, just cross pins 1 & 2 in null modem fashion
from the two Ataris & run one of the MPP handlers. As I recall, if you
run the MPP Express program, you have to also tie the orange line
to ground & force terminal mode to get going. The only limiting
factor is the maximum baud rate is only about 300 baud. I think
you can get 450 from MPP Express, but the only other piece of equipment
besides an Atari to Atari link that used to be able to use it was
CIS according to the docs. I should have mentioned, you have to tie
the grounds together also, they are invariably the black leads.
Rick

4092. Re: where to get .XFD files

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <4aigmj$a0j@news1.halcyon.com>
Source record: 87114

In article <30C990CA.17EE@gil.net>, Luis R.Pena <lrpena@gil.net> wrote:
>Can anyone help me. Where can a i get XFD files to D/L?
>
>
> luis r pena

If you can spare $35, I highly recommend the POOLDISK CD-ROM from Europe. It has several HUNDRED MEGABYTES of Atari 8-bit software already in .XFD format for use with PC Xformer.

I will be making some of the XFD files available on our web page but it will be just a small fraction of what's on the CD. I've had the CD for about 3 weeks and I still haven't even run through each and every file!

By the way, if anyone has a favorite .ATR or .XFD file they use with PC Xformer they'd like to share with others, send it to me and I'll post in on our web page. Freeware and/or shareware files only please.

- Darek

--
==========
Darek Mihocka the PC Xformer and Gemulator guy, email:brasoft@halcyon.com
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 WWW:http://www.halcyon.com/brasoft/

4093. PC Xformer cables - status

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <4aih6m$aba@news1.halcyon.com>
Source record: 87115

Just to update everyone, right now I've received about 35 advance orders for the PC Xformer cables. Since that's getting close to "critical mass", I've gone and placed an order for parts to make about 50 of the cables. I expect to receive the parts and start making cables over the holidays later this month, UPS willing, and cables should be ready for sale some time in January. The cost of the cables will be $24.95.

If you're interested in a cable, email me so that I make sure to have enough parts. It's easy to order extra parts now, but once I receive the parts and the cables get made I won't be ordering any more parts for a while. Making cables is not something I care to turn into a full time hobby! :-)

As for the questions I've left unanswered such as "how much will shipping be to Germany?" or "will there be a package price for PC Xformer and the cable?" or "were any animals harmed during the manufacturing of the cable?" etc, I don't know. When I find out shipping costs and bundle pricing, I'll post that information on the web page.

- Darek

--
==========
Darek Mihocka the PC Xformer and Gemulator guy, email:brasoft@halcyon.com
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 WWW:http://www.halcyon.com/brasoft/

4094. Running Action! under PC-Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <GaZzwksjYp2V088yn@IBM.NET>
Source record: 87116

I really want to get back into using my old Atari, but I would like to use my nice big 486DX2-66 for development work. (And anything I write would probably have bigger appeal if I knew it worked under PC-Xformer) Anyway, what are my chances for getting Action! to work? I remember reading some messages on using OSS Supercarts under PCX, but I didn't read them closely enough, I guess!!!

--

Ryan 'Gozar' Collins rlcolli@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

4095. Classic Atari Equipment for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: ttmong@aol.com
Message-ID: <4aj5qq$lb9@newsbf02.news.aol.com>
Source record: 87117

I am cleaning house and have decided to part with the following Atari equipment:

130XE 8-bit computer
1050 Floppy Drive
Touch Tablet
Software/books (some in original packaging)

Also:

Mega 2 ST with 4MB Ram upgrade & Tweety-Board sound card & PC-Speed PC Emulator
20MB Seagate Hard Drive/5.25" Floppy External Unit
Spectre GCR Mac Emulator
Cable for Mitsubishi Multi-Scan monitor (allows B&W and Color Display on one monitor)
Tons of software/books (some with original packaging)

All are as is (it was working when it was last powered up 3 years ago). Best offers for all or part of the above package. Contact ttmong@aol.com

4096. Re: WTB: NEW or MINT Atari XE Game System

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: Jeff Rothkopf <JeffGamer@ipof.fla.net>
Message-ID: <4akgvv$tc@ipof1.fla.net>
Source record: 87118
Cross-posted to: comp.sys.atari.8bit,,rec.games.video.classic

heller@cdnow.com (A. Karl Heller) wrote:
>Matthew Martin (sibeling@u.washington.edu) wrote:
>: I am looking for a NEW or MINT Atari XE Game System to add to my classic
>: collection. I am interested in the console, the gun, the keyboard, and
>: the XE joystick!
>:
>: Does anyone know of a place that sells these new? (Maybe they have some
>: laying around)....
>:
>: If you have one, please make sure it has box, docs, and is in great shape
>: and send me some email!
>:
>: Thanks!
>:
> I too am looking for the above XE system.

I'm about to post an auction (hopefully by week's end) which will include an
XE system, a light gun, an Atari 400, and an Atari 800 system. Just thought
I'd let you all know.

Jeff

4097. 8-BIT GAMES FOR AUCTION

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: jrm8248@cc.utah.edu
Message-ID: <4aki4q$864@news.cc.utah.edu>
Source record: 87119

This is an auction update....bidders will be sent a comlete listing as
well as rules etc....the bidding will end on saturday december 16, 1995
at midnite.

ATARI 400/800-LOOSE GAMES

-CX801 Operating Systerm: 10K ROM $1.00 perryd
-CX853 Memory Module: 16K RAM. $1.00 perryd
-Asteroids $1.50 kevins
-Basic Computing Language.
-Basketball $2.00 timg
-Centipede;
-Congo Bongo $2.50 lechtzin
-Defender $1.50 kevins
-Ducks Ahoy $5.00 perryd
-ET Phone Home
-Fraction Fever $3.50 perryd
-Jungle Hunt $1.50 timg
-Pac Man.
-Plattermania $3.50 popcorn
-Popeye $2.00 min
-Qix $1.50 kevins
-Star Raiders.

4098. Re: Joystick Ports

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: classics@mail.nacs.net
Message-ID: <4akmmp$k8n@wariat.wariat.org>
Source record: 87120

Cliff Lawley (cliffl@mail.netshop.net) wrote:
: Jeff Potter <potter> wrote:
:
: >It's been done. Check out Chuck Steinman's GameLink I. He designed it, built
: >a prototype, and released a Tic-Tac-Toe game as an example. Apparently nobody
: >ever replied to him, or sent any shareware registrations. He also noted that
: >it was limited in speed due to the response time through the PIA chip (don't
: >remember the details). He later worked on GameLink II, which uses the SIO
: >bus for inter-computer communication. He and I worked on it and released a
: >game (AGDAGON) using the principle. Communication is reliable up to at least
: >32kbps.
:
: >I also remember seeing a DUALDUEL game, with the joystick ports. It was a
: >clone of Battlezone (?) or whatever that vector-drawn 1st person tank battle
: >game used to be called.
:
: This may be a side point but...
:
: WHATEVER THAT VECTOR-DRAWN 1ST PERSON TANK BATTLE GAME USED TO BE
: CALLED!!!!????????!!!!!!!???????

Battlezone, an Atari black and white XY. Had a two handle tank control, quite
a cool game if you can find one.

: I LOVED that game!!! It was one of the best invested quarters in the
: arcade in its day! 15 - 45 minutes of entertainment a pop!!
: Grrrr!!!!
:
: ...whatever that vector-drawn 1st person tank battle game used to be
: called...!!! REALLY! I NEVER!....
:
: :)
:
: BTW: It was by ATARI!

Steve

--
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

4099. Re: WTB: NEW or MINT Atari XE Game System

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: kahlerm@bcstec.ca.boeing.com
Message-ID: <DJHoGv.DJz@bcstec.ca.boeing.com>
Source record: 87121
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <4ahc22$e7n@netaxs.com>, A. Karl Heller <heller@cdnow.com> wrote:
>Matthew Martin (sibeling@u.washington.edu) wrote:
>: I am looking for a NEW or MINT Atari XE Game System to add to my classic
>: collection. I am interested in the console, the gun, the keyboard, and
>: the XE joystick!
>:
> I too am looking for the above XE system.

I have one of these near-mint in the box, can't recall if the docs are
there or not, I'll check soon. Anyone care to have an auction for it?
What would one normally bring for the complete setup?

4100. Re: Paddle Control

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: Richard.Dolezal@ab.com
Message-ID: <4akqcv$6hf@news1.cle.ab.com>
Source record: 87122

In article <4aju4q$j7k@Dortmund.Germany.EU.net>, peter.schmitz@tronic.de (Peter Schmitz) says:
>
>schlecht@informatik.tu-muenchen.de (Norbert Schlechter) wrote:
>
>
>>I just bought Atari Tennis on the old VCS 2600. This game is controlled with paddles.
>>Is it possible to use these paddles with an Atari XL and if, what games support paddle control?
>
>Yes, it is. Only few games supported the paddles - the original
>"breakout" was one of them. I think, Kaboom was another one, and there
>was a German strategy game named "Herr der Laender". Does anyone know
>further games with paddle support?
>
>Peter
>

This is interesting, because Activision tennis used the joystick.

Other paddle games

Steeplechase
Kaboom
Blackjack
Warlords
Video Olympics
Canyon Bomber
Circus Atari
Night Driver

Indy 500 used a special paddle controller that spun all the way around.

4101. 8-bit programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: The Kid <76371.40@CompuServe.COM>
Message-ID: <4aj9srhmb2@mhadf.production.compuserve.com>
Source record: 87123

does anyone out there have any old Atari 8-bit programming books.. I would like to learn Machine language, Assembly, please help..

--KId

4102. Re: Alternate Reality Tips,Cheats

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1995Dec12.002758@msuvx1.memphis.edu>
Source record: 87124

In article <30CCD79C.5588@massmedia.com>, Dan Pinal <danp@massmedia.com> writes:
> Crash wrote:
>>
>> (Now doesn't _this_ bring back memories...)
>>
>> Well, I can fondly spending many a night as a young preteen agonizing
>> over this game... so seeing this newsgroup, I thought I'd look for
>> anybody else who shared my old addiction for the greatest games ever put
>> out for the ole Atari 8-bit platform: namely, Alternate Reality: The
>> City, and Alternate Reality: The Dungeon. I might hope beyond hope that
>> there's an archive of AR stuff somebody's got (my old maps and potion
>> lists are looong gone, sniff), or that anybody out there ever figured out
>> some of the stuff I never did (what the hell was the answer to the
>> Gargoyle's rhyme, anyway? :), you get the picture. I would be very very
>> glad to chat over email with old AR vets, so please gimme a yell at
>> brents@bgnet.bgsu.edu (this goes quintuple if you're Phillip Price. :)
>>
>> Danke,
>> -brent
>> --
>> I B: Brent Stocking : "Exercising his constitutionally protected 2nd
>> BGSU undergrad dude : amendment rights, I see."
>> Cartoonist-at-large : "Apparently at the neighbors."
>> Northwest Ohio, USA : http://www.bright.net/~stocking/brent.html
>
>
> The Gargoyle/Riddler asked three questions. If you got them right, you
> got into a special area. If you went back and saw him again he asked you
> for his name. His name is SHINGOR. (Remember the Riddler on the TV
> Batman show?) If you do all this, you get a Pulse Rifle and 2 packs of
> ammo with 95 rounds each. You were supposed to learn his name in the
> "Wilderness" scenario and then come back through the Dungeon, pick up the
> Pulse Rifle, and then be able to waste any of the aliens running around
> on level 4, and of course the heavies that were waiting just as you
> inserted the "Revelation" scenario disk. Another cute trick is to go
> into a stairwell and type in Datasoft's phone number (I can't remember if
> you need the area code or a 1 in fron of it). If you do it, check your
> spell list, you should have the spell "Tac Nuke" at 95% which should
> waste anything including the BIG dragon. The only way to legitimately
> kill the BIG dragon is to get the spell "Temporal Fugue", I don't know
> which guild has it, but we probably set it up to be one of the Good ones.

Actually, as I recall, you get that one from the guy that was chained up in the sewer...
over at the palace, I believe.

I could be wrong though. It's been a while, my floppy drive is dead, and it won't run on PCXformer.

> Practice this spell so you're really good at it. During combat it stops
> time for a couple of action rounds, giving you a excellent oportunity for
> critical hits on your opponent. When you fight the BIG dragon cast this
> spell until you are near Exhausted or at least Tired. Then pull out your
> special awesome weapon of choice and wail on it until it's dead. You
> have about a 1/3 chance of pulling it off, but it can be done with a
> character at only 8th level. The final thing is to haul the dead
> dragon's carcass to the Tavern. You'll be encumbered and move at a
> snail's pace. But they will buy the carcass off you for meat, give you a
> bunch of money you probably won't need, and boost a couple of invisible
> personality and charisma stats way up.
>
> I don't think Phil can help too much on Dungeon insights, since the
> programming, and design for it was done by Ken Jordan and myself. I
> think Phil wanted to know as little as he needed to, so that he would
> be able to enjoy playing it as well. Phil Price did provide the basic
> plot lines we followed, so that the overall story followed his vision,
> but he trusted the rest of it to us while he was off programming for the
> military.
>
> It's amazing to see this game still talked about years later.

Another trick I liked was to go to a guild where you're an associate member and enter "666" Once you did that, you were pretty much all set.

4103. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1995Dec12.003003@msuvx1.memphis.edu>
Source record: 87125

In article <30CCE00E.42C3@massmedia.com>, Dan Pinal <danp@massmedia.com> writes:
> Miller, Daniel C. wrote:
>>
>> Ray Wilmott (rwilmott@mars.superlink.net) wrote:
>> : In article <817575463.6640@chowgar.demon.co.uk>,
>> : smoore@chowgar.demon.co.uk (Simon Moore) wrote:
>>
>> : > Does anybody nkow if this will run on Xformer 3?
>>
>> : Not answering your question, I know, but should anyone care -
>> : Alternate Reality (both City and Dungeon) runs under Rainbow.
>>
>> Well, the main problem with running most of these (like Fractalus and
>> AR) is getting past the copy protection on the diskette to make a
>> working disk image. So if you have done that, the image should work
>> on Xformer as well as Rainbow?
>>
>> Send it my way and I'll tell you. I own AR the City.
>>
>> ----------> From the Desk of Daniel Miller, Starving Artist/Parched Writer/Amiga User
>> ---------->
>> I'm not familiar with Xformer (sounds like an emulator, what platform?)
> but I wrote the protection for Alternate Reality: The Dungeon and
> co-wrote the game as well.
> The game makes massive use of display interrupts for color. The copy
> protection used as scheme called weak bits or fuzzy sectors, where a
> special sector on the disk doesn't read the same way twice. The game
> does copy protection at two points. The first is naturally when the game
> loads. The second is when a game is saved. There is a 1/8th chance the
> game will decide to do a protection check when it saves to disk. If it
> fails, the saved game is marked so that it will automatically fail when
> the game is loaded. All parts of the game are written as overlays, and
> they were all encrypted and checksummed to reduce tampering. There were
> also two copies of the protection overlay on the disk, the second one was
> only used during game saves, and then only a small percentage of the
> time (a final gotcha for crackers). The copy protection was designed to
> foil home duplicators, memory snapshot boards(Once a game passed its copy
> check, all of memory was snapshotted to a special boot disk), and all but
> the best code crackers. I would be amazed if anyone could get it to work
> on an emulator, or even past the copy protection. I think only a cracked
> version would have a chance of working, and I never saw it cracked. I
> did see one outfit have a 6 disk snapshotted version, but it would have
> failed randomly on game saves. I doubt anyone would be upset by a

> cracked version these days.
>
> Let me know if it works!
>
> danp@massmedia.com

Well, I grabbed a copy from someone here on the net that seems to work fine (no random failures) with sio2pc... Doesn't run on the Xformer, though.

4104. 800xl wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: The Kid <76371.40@CompuServe.COM>
Message-ID: <4aj9pkhmb1@mhadf.production.compuserve.com>
Source record: 87126

Wanted:::

I'm looking for an 800xl computer.. I can anyone help.. also where can I find a color monitor.. Sakata sc-100 or something along those lines.

--KID

4105. Re: linux executable emulator.

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1995Dec12.215748.589@signus.demon.co.uk>
Source record: 87127

nltd@grove.iup.edu wrote:
: Anybody know where I can get an executable version of the linux emulator of
: help me out with the makefile. When I try to make I get seperator problems
: in line 162. If anybody can help me out I would be grateful. Thanks in
: advance

I have had no problems building the emulator for Linux but if you
can mail the output produced and tell me the emulator release number
(0.2.1 is currently on ftp.demon.co.uk) I will have a look at it.

Version 0.2.5 will be uploaded in the next few days and will include
sound support via the network audio system - nas-1.2p2.tar.gz which
is available on sunsite. Other features added are vertical fine
scrolling and a replacement for the floating point library. The
replacement floating point avoids performs floating point maths without
going through the 6502 CPU emulation stage. This is the first stage in
implementing a basic OS that provides enough functionality to boot games
without requiring the original OS - anyone got a PD character set they
would like to donate :-)

Bye
--
David Firth <david@signus.demon.co.uk>
--
David Firth <david@signus.demon.co.uk>

4106. Re: Messages Lost :-(

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: classics@mail.nacs.net
Message-ID: <4aimjs$qb2@wariat.wariat.org>
Source record: 87128

John Haines (john_haines@pointless.gen.nz) wrote:
: Hi All, the Sysop that provides me with comp.sys.atari.8bit has just told me that I missed out on some messages addressed to me 2-3 weeks ago.. Since those messages are no longer available here, could the people that wrote them (if they can remember what they posted) please re-post so that I can have a chance to read/reply to the messages... - Thanks...

I suggest you check out the dejanews server @ http://www.dejanews.com.

steve
--
-- @ @ @ ----------------------------------- @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ----------------------------------- @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

4107. Re: Transfer 8-bit to PC - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: classics@mail.nacs.net
Message-ID: <4aimpr$qb2@wariat.wariat.org>
Source record: 87129

```
Brian Siano (siano@cceb.med.upenn.edu) wrote:
: classics@mail.nacs.net wrote:
: : Brian Siano (siano@cceb.med.upenn.edu) wrote:
: : : Okay, the story's simple. I have lots of old text files on my
: : : 8-bit disks, and I'd really like to transfer them to my PC with as
: : : little fuss and bother as I can muster. I've got the old 850
: : : interface, so hooking my 8-bit into my PC's serial port isn't a
: : : problem.
:
: : Load up a terminal program on your PC like Telix, and trasmit the files
: : from the 8 bit using BobTerm or other terminal program. I believe bobterm
: : has batch Y-Modem, which should make the job easier.
:
: I've had some troubles with BobTerm. A friend who knows the
: old Atai pretty well brought over his copy, and wouldn't ya know, it
: doesn't seem to work on my old Atari 800. We've been talking about my
: borrowing his 130XE or later model, but nothing's come of it.
:
: I'd like to suggest a strategy that perhaps some enterprising
: programmer could follow. It seems that there is a substantial problem
: in getting the PC to interface properly with the Atari disk drives.
: Would it be possible to work up a program for the Atari that would
: allow th PC to use the Atari as a kind of interface to the original
: disk drives?

APE 1.07 allows you to simply use the COPY command of Mydos 4.53 to write
files directly to the PC hard disk using the 'PC MIRROR' feature. Its
quite powerful and does what you describe.

The new version of the Pro System also allows you to make complete ATR
images is exisiting disks with any atari drive.

: Think of it this way. You plug a serial cable between the PC
: and the Atari interface, and load up the software on both systems. The
: software puts the Atari into a kind of "slave" mode, where the PC use
: can send a simple set of commands to the Atari: send file, receive
: file, disk directory, etc. There could be some kind of error checking
: protocol incorporated, and perhaps a rudimentary translation utility
: that would convert Atari's idiosyncratic ASCII into standard ASCII.
:
: Has anyone tried to work up something like this?

Already done :) Get APE @ http://www.nacs.net/~classics

Thanks!
```

Steve
--
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

4108. Re: sio2pc/Linux dosemu ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: classics@mail.nacs.net
Message-ID: <4aimin$qb2@wariat.wariat.org>
Source record: 87130

Preston F. Crow (crow@coos.dartmouth.edu) wrote:
: I'm trying to run sio2pc under dosemu with Linux, but it seems that
: dosemu isn't doing a low enough level of emulation on the serial port
: by default. Does anyone have any experience in setting this up?

Yes. Here is how to run APE under linux dosemu. It should work for
Sio2PC as well, should you choose to use that. (but why? ;)

Steve

APE 1.07 works under Linux

From: classics@seka.nacs.net ( )
Date: 1995/11/25

MessageID: 496e77$se8@wariat.wariat.org#1/1

---

organization: APK - Internet Provider for Ohio.
newsgroups: comp.sys.atari.8bit

Many people have asked me to make a native *nix version of Ape. Well, i
doubt that will happen anytime soon but as I type this over my PPP connection
to my Linux box, Im running a disk copy program on another console
in APE.

APE seems to run quite nicely under dosemu 0.60.x with a few small
modifications.

1) In the dosemu-60.x/serial directory, edit the file ser_defs.h and
change the following values:

a) The line #RX_READ_FREQ. Change the value shown to 19L.
b) The line #MS_MIN_FREQ. Change the value shown to 19L.

This will change how often dosemu updates the serial port status
registers for your dos box. We need FAST updates. Change it to
1L if ya feel like it :)

2) In /etc/dosemu.conf, emulate ONLY ONE SERIAL PORT. Comment all the
other ports out. If you enable 2 or more ports things get choppy as it
takes longer to update the serial registers.

3) (Re)compile dosemu and install it, run it, and run APE.

APE should work OK for you. I have /dev/ttyS0 emulated, with
'sillyint' set to off. Setting sillyint to the IRQ of your serial
port might yield some improvment if you still have trouble.

Now the bizzare part. The higher the priority you give 'dos', the
WORSE ape runs. If you set the priority with renice to say '14' then
APE runs so good even APE+ 56kbps ultraspeed works. Amazing.

Well, have fun. Ive been working for about 1 hr now on the linux box, with
APE running the Apple Bandits demo at priority 14, without any disk errors
at all each time it does its reload (about every 15 seconds).

Oops, this is on a 486/DX-100. Cant promise anything on slower machines.

Steve
--
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

4109. Re: Transfer 8-bit to PC - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: cmwagner@gate.net
Message-ID: <4aj471$koe@hopi.gate.net>
Source record: 87131

In article <1995Dec11.235357.13483@wariat.UUCP>,
Russ Gilbert <Russ.Gilbert@apk.wariat.org> wrote:
>I hope someone has been doing some null modem, sio2pc or ape transfers
>using BobTerm. The real question here in this thread is does BobTerm
>so called y-modem batch work properly with various flavors of today's

I have done file transfer with BobTerm via a NULL modem cable.

>y-modem, which are all based, (HELP ME IF YOU KNOW) on Chuck
>Forseberg's y-modem g (a batch protocol). I remember reading in DSZ
>docs (DSZ is Forseberg's z-modem and y-modem package) that there are a
>number of 'y-modem' implementations. Y-modem -g of DSZ is, I am really
>almost sure here, not like 1k xmodem batch.

Ok, since I have seen quite a bit of confusion on this subject I am going
to attempt at setting it straight...

Xmodem1K - a non batch XmodemCRC-based protocol with 1K block sizes
Ymodem - based on XmodemCRC, but has batch abilities, 1K block size, often
confused as Xmodem1K Batch, there is no such thing, afaik.
(basically the same thing as Xmodem1K, but has batch abilities)
YmodemG - based on Ymodem, but the difference is that it lets the modem
handle the error correction and is apparently a full streaming
protocol (i.e. doesn't wait for the other end to ACK/NAK,
because the modem hardware already handles the error correction
and the data should be there safely).

Ymodem and YmodemG are not the same.

>BobTerm's y-modem batch doesn't work so good with
>PC/unix/linux/gnunix/?nix implementations of y-modem batch. Use single
>file 1k xmodem with BobTerm I think.

This may not be due to protocol implementations, but it could be due to
line conditions, or possibly due to an inadequate datapump.

I have never had a problem transferring files from Bobterm via Ymodem to
my PC via NULL modem cable.
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

4110. Re: SCRAM documentation?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <148816@cup.portal.com>
Source record: 87132

Larry Silverman (larrysilv@earthlink.net) writes:

>Does anybody have a copy of the documentation for SCRAM, the nuclear
>reactor simulation which was released by Atari on cassette?

Heh. ANOTHER item I spotted in my longtime computer-buddy's until-
recently-unsuspected hoard of Atari docs! I believe I could lay a
hand on a copy of it if you don't get it elsewhere in a week or two...

Pester me if you need it, and supply your snailmail address...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4111. Re: Old 8-bit Game

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: uanrbza@grove.iup.edu
Message-ID: <1995Dec12.134141.2847@news.iup.edu>
Source record: 87133

In article <493.6552T1363T26@dellos.demon.co.uk>, mclane@dellos.demon.co.uk (mclane) writes:
>Michael Kling (kling@cis.picker.com) Spoke to All, So I replied :-
> MK> I seem to remember an old 8-bit game called Omega Race. It was an
> MK> arcade translation that had vector graphics. Does anybody remember
> MK> if this game was released on any 8bit system?
>
> MK> Mike Kling
>
>Vic 20 as a cart...only one I think.
>
>--
> mclane@dellos.demon.co.uk
> [-----------------------------------]
> I Will Attack, And You Dont Want That
>--
>
>
>
>.... And all the Borg left was this copy of Windows...

Uh...
ANALOG computing put out a game---like rip-off I think this games
sorta resembled the old Omega Race game..not sure though
bacterion????
check it out..I may be wrong..
L8R!!!

^ ^
DISK DOCTOR
()
__/

4112. Re: Paddle Control

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: peter.schmitz@tronic.de
Message-ID: <4aju4q$j7k@Dortmund.Germany.EU.net>
Source record: 87134

schlecht@informatik.tu-muenchen.de (Norbert Schlechter) wrote:

>I just bought Atari Tennis on the old VCS 2600. This game is controlled with paddles.
>Is it possible to use these paddles with an Atari XL and if, what games support paddle control?

Yes, it is. Only few games supported the paddles - the original
"breakout" was one of them. I think, Kaboom was another one, and there
was a German strategy game named "Herr der Laender". Does anyone know
further games with paddle support?

Peter

4113. SCRAM documentation?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: larrysilv@earthlink.net
Message-ID: <4aj1f5$s0e@mars.earthlink.net>
Source record: 87135

Does anybody have a copy of the documentation for SCRAM, the nuclear reactor simulation which was released by Atari on cassette?

4114. Re: Joystick Ports

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: cliffl@mail.netshop.net
Message-ID: <4ajdl5$s6a@news.netshop.net>
Source record: 87136

Jeff Potter <potter> wrote:

>Will Dwinnell <predictor@delphi.com> wrote:
>>I have been wondering if connecting the joystick ports on one computer
>>with those on another computer (both Atari 8-bits, obviously) could be
>>used for a simple, if crude, communication line? What I had in mind was
>>something where two joystick cords (from broken joysticks, say) were wired
>>together, and plugged into each computer's port. Is it that simple, or would
>>more electronics be required?

>It's been done. Check out Chuck Steinman's GameLink I. He designed it, built
>a prototype, and released a Tic-Tac-Toe game as an example. Apparently nobody
>ever replied to him, or sent any shareware registrations. He also noted that
>it was limited in speed due to the response time through the PIA chip (don't
>remember the details). He later worked on GameLink II, which uses the SIO
>bus for inter-computer communication. He and I worked on it and released a
>game (AGDAGON) using the principle. Communication is reliable up to at least
>32kbps.

>I also remember seeing a DUALDUEL game, with the joystick ports. It was a
>clone of Battlezone (?) or whatever that vector-drawn 1st person tank battle
>game used to be called.

>--
>Jeff Potter
>...potter@escmail.orl.mmc.com
>...74030.2020@compuserve.com
>...JDPOTTER@genie.geis.com

This may be a side point but...

WHATEVER THAT VECTOR-DRAWN 1ST PERSON TANK BATTLE GAME USED TO BE
CALLED!!!!????????!!!!!!!???????

I LOVED that game!!! It was one of the best invested quarters in the
arcade in its day! 15 - 45 minutes of entertainment a pop!!
Grrrr!!!!

...whatever that vector-drawn 1st person tank battle game used to be
called...!!! REALLY! I NEVER!....

:)

BTW: It was by ATARI!

Cliff
cliffl@mail.netshop.net

4115. Re: joystick.h for linux emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1995Dec12.221029.769@signus.demon.co.uk>
Source record: 87137

nltd@grove.iup.edu wrote:
: anybody know where I can get joystick.h for the linux emulator? I could
: really use it since the keyboard emulation is kind of shaky. Thanks.

The joystick under linux is handled as a loadable kernel module. It is
stored on sunsite under kernel/patches/console/joystick-0.7.3.tar.gz

While your at it you may want to download and install the Network Audio
System (apps/sound/servers/nas-1.2p2.tar.gz) in preparation for the
next release.
--
David Firth <david@signus.demon.co.uk>

4116. Derek Mihocka

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: nltd@grove.iup.edu
Message-ID: <1995Dec12.164117.2854@news.iup.edu>
Source record: 87138

I hate to agree, but I would have to say the same about the tech support thing. I bought 3.2 and asked about the procedure to upgrade to 3.3. I dodn't even get a hello, just a terse message about going to the web page and signing on to the list for upgrades. This wouldn't upset me normally, but I signed up to get 3.2 and it took over 3 months with no explanations and pretty some pretty rude responses from him when I got them at all. I think Derek Mihocka is a great programmer and his accomplishments are many, but I also think for people to accept your work and to build a base of good customers you need to lighten up. After all, we are only trying to support your cause (and ours too) in keeping the Atari machines alive. Sorry if I have offended anyone, I only wanted to speak my opinion.

Cliff Friedel
nltd@grove.iup.edu

the fortune of day:
If you want to stay healthy .... EAT MORE CHINESE FOOD!

4117. Re: Running Action! under PC-Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: DaWorm@gnn.com
Message-ID: <4al298$2tn@news-e1a.megaweb.com>
Source record: 87139

believe it or not, there are still copies of the Action! disk floating around out there. In the last 5 years I've seen two go on sale in the local area alone. Now, while I really shouldn't say this, there is a bootleg version of 3.6 floating around (3.6 was the last cart version) out there that does run. Your best bet though would be to talk to Mike at FTe and see what he may be able to do for you...he did put Mac/65 out for the PCX...

Mike
Mike

4118. Re: Running Action! under PC-Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <148821@cup.portal.com>
Source record: 87140

Ryan, I have a cracked/disk based version of Action! but IMO it is not nearly as good as the real thing. For instance, the 8 k banks were converted to a 16k file so you don't have a much free memory. It's less of a problem then it could be since I/O on the emulator seems to be a lot faster, but it still actually takes longer to do the compiles even from ram. I didn't crack it so I don't know what's going on. Anyway, if you want to petition Mike at FTE to give you/me approval for getting a copy to you, I take care of my end.
Rick

4119. Re: Super Pac-Man from B&C

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <148815@cup.portal.com>
Source record: 87141

Hmm... looks like I've been missing some interesting discussions here.
First I see a list of "Atari 800 carts" that includes Tower Toppler, which
as far as I know (well, have ever HEARD, in thirteen-plus years of Atari
mania) NEVER CAME OUT for the 800 (only for the 7800 game system) -- and
now I see Clay Halliwell referring back to a Michael Current article
that I missed COMPLETELY, in which Michael apparently bought some stuff
from B&C that was "never released," prompting Clay to -- once again;
TWICE in about EIGHT messages! -- bring up "Tower Toppler!"

So, let me simply shriek to the heavens: "DID they do Tower Toppler for
the Atari 800? If so, where can I get it? I want it!"

Thank you.

Chris

4120. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <148811@cup.portal.com>
Source record: 87142

Dan; Great great game, but I hated that copy protection! I remember having to hold the damm start key down for 2 or 3 minutes before I could get a good read during some portions of the game. I also used to try & time my pushing the start key for 'just as the drive was begining to slow' to get it to do a good read. Worked like this with 1050s, US doublers, Indus, and wouldn't work at all with my ATR8000 because the disks weren't made on something that uses the timing holes.
Anyway, my son was a freshman in HS in '87 I think. One of his friends that had a part time BBS had him phone & sure enough, both AR The City & The Dungeon were up. In hindsight, I wish I would have got the images then since I had nothing but trouble with the purchased disks & they have since gone bad.

4121. Re: ST mouse on 8bit (was Re: 8bit questions)

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: peter.schmitz@tronic.de
Message-ID: <4ajofd$gfd@Dortmund.Germany.EU.net>
Source record: 87143

rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:

>In article <490svt$ids@news.indy.net>, John Noel <noeltox@indy.net> wrote:
>>I found an old ST mouse. and was testing it on my 130XE with a program
>>called GOE demo. It works pretty well. Anyone know of any other
>>programs that support this type of setup? The joystick inputs values
>>into the stick(0) and paddle(0,1). Any ideas? Thanks.

>One program that comes to mind that you can use it with is Missile
>Command. Hit control-T, then use the mouse/trakball as your controller.

The German applications package SAM (including word processor, paint
prog, cardfile and graphical desktop) was published in 1988. After you
have launched a special patch the developers added to their package,
SAM uses the ST mouse instead of the standard pointing device
(joystick) on 130 XE computers (and 800 XL/65 XE, but due to lack of
swap memory SAM runs not so good on these 64 kB machines). The package
was published by RE software, Bretten, Germany, and is spread widely
in Germany because it hadn't any copy protection.

Peter

4122. Re: SIO2PC 74LS00 version problem with 1200XL?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: dperuski@utk.edu
Message-ID: <4ajvec$5ir@gaia.ns.utk.edu>
Source record: 87144

In <4aid2n$jjr@blackice.winternet.com>, rbmier@winternet.com writes:
> You said 'Works without Modification' . I don't understand this at all as the
>Logic in the SIO2PC cable needs +5 Volts from the 1200XL. The only way to get this
>is to go inside the 1200XL and short out or remove R63 and replace it with a jumper

Ahhhh...This may be the problem, and explains why the HCT series chip almost
works. I found if I put my fingers in some areas of the chip, I was able to get it
to work fine. I did not know of the resister. I have not done much with my 1200
because when I was very active in Atari I used a 400 modified for BBS and a
130XE. Thank you. I will short the resistor and try again.

4123. Re: 8-bit stuff wanted...

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: peter.schmitz@tronic.de
Message-ID: <4ajpbe$h0j@Dortmund.Germany.EU.net>
Source record: 87145

The Kid <76371.40@CompuServe.COM> wrote:

>I'm looking for a few 8-bit items...
>I need a printer and interface. I would prefer an epson or gemini 10x.. also a 1200-2400 baud modem... I am getting into 8-bit programming .. if you have any atari stuff you'd like to sell..
> let me know...
> -- Kid

I have got some stock left on "Competition pro free connection" IR remote controllers with sender and receiver for digital joysticks (just as for the XL/XE and ST machines) and would send them to anyone without charge, just for the postage fee. Write me a PM please, if you want it (and everyone else - I guess I still have quite a dozen of those remote controllers. My private mail address is:

peter.schmitz@protel.de

I am searching for XL/XE Game cartridges, especially Pole Position, Star Raiders, Donkey Kong, Mario Brothers (oh yes! They all used to be there that time...) and Frogger.

Peter

4124. joystick.h for linux emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: nltd@grove.iup.edu
Message-ID: <1995Dec11.211106.2830@news.iup.edu>
Source record: 87146

anybody know where I can get joystick.h for the linux emulator? I could really use it since the keyboard emulation is kind of shaky. Thanks.

Cliff Friedel
NLTD@grove.iup.edu

4125. Getting 'requires 48K ram' message with XF33demo

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-12 00:00:00 UTC
From: darreld@access4.digex.net
Message-ID: <4ak1lc$212@news4.digex.net>
Source record: 87147

Hi all,
I'm trying to run an ATR file from the XF33demo and I always
get 'requires 48k Ram' message and then nothing. Is there a
command line switch that will allow me to switch modes before
I start xf33demo, or is this a feature of the demo version?

I live pretty close to Toad computers so I tink I'll make a
run up there this weekend and see if they have XFormer 3.3

BTW, the ATR is Spelunker. Any help appreciated.

-Darrel
--
---
* Darrel L. Davis - darreld@access.digex.net cis:76350,720 *
* ddavis@twave.com *

4126. WANTED: Mr. Do

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-13 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <30CF3A5A@syrinx.dyess.af.mil>
Source record: 87056

On 13 Dec 1995 05:50:56 GMT, Scott Butler said:

> I'm desperately seeking an 8-bit version of Mr. Do. Was this ever released
> officially? Did our friend Glenn the 5200 Man ever "port" the 5200
version?

As a matter of fact, DataSoft released a most excellent version of Mr. Do
for the 8-bits. It was really good... included the all the music, little
graphical flourishes, and intermissions from the arcade.

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | /////////// M A T H

4127. BattleZone

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-13 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <30CF3B52@syrinx.dyess.af.mil>
Source record: 87057

On 2 Dec 1995 , classics@mail.nacs.net ( ) said:

>: >I also remember seeing a DUALDUEL game, with the joystick ports. It was
a
>: >clone of Battlezone (?) or whatever that vector-drawn 1st person tank
battle
>: >game used to be called.
>:
>: This may be a side point but...
>:
>: WHATEVER THAT VECTOR-DRAWN 1ST PERSON TANK BATTLE GAME USED TO BE
:> CALLED!!!!????????!!!!!!!???????
>
>Battlezone, an Atari black and white XY. Had a two handle tank control,
>quite a cool game if you can find one.

I think he knows that, Steve. He was being sarcastic and outraged that JD
wasn't absolutely certain about the title of BattleZone.

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | /////////// M A T H

4128. WANTED: Some documentation .

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-13 00:00:00 UTC
From: Mariano Dominguez <mariano@fciencias.unam.mx>
Message-ID: <4amt1k$t2q@academ00.mty.itesm.mx>
Source record: 87058

Hola...
Anybody knows where can i get a copy of :

+KYAN pascal documentation.
+B/GRAPH documentation and enhancement disks
+Sparta dos documentation.
+Movie maker doc.

Also, anybody want exchange software ?, send me your lists and I reply with my list.

M.

4129. Re: 8-BIT GAMES FOR AUCTION

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-13 00:00:00 UTC
From: peter.schmitz@tronic.de
Message-ID: <4am9tc$6f1@Dortmund.Germany.EU.net>
Source record: 87059

Hello, fellow-8-Bit-friends!

In his "8-Bit Games for Auction" posting, jrm8248@cc.utah.edu (J
Manazer) wrote:

>This is an auction update....bidders will be sent a comlete listing as
>well as rules etc....the bidding will end on saturday december 16, 1995
>at midnite.

And so on.

Unfortunately, his E-Mail address is unknown by the server
cc.utah.edu. That server doesn't know user jrm8248 and responds with
Error 550 (unknown user address) to biddings.

What's wrong? Can anyone out there help?

4130. Re: Joystick Ports

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-13 00:00:00 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <121395123305Rnf0.79b6@stingray.manawatu.gen.nz>
Source record: 87060

Rick_Michael_Cortese@cup.portal.com writes:

>Will, you're right in your assumption you can hook two Ataris together
>by the joystick ports. If you just go from Atari to Atari, you don't
>need any additional parts, just cross pins 1 & 2 in null modem fashion
>from the two Ataris & run one of the MPP handlers. As I recall, if you
>run the MPP Express program, you have to also tie the orange line
>to ground & force terminal mode to get going. The only limiting
>factor is the maximum baud rate is only about 300 baud. I think
>you can get 450 from MPP Express, but the only other piece of equipment
>besides an Atari to Atari link that used to be able to use it was
>CIS according to the docs. I should have mentioned, you have to tie
>the grounds together also, they are invariably the black leads.
>Rick

If you're using old joystick connectors, then you should avoid connecting
the +5V lines together, else it might cause a headache for one or both of
the 8bits wouldn't it?

Richard.

4131. Re: Derek Mihocka

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-13 00:00:00 UTC
From: circle <circle@basenet.net>
Message-ID: <4alm09$jfa@news.accessus.net>
Source record: 87061

nltd@grove.iup.edu wrote:
>
> I hate to agree, but I would have to say the same about the tech support
> thing. I bought 3.2 and asked about the procedure to upgrade to 3.3. I
> dodn't even get a hello, just a terse message about going to the web page
> and signing on to the list for upgrades. This wouldn't upset me normally,
> but I signed up to get 3.2 and it took over 3 months with no explanations
> and pretty some pretty rude responses from him when I got them at all. I
> think Derek Mihocka is a great programmer and his accomplishments are
> many, but I also think for people to accept your work and to build a base
> of good customers you need to lighten up. After all, we are only trying to
> support your cause (and ours too) in keeping the Atari machines alive.
> Sorry if I have offended anyone, I only wanted to speak my opinion.
>
> Cliff Friedel
> nltd@grove.iup.edu
>
> the fortune of day:
> If you want to stay healthy .... EAT MORE CHINESE FOOD!
amen

I tooo have had nothing but terse and stupid comments when after
shelling out the bucks the damned 3.3 dosent work anywhere near to
my satisfaction. I have seen freeware for the pc that makes this
programmer look bad.

Having been into ataris since 1980 and owning one of the first
systems available in my area, I have to say this guy is gonna bring
down the house. isnt there a GOOD solid programmer who can take the
atari os and translate it into a good working pc based program?????
AND not be such a buttmunch when asked a realistic question???

I made a long dx phone call 2 days ago for "tech support" hahahaha

I asked if the sounds were supposed to be exact or even close to
the REAL atari sounds (specifically on boulderdash) or if I should
expect a loss of quality. he responds that some of the sounds wont work
hell , where i live it says in the adds that the paid for program WILL
emulate the pokey chip WHICH IT DOSENT ... not in the slightest. I
KNOW what it is supposed to sound like, and it dont, plain and simple.
almost all the sound is gone from the games ive tried. so much for
one set of lies.

I decided ok,,,at least it has some sound ,,,,next question.

my pc joystick that works on every other program for the pc that i own, wont respont to the xformer program. what gives and how do i reconfigure it ????

His only response is "it works" well, folks , IT DONT.

If that is technical support , ...it aint

If you have had similar experience with the false advertising, etc please email me, as I am considering different courses of action, since the company refuses to help the people who are buying the stuff that dosent work.
oh, and btw i only counted 24 pages in my "40 page manual "

(boy this feels good)

circlemaster

atarian since nov.1980
sysop circle bbs (atari only) 1982-84
president southern illinois atarians 1981-1985

4132. Re: Ape 1.07?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-13 00:00:00 UTC
From: classics@mail.nacs.net
Message-ID: <4an3vh$4bu@wariat.wariat.org>
Source record: 87062

Preston F. Crow (crow@coos.dartmouth.edu) wrote:
: In <4aimin$qb2@wariat.wariat.org> classics@mail.nacs.net ( ) writes:
:
: >Preston F. Crow (crow@coos.dartmouth.edu) wrote:
: >: I'm trying to run sio2pc under dosemu with Linux, but it seems that
: >: dosemu isn't doing a low enough level of emulation on the serial port
: >: by default. Does anyone have any experience in setting this up?
:
: >Yes. Here is how to run APE under linux dosemu. It should work for
: > Sio2PC as well, should you choose to use that. (but why? ;)
:
: >
: >APE 1.07 works under Linux
:
: Where is APE 1.07? I can only find 1.06 with archie.

Ape 1.07 w/ the Pro System can be had at the Ape Home Page @
http://www.nacs.net/~classics

It may also be available at umich in the 8bit/Ape directory, but things happen
so slowly there, I wouldnt count on it yet. :)

Steve
--
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

4133. Battlezone

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-13 00:00:00 UTC
From: buescher@shed.inel.gov
Message-ID: <BUESCHER.95Dec13073829@shed.inel.gov>
Source record: 87063

And for the unrepentant heretics like me who have a PC, there is a very accurate adaptation of Battlezone for Windows in the "Microsoft Arcade" package which has near perfect versions of Battlezone, Missile Command, Centipede, Asteroids, and Tempest. Almost the only Windows software I ever run (I also use the student version of matlab sometimes, but mostly run octave, the GNU matlab clone, under linux instead)...

Brent

4134. Re: Joystick Ports

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-13 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <148850@cup.portal.com>
Source record: 87064

Richard, I don't think the standard Atari joystick cable brings out
the 5V line. It was a constant source of annoyance for me since
I had a ton of those along with a 800XL that wouldn't take standard
9 pin connectors from a parts store because of the hoods. For that
matter, my first modem, a Volkmodem 300 baud that I had a cable to
hook up to my joystick port wouldn't fit either w/o first removing
the hood. I think I paid $34.95 for that cable & if you've ever seen
any of my JS to RS232 stuff, you know how I figured it out. Just a
zener & resistor in there so I figured $32 of the price was profit.
Of course you are right if you use a paddle controller vs JS. I
bought several at thrift shops just to get a source of them.
Rick

4135. Re: Why I won't do business with Darek Michoca

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-13 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4alh4s$8so@news.xmission.com>
Source record: 87148

GateKeeper (Gate.net) wrote:
:
:
: Has anyone else here noticed how little patience Darek has
: with his customers and potential customers. Many people I have
: encountered have suffered verbal abuse at the hands of Darek Michoca
: over simple problems and misunderstandings.

More ranting deleted...

And everyone wonders why there isnt much else out there for the old
8bit Atari!

How about keeping your beef with Darek between the two of you, and
not carrying it over to all of CSA8.

Have you DONE ANY business with Darek? The last sentence seems to
indicate you have YET to even purchase anything from Darek, hence
you would be unfit to complain.

Who are you anyway? How dare a "newbie" come into this conference and
start slandering (which is exactly what you're doing) an Atari supporter
without any "apparent" first-hand knowledge.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

4136. Emulator Envy - XFormer 4.0 Wish List

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-13 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <4allkn$8ag@stratus.skypoint.net>
Source record: 87149

I just downloaded an outstanding Apple IIe emulator for Windows and Windows 95, written by one Michael O'Brien. This is by far the nicest emulator for Windows I've ever seen. I got the Windows 95 version - it's extremely cool! The most common features - the help files, disk image management, sound and joystick setup, and an integrated debug monitor - are available on a small tool palette to the right of the main display area. The whole thing is a complete joy to use....it almost makes me wish I was an Apple II fan. But, I've been a die-hard Atari fan since the beginning, so.....

I'm dreaming of the day when an Atari 8-bit emulator that's this easy and convenient to use will be available for Windows 95. Any screenshots of Xformer 4.0 available yet? Think we could get a cool little tool palette on the side like the Apple IIe emulator has? When will XF4.0 for Win95 be ready?

Ready to send money....

Scott

4137. WANTED: Mr. Do

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-13 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <4alpk0$bbk@stratus.skypoint.net>
Source record: 87150

I'm desperately seeking an 8-bit version of Mr. Do. Was this ever released officially? Did our friend Glenn the 5200 Man ever "port" the 5200 version?

Thanks,
Scott

4138. Re: Running Action! under PC-Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-13 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <BgtzwksjY1BK088yn@IBM.NET>
Source record: 87151

```
In article <4al298$2tn@news-e1a.megaweb.com>, DaWorm@gnn.com (Mike) wrote:
>was the last cart version) out there that does run. Your best
>bet though would be to talk to Mike at FTe and see what he may
>be able to do for you...he did put Mac/65 out for the PCX...

Ok, what's Mike e-mail address?
```

4139. Re: Internet Software

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-13 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DJIKMq.Gxo@iglou.com>
Source record: 87152

In article <loughlin-0912951735170001@abb-annex1-slip56.cis.mcmaster.ca>,
Stephen Loughlin <loughlin@epas.utoronto.ca> wrote:
>I am looking for information concerning what software is available to
>connect a friend's Atari to the usenet, ftp, www, etc. I apologize for
>not knowing his model - I would like to surprise him. Could someone point
>me in the right direction. I would appreciate this greatly.
>Thanks
>Stephen
>
If your friend has an ST, Mega, TT or Falcon, you should try the
comp.sys.atari.st newsgroup. For the 8-bit computers, all that's
available at present are terminal programs for connecting to a shell
account. There are several of these available with different
options for speed, terminal emulation, and upload/download protocols.

--
"Goodness me, could this be industrial disease?" Dire Straits

4140. Re: Old 8-bit Game

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-13 00:00:00 UTC
From: Joe.Blenkle@1657.gigo.com
Message-ID: <bf7_9512132045@gigo.com>
Source record: 87153

In a message of 12 Dec 95 10:41:40, Uanrbza@grove.Iup.Edu wrote:

U> In article <493.6552T1363T26@dellos.demon.co.uk>, mclane@dellos.demon.co.uk
(m
U> clane) writes:
U> >Michael Kling (kling@cis.picker.com) Spoke to All, So I replied :-
U> > MK> I seem to remember an old 8-bit game called Omega Race. It was an
U> > MK> arcade translation that had vector graphics. Does anybody remember
U> > MK> if this game was released on any 8bit system?
U> >
U> > MK> Mike Kling
U> >
U> >Vic 20 as a cart...only one I think.
U> >
U> >--
U> > mclane@dellos.demon.co.uk
U> > [-----------------------------------]
U> > I Will Attack, And You Dont Want That
U> >--
U> >
U> >
U> >
U> >.... And all the Borg left was this copy of Windows...
U>
U>
U> Uh...
U> ANALOG computing put out a game---like rip-off I think this games
U> sorta resembled the old Omega Race game..not sure though
U> bacterion????
U> check it out..I may be wrong..
U> L8R!!!
U>
U> ^ ^
U> DISK DOCTOR
U> ()
U> __/
U>
U> --- News headers follow ---
U> Path:
calweb!pagesat.net!netserv.com!aimnet.com!news.sprintlink.net!newsfeed.i
U> nternetmci.com!in1.uu.net!grove.iup.edu!grove.iup.edu!UANRBZA
U> Newsgroups: comp.sys.atari.8bit
U> Subject: Re: Old 8-bit Game
U> Message-Id: <1995Dec12.134141.2847@news.iup.edu>

U> From: uanrbza@grove.iup.edu (DISK DOCTOR)
U> Date: Tue, 12 Dec 1995 18:41:40 GMT
U> Reply-To: uanrbza@grove.iup.edu
U> References: <1995Dec10.210600.27536@picker.com>
<493.6552T1363T26@dellos.demon
U> .co.uk>
U> Organization: Indiana University of Pennsylvania
U> Nntp-Posting-Host: maple.grove.iup.edu
U> Lines:

Omega Race was also put out on a ColecoVision cartridge....
--
: Fidonet: Joe Blenkle 1:203/1657 .. speaking for only myself.
: Internet: Joe.Blenkle@1657.gigo.com

4141. FlickerTerm 80

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-13 00:00:00 UTC
From: halliwee@TS436.dyess.af.mil
Message-ID: <30CF30C7@syrinx.dyess.af.mil>
Source record: 87154

On 8 Dec 1995, Chris_F_Chiesa@cup.portal.com said:

> General note to Clay Halliwell:
>
> When developing your "Wait" macro, can you possibly make it possible to have
> SEVERAL conditions waited-for and branched-on? Something like:
>
>%Wait "CONNECT" %Jump Connected | "ERROR" %Jump Failed | "BUSY" %Jump Redial
>% [default behavior here]

While I'd love to be able to do this, the problem is that Flick is a real-time application, and the more strings you're looking for simultaneously, the greater chance there is that you'll start dropping characters. There's no chance of *missing* characters, since macro processing takes place in the main loop-- but the macro processing itself will drag the overall speed down.

>I.e, you could wait on any of SEVERAL strings (heck, I'd like to wait on
>MORE than just incoming-serial strings; suppose I wanted to be able to
>"press OPTION to abort" in the middle of a macro?), and jump to the appro-
>priate label BASED ON the event that actually occurred.

Now you're getting into features beyond the scope of Flick. However, Flick will abort a macro sequence if you enter any menu (it drives me nuts that BobTerm doesn't do this).

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | //////////// M A T H

4142. Transfer 8-bit to PC - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-13 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <30CF3921@syrinx.dyess.af.mil>
Source record: 87155

On 11 Dec 1995, Russ.Gilbert@apk.wariat.org said:

>(Clay Haliwell (author of Flickerterm 80, or is that Earl.) talks about
>1k xmodem batch being a good description of y-modem batch.)
>I hope someone has been doing some null modem, sio2pc or ape transfers

Argh!! I thought I was being clear but apparently not...

There is no protocol named "1k Xmodem batch". However, as I said,
that would be an apt *description* of Ymodem. Ymodem uses Xmodem
handshaking, 1k blocks, and it batches.

Furthermore, saying "Ymodem Batch" is redundant. There is no such
thing as a non-batch Ymodem. Non-batch "Ymodem" is properly called
Xmodem 1K.

Oh, screw it--

Xmodem 128-byte blocks
Xmodem 1K 1024-byte blocks
Ymodem 1024-byte blocks, batching

(actually, according to the spec, any Ymodem protocol should support
arbitrary mixtures of 128- and 1024-byte blocks)

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | /////////// M A T H

4143. Re: Paddle Control

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <4ao2t4$slm@news.ios.com>
Source record: 87065

Halliwell E Sra 436TS/TAC (halliwee@ts436.dyess.af.mil) wrote:

: Rick_Michael_Cortese@cup.portal.com sez:

: > Norbert, I think either Popcorn or Burgers supported the paddle
: controllers
: > but I can't remember which one.
: > Rick

: There was also this really old game where you used the paddle controller to
: move a little stick around on the screen. I forget what exactly the game
: was... something about bouncing this tiny little square into a bunch of

Oh please, you mean Break-Out! You didn't happen to write that one did ya?
Or how about pong?

However Araknoid probably is better.

And I think Slot Car Driver (stinx)

4144. Re: WANTED: Mr. Do

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <4ao480$slm@news.ios.com>
Source record: 87066

Scott Butler (sydtech@skypoint.com) wrote:
: I'm desperately seeking an 8-bit version of Mr. Do. Was this ever released
: officially? Did our friend Glenn the 5200 Man ever "port" the 5200 version?

Well I think that there is an actual 8-bit version of this one.

As well as Mr. Do's Castle.

have both here somewhere, Hmm I wonder if the Castle one is original or not

4145. Re: Why I won't do business with Darek Michoca

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <4ao05d$ift@news1.halcyon.com>
Source record: 87067

In article <4ajcou$14me@news.gate.net>, GateKeeper <Gate.net> wrote:
>
> Has anyone else here noticed how little patience Darek has
> with his customers and potential customers. Many people I have
> encountered have suffered verbal abuse at the hands of Darek Michoca
> over simple problems and misunderstandings.

Blah blah blah. a) please spell my name right. b) I see you find it necessary to hide behind the veil of anonymity. c) no one forces you to talk to me. If you wish to buy one of my products you can do so from any one of dozens of Atari dealers in the U.S., Canada, Germany, England, Sweden, Austria, you name it. Any one of these dealers can answer your questions about the products, and you can order the products through them. If you find it necessary to contact me directly, then all I ask is that you don't waste my time asking bonehead questions, especially for things that are clearly explained on my web page or other product literature. If you want product support, there are clearly defined ways to get that from me. I don't appreciate phone calls at 1am, which is when some people feel it's appropriate to call and ask for product support. For me, 1 am is not. I challenge you to name one other developer or software company that will accept a product support call at 1am or 3am or even 8am on a Sunday morning. Can't name any? So why expect it from me? I also challenge you to name one other software developer or company that will permit someone to call them, claim to own a copy of their product, and demand a free software upgrade right there and then. Bozos call me up every week demanding exactly that. All I ask of people is that they mail in their product registration card so I know they legitimately purchased the product. For many computer users this simple act of putting a 20 cent stamp on a card and mailing it in is too much to ask, yet those same people are willing to spend $10 on long distance phone charges to call me and give me excuses for why they didn't mail in the card.

You might not realize this, but there are a lot of whacked out people out there who unfortunately have interest in my products and I have to deal with them. You apparently are one of them, but as I have no clue who you Mr. Gate Keeper are or why you're bitching and whining, I can't comment on your particular situation.

Look. I am a programmer. I like to write software. I am not a computer dealer. I don't operate a retail outlet. I would MUCH RATHER PREFER that you do business with a real Atari dealer who will gladly take your call and answer your questions, and leave the business of writing software up to me.

If you must call me or send email to me and wish to be spared the pain and suffering of being verbally absued by me, then simply follow these simple steps:

- if you are already a customer, mail in your registration card. Don't ever attempt to contact me for product support until I have your registration card. If I am not convinced that you are a legitimate customer, I can't help you. And given the wide spread piracy of PC Xformer (as with any software only product), it is not sufficient to just tell me you own it. I need proof.

- if you are not yet a customer, first check my web page at http://www.halcyon.com/brasoft/ to see if the information you need is posted on there. If it isn't, then call me and make sure you know in advance what it is you wish to find out.

- if you are calling to place an order, call an Atari dealer instead. They need the business. If you don't support your Atari dealer, he won't stay around much longer, and he'll be less pissed at me for selling to the customer directly.

- if you are calling to report a bug in a product, have details about the bug. Like what you were doing. What program you were running. What kind of PC you have. That kind of stuff. You wouldn't believe the number of bug reports I get that just say "I tried PC Xformer. It didn't work. When are you going to have an upgrade that does?" A bug "report" like that tells me absolutely nothing other than the fact that the customer must be telepathic and expects me to be so too. Last time I checked, I was not telepathic.

- if you are calling to ask what my next product is I'm working on and what features it will have, just go fuck off. I used to be nice and actually tell people what I was working on, but in return I would end up reading posts on the net talking about products I hadn't even announced yet. So unfortunately I am forced to not give out any information other than what I publically post on my web page or print in my magazine ads and newsletters.

- if you are calling to ask how to upgrade from a previous version of the product that you own, stop! Don't even attempt to call me because I will bite your head off. Real customers of mine, who mail in their registration cards, get upgrade notices in the mail. If you do not ever receive upgrade notices or newsletters from me, then you have failed to mail in a registration card. Go back to step 1.

That should cover 99.9% of the situations where I verbally abuse someone. And to answer the next question, yes, PC Xformer 3.3 upgrade notices are being printed as we speak and will be mailed out over the next few weeks.

- Darek

--
==========

Darek Mihocka the PC Xformer and Gemulator guy, email:brasoft@halcyon.com
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 WWW:http://www.halcyon.com/brasoft/

4146. Re: Why I won't do business with Darek Michoca

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <148863@cup.portal.com>
Source record: 87068

You guys, if we've ever smelled a thread that should be buried, I think this is it. For all his programming talent, Derek is still just a kid relative to most of old timers here. I don't think it is bright to call your customers idiots or for that matter make stereotype comments like all 8 bitters are thieves & pirates, but after I get over the initial flush of emotions I realize it's just a guy right out of college and hasn't quite developed all the other skills he may need for the next 60 years of his life. Actually, if you want to get in a flame war, the comp.sys.atari.st group is the place to visit. Derek seems to provoke an even greater response there with his posts & the ST group as a whole seems to love to bite on flame bait.
As close as I will come to defending Derek is to say I have strong reasons to believe he isn't as savy about the way people access the net as he probably is with his own hookup. For instance, I imagine some people may have a web browser that doesn't allow transfers because they are teleneting or even using something like email to access the web. The whole http://www thing is completely useless to these people as a means of getting upgrades. *IF* you do have a decent web browser, I did bother to verify that everything that Derek said is there can be found. That I found it at all is amazing, I'm trying to remember how long I've been on the net, seems like 5 or 6 years, & I still plead ignorance to most functions beyond reading & posting to this newsgroup.
Rick

4147. Re: Why I won't do business with Darek Michoca

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <DJKuq0.AJn.0.-s@cs.vu.nl>
Source record: 87069

Gate.net (GateKeeper) writes:

>In article <DJHBMw.Fqx.0.-s@cs.vu.nl>, ipoorten@cs.vu.nl says...
>>
>>Gate.net (GateKeeper) writes:
>>
>>[blablabla]
>>
>>> Gate Keeper
>>
>>Hey! You stole my nickname!!! Get lost, s*cker!
>>
>>Ivo van Poorten aka The Gatekeeper for about 10 years!

>Ok i'll go by Ivo van Poorten from now on then.

Ehuh? Didn't notice the smiley? But you did edit it out of your quote!
Anyroad, I don't care, because I am _The_ Gatekeeper. ;-) Nobody will
every associate me with some clueless lamer who can't even configure
its newsreader correctly!

Ivo

4148. Re: WANTED: Mr. Do

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <148866@cup.portal.com>
Source record: 87070

Is Mr. Do's Castle the one where you run around hitting stuff over the head with a hammer? When SJC was winding down operations they had a couple of boxes of "used" disks @ $1/each. I bought a couple of dozen of these & I think Mr Do was on one of them. BTW: This is also how I picked up my file version of Action! There were several other little gems, like a version of AMIS already set up to run from a 48k Atari with a single 810.
Rick

4149. Re: 8-BIT GAMES FOR AUCTION

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: Richard.Dolezal@ab.com
Message-ID: <4apj57$edp@news1.cle.ab.com>
Source record: 87071

In article <4aolok$cj7@taiwan.informatik.uni-rostock.de>,
janz@wolfurt.informatik.uni-konstanz.de (Holger Janz) says:
>
>Peter Schmitz (peter.schmitz@tronic.de) wrote:
>: In his "8-Bit Games for Auction" posting, jrm8248@cc.utah.edu (J
>: Manazer) wrote:
>
>: >This is an auction update....bidders will be sent a comlete listing as
>: >well as rules et

>
>: Unfortunately, his E-Mail address is unknown by the server
>: cc.utah.edu. That server doesn't know user jrm8248 and responds with
>: Error 550 (unknown user address) to biddings.

No updates and no EMail.

Same problem here in Ohio.

Rick Dolezal

4150. Re: Newsgroup comp.sys.atari.8bit, Articles 32736-32765

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: royal@nether.net
Message-ID: <4apnme$3ga@cronkite.ocis.temple.edu>
Source record: 87072

hello I need to know the fastest speed fo the bear 850 interface, so i can get to speed what speed for a atari130exe can u help with modem speed.

--
See ya, Roy - http://astro.ocis.temple.edu/~subroy

4151. Wanted: Mr. Do's Castle and Satan's Hollow

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: jlee@sr.hp.com
Message-ID: <4aq1b0$l8@canyon.sr.hp.com>
Source record: 87073

Does anybody have a copy of Mr. Do's Castle (or Satan's Hollow for that matter), that they are willing to part with for a reasonable amount of money? I would really like to have these two games!

Jonathan Lee (jlee@sr.hp.com)

4152. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: Dan Pinal <danp@massmedia.com>
Message-ID: <30D094C4.5FCB@massmedia.com>
Source record: 87074

Apologies to all who got my last reply multiple times. Netscape crashed posting the reply telling me a connection error occured, so I rebooted and resent it, and it did it again, and again. I thought it had to do with our Earthlink connection that's been down for two days. Didn't know any of them had gotten through. It'll probably crash again, senidng this.

Sorry All.

4153. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: Dan Pinal <danp@massmedia.com>
Message-ID: <30D094CC.7854@massmedia.com>
Source record: 87075

Apologies to all who got my last reply multiple times. Netscape crashed posting the reply telling me a connection error occured, so I rebooted and resent it, and it did it again, and again. I thought it had to do with our Earthlink connection that's been down for two days. Didn't know any of them had gotten through. It'll probably crash again, senidng this.

Sorry All.

4154. Re: SIO2PC 74LS00 version problem with 1200XL?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: dperuski@utk.edu
Message-ID: <4aq4mj$1t1@gaia.ns.utk.edu>
Source record: 87076

In <4aid2n$jjr@blackice.winternet.com>, rbmier@winternet.com writes:
> You said 'Works without Modification' . I don't understand this at all as the
>Logic in the SIO2PC cable needs +5 Volts from the 1200XL. The only way to get this
>is to go inside the 1200XL and short out or remove R63 and replace it with a jumper

Actually, with the 74HC series chip, it works fine without the mod. The CMOS
doesn't draw the current and works just fine. I had a wiring problem on my
end not reading that some of the pins needed to be tied together. It works
great. I also received a 1489 version from Rick Cortese who helped me to get
this thing going right.

Don

4155. Re: Why I won't do business with Darek Michoca (really Mihocka)

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DJLFAs.Cyo@jackson.napervilleil.attgis.com>
Source record: 87077

```
#==========Darek Mihocka, 12/13/95==========
#

[body of text deleted]

Well said Darek. I hope everyone prints out a copy and keeps it with
their other important documents.

My only concern is that you have made it easy for people to order
directly from you and even encouraged it to some extent. I don't
think that you should make them feel like second class citizens
because they do. I deal with bozo's every day. My goal is not
to let them know that I know they are bozo's. <grin>

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM
"Patience is waiting without worrying"
```

4156. Re: ST mouse on 8bit (was Re: 8bit questions)

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95348.090646STIRRE31@MAINE.MAINE.EDU>
Source record: 87078

Reeve Software's cartridge-based GOS (was this the name of it?) worked
with the ST mouse. Unfortunately, other than the pack-ins not much
software was developed for this nice desktop to my knowledge.
-scott tirrell

4157. Paddle Control

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <30D05DCC@syrinx.dyess.af.mil>
Source record: 87079

On 14 Dec 1995, bingham@haven.ios.com said:

>: There was also this really old game where you used the paddle controller
to
>: move a little stick around on the screen. I forget what exactly the game
>: was... something about bouncing this tiny little square into a bunch of
>
>Oh please, you mean Break-Out! You didn't happen to write that one did ya?
>Or how about pong?

Is it just me, or has the capacity of today's youth to recognize sarcasm
totally evaporated?

PS-- No, I didn't write Breakout. However, I did code the unreleased 8-bit
version of Wing Commander.

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | /////////// M A T H

4158. 800XL null-modem cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: msaurman@legend.akron.oh.us
Message-ID: <msaurman.2k6v@legend.akron.oh.us>
Source record: 87080

Does anyone have plans or schematics for a null-modem cable to go in between the I/O port on the back of the 800XL to the RS232 DB-25 COM port on the IBM?

---Mark

4159. Re: Why I won't do business with Darek Michoca

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DJKz35.2K6@aston.ac.uk>
Source record: 87081

Gate.net (GateKeeper) wrote:

; Has anyone else here noticed how little patience Darek has
; with his customers and potential customers. Many people I have
; encountered have suffered verbal abuse at the hands of Darek Michoca
; over simple problems and misunderstandings.

Everyone I've dealt with seem to have the same opinion as you. He was
very rude to me when I was developing Rainbow for the Mac. Still got all his
mad, egocentric, arrogant e-mails. As to whether you should buy his products,
well, that's up to you. Personally I wouldn't but then again I don't have a PC :)

Chris Lam,
Aston University,
Developer of the first (and only) Atari 8bit emulator for the Mac.

4160. D Firth's emulator: beige/brown screen problem?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: raoul@cssc-syd.tansu.com.au
Message-ID: <4aoeqe$366@kiwi.ind.tansu.com.au>
Source record: 87082

I downloaded Atari800-0.2.1.tar from ftp.demon.co.uk,
and I got the rom images from xf25. I built the x11
version, and ran it as "atari800 -rom ataribas.rom".
However, I'm left with a brown screen with beige
borders. Any ideas what could be wrong? I built
it with the library path correctly (it works well
when built as the "basic" or "sunos-curses" version).

The x11 version will refuse to work for me.. any
ideas? I run SunOS 4.1.3.

Many thanks!

--
raoul@ind.tansu.com.au |
Raoul Golan, Contractor | Lente, lente, currite noctes equi. - Ovid
Telstra IND, Australia |

4161. Re: Derek Mihocka

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4aq3jc$aoh@charm.magnus.acs.ohio-state.edu>
Source record: 87083

In article <4alm09$jfa@news.accessus.net>, circle <circle@basenet.net> wrote:
>nltd@grove.iup.edu wrote:
>my pc joystick that works on every other program for the pc that i
>own, wont respont to the xformer program. what gives and how do i
>reconfigure it ????

It's been a while since I've done much with xformer (I prefer Unix
over MS-DOS), but I believe you have to give it a switch (maybe -j) to
make the joystick work.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

4162. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: Dan Pinal <danp@massmedia.com>
Message-ID: <30D09132.5831@massmedia.com>
Source record: 87084

Rick_Michael_Cortese@cup.portal.com wrote:
>
> Dan; Great great game, but I hated that copy protection! I remember having
> to hold the damm start key down for 2 or 3 minutes before I could get a
> good read during some portions of the game. I also used to try & time
> my pushing the start key for 'just as the drive was begining to slow'
> to get it to do a good read. Worked like this with 1050s, US doublers,
> Indus, and wouldn't work at all with my ATR8000 because the disks weren't
> made on something that uses the timing holes.
> Anyway, my son was a freshman in HS in '87 I think. One of his friends that
> had a part time BBS had him phone & sure enough, both AR The City & The
> Dungeon were up. In hindsight, I wish I would have got the images then
> since I had nothing but trouble with the purchased disks & they have
> since gone bad.

Holding down start key? It's been a long time, but I think you only had to hold down a special key
briefly on power up to bank out Basic on XL/XE's. I know I wrote special code to bank out the OS
and use the full 64 or 128K on XL's and XE's (I think there was only one other program at the time,
a word processor, that used 128K), but I thought the I banked out the Basic as well. I also recall
1050's reacted differently from 810 drives and returned a different error code, and needed a delay
to reset when they encountered wanky sectors. I recall the first shipment, only a couple hundred
units, that had a problem with protection, if you had a only 1 drive, and it was a 1050, the game
didn't run. Hope you didn't get one of those. Also, there were drives like Trak, that read an
entire track at a time, and didn't reread a sector, therefore the sector would appear the same for
all 3 reads. You had to disable track buffering on those drives, or make sure you didn't use it for
disk 1.

Cracked in '87? Cool, and a tip of the Hatlo hat to whoever did it. I'd like to know how they were
able to do it. We had special boards in our 800's to bank out the OS and put my mini custom
OS/debugger/slave code into the machine and flip back from Atari OS to ours. When the game loaded
it used all memory in the machine, including page 2 where the OS stored it's interrupt vectors.

I'd still like to know if an image of these games is around, and if it works on the XFormer. I'd
love to see it after all these years. I see games now and say, We did that back in 1980 something
(what year did it come out?)

4163. Boulder Dash on XFormer 3.X

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: ime@zombie.hancad.co.at
Message-ID: <4aokjj$ovj@hancad.hancad.co.at>
Source record: 87085

How does run Boulder Dash on PC XFormer 3.X?
It works quite well on XFormer 2.5 but without sound and joystick
support it's quite annoying.
Also the nice graphics (i.e. the rainbow effect in the diamonds) doesn't
work very well.

Adolf

4164. Copy Party in Poland. Soon.

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: tatar@student.uci.agh.edu.pl
Message-ID: <4apkqt$juk@galaxy.uci.agh.edu.pl>
Source record: 87086

There will be next Copy Party in Poland. It is planned for two days,
starting on December 28th. Some more informations are included on Big Atari
8bit Home Page. Direct URL:
http://student.uci.agh.edu.pl/~tatar/Atari/party3.html

It's almost sure that I will come to the party and you can expect me to
bring all the stuff to the Net.

READ you later.

--
Tomasz M. Tatar
tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/tatar.html

4165. Re: Why I won't do business with Darek Michoca

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: Gate.net
Message-ID: <4aoij3$49ru@news.gate.net>
Source record: 87087

In article <4alh4s$8so@news.xmission.com>, jeking@xmission.com says...
>
>GateKeeper (Gate.net) wrote:
>:
>:
>: Has anyone else here noticed how little patience Darek has
>: with his customers and potential customers. Many people I have
>: encountered have suffered verbal abuse at the hands of Darek Michoca
>: over simple problems and misunderstandings.
>
>More ranting deleted...
>
>And everyone wonders why there isnt much else out there for the old
>8bit Atari!
>
Just because you sell a product to a hobbyist doesn't mean you don't have to be professional about your business, it hurts the Atari users as a whole because its hard to recommend a product that has poor customer relations

>How about keeping your beef with Darek between the two of you, and
>not carrying it over to all of CSA8.
>
Hum if you read the first sentence in the above capture you will see it in the form of a question.

>Have you DONE ANY business with Darek? The last sentence seems to
>indicate you have YET to even purchase anything from Darek, hence
>you would be unfit to complain.
>
Thats really makes no difference. If I have I wouldn't again and if I haven't I won't.

>Who are you anyway? How dare a "newbie" come into this conference and
>start slandering (which is exactly what you're doing) an Atari supporter
>without any "apparent" first-hand knowledge.

This does not matter either I am a person with a point of view and am free to state personal experiences. I have owned Atari's since the 400. And think they are a wonderful machine and Darek makes fine products he just needs to add some tact to his tech support.

Gate Keeper

4166. Re: WANTED: Mr. Do

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1995Dec14.010420@msuvx1.memphis.edu>
Source record: 87088

In article <30CF3A5A@syrinx.dyess.af.mil>, halliwee@ts436.dyess.af.mil (Halliwell E Sra 436TS/TAC) writes:
>
> On 13 Dec 1995 05:50:56 GMT, Scott Butler said:
>
>> I'm desperately seeking an 8-bit version of Mr. Do. Was this ever released
>> officially? Did our friend Glenn the 5200 Man ever "port" the 5200
> version?
>
> As a matter of fact, DataSoft released a most excellent version of Mr. Do
> for the 8-bits. It was really good... included the all the music, little
> graphical flourishes, and intermissions from the arcade.
>
> --
> Clay Halliwell | ATARI XL/XE DO + THE
> halliwee@ts436.dyess.af.mil | 8 - B I T S --------
> e.halliwell@genie.geis.com | /////////// M A T H

Datasoft did tons of really great games for the 8-bits, right up until EA bought them. Seems
like EA has been nothing but a plague to the gaming market...

4167. Re: Why I won't do business with Darek Michoca

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: Gate.net
Message-ID: <4aohk7$49ru@news.gate.net>
Source record: 87089

In article <DJHBMw.Fqx.0.-s@cs.vu.nl>, ipoorten@cs.vu.nl says...
>
>Gate.net (GateKeeper) writes:
>
>[blablabla]
>
>> Gate Keeper
>
>Hey! You stole my nickname!!! Get lost, s*cker!
>
>Ivo van Poorten aka The Gatekeeper for about 10 years!

Ok i'll go by Ivo van Poorten from now on then.

4168. Darek Mihocka and the flaming assholes

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Dec14.103208.19335@wariat.UUCP>
Source record: 87090

(Talk about D. Mihocka and PC Xformer 3.x and support, etc.)
This thread is going to piss off Mr. Mihocka. Ben Poehland
took some of these critical posts and we don't see him much
any more. I suspect the same will happen with Mr. Mihocka.
One poster asked if somebody couldn't write a really
'decent' A8 emulator for the PC. This person shows a real
naievity about where A8 is. A8 is dead and the attitudes
expressed by some 'consumers' isn't going to help bring any
further new things to it.
I haven't seen PCXformer. I don't have the hardware to
run it. I would be interested in the product if I had the
hardware. So, my point. Why don't some of these people
with a low opinion of PCXformer write an article, just a few
paragraphs, describing how the program works, compare it to
other similar products (there are a few if you look) and be
somewhat objective instead of the put-down that it doesn't
work to their expectations and flame Mr. Mihocka's abilities
and integrity.
As for the asshole 'Gate Keeper', I've always hated
anonymous assholes like this. I give a shit about his
opinion, which, like the asshole he is, everyone has one and
everyone thinks everyone elses' stinks.
So, do us all a service and tell us something about the
product, good, bad or indifferent, but objective. Like,
does the person who thinks 'Boulderdash' sound stinks have a
sound card or is he expecting great sound to come out of his
PC speaker?
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

4169. Re: Emulator Envy - XFormer 4.0 Wish List

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1995Dec14.010018@msuvx1.memphis.edu>
Source record: 87091

In article <4allkn$8ag@stratus.skypoint.net>, sydtech@skypoint.com (Scott Butler) writes:
> I just downloaded an outstanding Apple IIe emulator for Windows and Windows
> 95, written by one Michael O'Brien. This is by far the nicest emulator for
> Windows I've ever seen. I got the Windows 95 version - it's extremely cool!
> The most common features - the help files, disk image management, sound and
> joystick setup, and an integrated debug monitor - are available on a small
> tool palette to the right of the main display area. The whole thing is a
> complete joy to use....it almost makes me wish I was an Apple II fan. But,
> I've been a die-hard Atari fan since the beginning, so.....
>
> I'm dreaming of the day when an Atari 8-bit emulator that's this easy and
> convenient to use will be available for Windows 95. Any screenshots of Xformer
> 4.0 available yet? Think we could get a cool little tool palette on the side
> like the Apple IIe emulator has? When will XF4.0 for Win95 be ready?
>
> Ready to send money....
>
> Scott

I'd settle for an emulator that ran some of the games I wanted to play...

4170. Atari Page - now only new URL

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: tatar@student.uci.agh.edu.pl
Message-ID: <4apif1$6t9@galaxy.uci.agh.edu.pl>
Source record: 87092

WWW pages on my system were available for WWW server through NFS so far.
Now, the server is running on this system and URL had to change. For
some time both URLs (old http://www.uci.agh.edu.pl/student/... and
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html) worked fine.
Some time ago, old form has been disabled and now one and only correct
URL for Big Atari 8bit Home Page is:
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Greetings, B.

--
Tomasz M. Tatar
tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/tatar.html

4171. Re: Boulder Dash on XFormer 3.X

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: rford10445@aol.com
Message-ID: <4apt70$ppr@newsbf02.news.aol.com>
Source record: 87093

I think Boulder Dash runs well on XFormer 3.x

-Z

4172. Darek & XFormer 3.3: Tips

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: rford10445@aol.com
Message-ID: <4apups$qm3@newsbf02.news.aol.com>
Source record: 87094

I think Darek is an excellent programmer, but has to learn to be more customer oriented. People who purchase his software should be his primary concern. You have to be nice to them. I've been in tech support long enough to know this.

Anyway, if you do mail darek at brasoft@halcyon.com [with his requirements], and are a valid Xf3.x user, you can get your upgrade.

Please note: When you sign in for the download of Xformer 3.3, the NAME and PASSWORD are CASE-SENSITIVE. I wish I knew that before giving up a few times before. I had to use all caps to successfully sign in.

Well, I hope he continues to produce newer and better versions.

good luck DAREK!

-bob zabaga
RFord10445@AOL.COM

4173. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1995Dec14.005610@msuvx1.memphis.edu>
Source record: 87095

In article <148811@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com writes:
> Dan; Great great game, but I hated that copy protection! I remember having
> to hold the damm start key down for 2 or 3 minutes before I could get a
> good read during some portions of the game. I also used to try & time
> my pushing the start key for 'just as the drive was begining to slow'
> to get it to do a good read. Worked like this with 1050s, US doublers,
> Indus, and wouldn't work at all with my ATR8000 because the disks weren't
> made on something that uses the timing holes.
> Anyway, my son was a freshman in HS in '87 I think. One of his friends that
> had a part time BBS had him phone & sure enough, both AR The City & The
> Dungeon were up. In hindsight, I wish I would have got the images then
> since I had nothing but trouble with the purchased disks & they have
> since gone bad.

i had to return my copies of AR:C and AR:D once each because of defective disks...

4174. Re: 8-BIT GAMES FOR AUCTION

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: janz@wolfurt.informatik.uni-konstanz.de
Message-ID: <4aolok$cj7@taiwan.informatik.uni-rostock.de>
Source record: 87096

Peter Schmitz (peter.schmitz@tronic.de) wrote:
: Hello, fellow-8-Bit-friends!

: In his "8-Bit Games for Auction" posting, jrm8248@cc.utah.edu (J
: Manazer) wrote:

: >This is an auction update....bidders will be sent a comlete listing as
: >well as rules etc....the bidding will end on saturday december 16, 1995
: >at midnite.

: And so on.

: Unfortunately, his E-Mail address is unknown by the server
: cc.utah.edu. That server doesn't know user jrm8248 and responds with
: Error 550 (unknown user address) to biddings.

: What's wrong? Can anyone out there help?

Hi anybody out there!
I have got the same problem. What is going wrong???????????????

--
Bye for now \\///
Holger (o o)
+---------------------------.oooO--(_)--Oooo.------------------------------+
| Holger Janz | | |\ | | \/ |
| http://www.informatik.uni-rostock.de/~hjanz/ |__| | \| | /\ |
+-----------------+ .oooO LIVE FREE OR DIE |
| ___ | ( ) Oooo. |
| / / _______ +------------\ (-----( )-----------------------------+
| / /_/ ____/ | __)) /
| ___ __/ | (__/
+==== _/ =======+
LOGOUT FASCISM!

4175. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: Dan Pinal <danp@massmedia.com>
Message-ID: <30D0913D.38B1@massmedia.com>
Source record: 87097

Rick_Michael_Cortese@cup.portal.com wrote:
>
> Dan; Great great game, but I hated that copy protection! I remember having
> to hold the damm start key down for 2 or 3 minutes before I could get a
> good read during some portions of the game. I also used to try & time
> my pushing the start key for 'just as the drive was begining to slow'
> to get it to do a good read. Worked like this with 1050s, US doublers,
> Indus, and wouldn't work at all with my ATR8000 because the disks weren't
> made on something that uses the timing holes.
> Anyway, my son was a freshman in HS in '87 I think. One of his friends that
> had a part time BBS had him phone & sure enough, both AR The City & The
> Dungeon were up. In hindsight, I wish I would have got the images then
> since I had nothing but trouble with the purchased disks & they have
> since gone bad.

Holding down start key? It's been a long time, but I think you only had to hold down a special key
briefly on power up to bank out Basic on XL/XE's. I know I wrote special code to bank out the OS
and use the full 64 or 128K on XL's and XE's (I think there was only one other program at the time,
a word processor, that used 128K), but I thought the I banked out the Basic as well. I also recall
1050's reacted differently from 810 drives and returned a different error code, and needed a delay
to reset when they encountered wanky sectors. I recall the first shipment, only a couple hundred
units, that had a problem with protection, if you had a only 1 drive, and it was a 1050, the game
didn't run. Hope you didn't get one of those. Also, there were drives like Trak, that read an
entire track at a time, and didn't reread a sector, therefore the sector would appear the same for
all 3 reads. You had to disable track buffering on those drives, or make sure you didn't use it for
disk 1.

Cracked in '87? Cool, and a tip of the Hatlo hat to whoever did it. I'd like to know how they were
able to do it. We had special boards in our 800's to bank out the OS and put my mini custom
OS/debugger/slave code into the machine and flip back from Atari OS to ours. When the game loaded
it used all memory in the machine, including page 2 where the OS stored it's interrupt vectors.

I'd still like to know if an image of these games is around, and if it works on the XFormer. I'd
love to see it after all these years. I see games now and say, We did that back in 1980 something
(what year did it come out?)

4176. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: Dan Pinal <danp@massmedia.com>
Message-ID: <30D09149.5AE7@massmedia.com>
Source record: 87098

Rick_Michael_Cortese@cup.portal.com wrote:
>
> Dan; Great great game, but I hated that copy protection! I remember having
> to hold the damm start key down for 2 or 3 minutes before I could get a
> good read during some portions of the game. I also used to try & time
> my pushing the start key for 'just as the drive was begining to slow'
> to get it to do a good read. Worked like this with 1050s, US doublers,
> Indus, and wouldn't work at all with my ATR8000 because the disks weren't
> made on something that uses the timing holes.
> Anyway, my son was a freshman in HS in '87 I think. One of his friends that
> had a part time BBS had him phone & sure enough, both AR The City & The
> Dungeon were up. In hindsight, I wish I would have got the images then
> since I had nothing but trouble with the purchased disks & they have
> since gone bad.

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to reset when they encountered wanky sectors. I recall the first shipment, only a couple hundred
units, that had a problem with protection, if you had a only 1 drive, and it was a 1050, the game
didn't run. Hope you didn't get one of those. Also, there were drives like Trak, that read an
entire track at a time, and didn't reread a sector, therefore the sector would appear the same for
all 3 reads. You had to disable track buffering on those drives, or make sure you didn't use it for
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love to see it after all these years. I see games now and say, We did that back in 1980 something
(what year did it come out?)

4177. Re: WANTED: Mr. Do

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-14 00:00:00 UTC
From: jlodoen@shell.portal.com
Message-ID: <4aoqjh$9n5@jobe.shell.portal.com>
Source record: 87099

sydtech@skypoint.com (Scott Butler) writes:

>I'm desperately seeking an 8-bit version of Mr. Do. Was this ever released
>officially? Did our friend Glenn the 5200 Man ever "port" the 5200 version?

Do you mean Mr. Do's Castle? or Dig-Dug? There was no 5200 Mr. Do...

jlodoen@shell.portal.com

4178. Re: where to get .XFD files

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4asml6$1tb@nuke.csu.net>
Source record: 87006

Luis R.Pena (lrpena@gil.net) wrote:
: Can anyone help me. Where can a i get XFD files to D/L?

XFDs are practically unsupported. Get DCM disk images and convert them to ATRs with DCM2DSK or DCM2ATR. I assume you want disk images for XFormer, right? Well, it (and Rainbow (for Mac), and Atari800 (for Unix), and SIO2PC and APE) supports ATRs fine.

Now, to get Rainbow and XFormer and Atari800 to support PRO files! >:^)
(Wait, what am I excited about? I don't even use XF, Rainbow or Atari800!)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

4179. Re: I've been unplugged!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4aso7p$1tb@nuke.csu.net>
Source record: 87007

KENDRICK@sonoma.edu wrote:
: Hello! To all those who have tried to e-mail me or are wondering why I've

Well, the machine is back up. The 2gig HD melted (it was a "Baracuda" model which was heard to fail (overheat) and .. did just that).

Fortunately, user files were on an altogether seperate drive, BUT, we're using a 340mb HD for system files, so the number and diversity of applications is WAY down. :(but, I've got "tin" (which I'm not used to), "emacs", and "elm" - the three things I need the most. :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

4180. Re: Emulator Envy - XFormer 4.0 Wish List

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-15 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <4asqpr$j8m@stratus.skypoint.net>
Source record: 87008

circle (circle@basenet.net) wrote:
[snip]
: Hell, I will be happy if my version 3.3 would perform 1/3 what the
: advertising promised. I have rerouted joystick ports, tweaked the
[snip]

Well, I haven't really worked with XFormer all that much. I've got an Atari 800 setup in my basement that has my old 386sx slaved to it (Intel outside, indeed!) via SIO2PC for the hard drive, and that's where I do all my Atari stuff (OK, mostly games). As a matter of fact, I've got about 6 Atari 8-bits of various shapes and sizes laying about the house, with a lot of accessories, but I use the 800 with the 386sx slave exclusively.

I admire emulators more for the fact that, as a developer, I think that they're incredibly cool hacks, rather than for their usefulness. The emulators that have impressed me the most have been the C64s Commodore 64 emulator, which seems to run just about everything, and Jeff Vavasour's TRS-80 Model I emulator, which DOES run everything. The aforementioned AppleWin emulator seems to be pretty robust, as well.

I think the Atari emulator is probably MUCH more complex to pull off than either of those two, though. As I said, I haven't used the emulator too much, since I like to use the actual Atari, but I brought my SIO2PC disk images upstairs and used them with the demo version XFormer 3.3 running on my Pentium 60. Generally, I've had about a 50-60% success rate running stuff (mostly games, which are the hardest tests, I think) with it. Some things run but have problems (Pharoah's Curse has some sort of corruption with some of the PM graphics; Satan's Hollow freezes after the first wave; Fort Apocalypse loads but the collision detect is hosed). In some cases the game runs great, but the bottom couple of lines of the screen are cut off. Some of these may have to do with it being a demo version, some of it might have to do with my particular hardware setup; I don't know. I will probably buy the Win95 version, since some of those hardware compatibility issues will cease to be issues.

I'll also point out that I think Derek's performed a valuable serice to the 8-bit community and, while he's not exactly going to win any J.D. Power & Associates awards for customer relations, he certainly made some good points in his post. And I think he should *certainly* get some positive recognition for being able to pull off any kind of emulator at *all* for a complex little beast like the Atari 8-bit....

My $0.02.

Scott

4181. Re: Why I won't do business with Darek Michoca

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4asqdt$1tb@nuke.csu.net>
Source record: 87009

Ok, so now it's a Rainbow vs. PC Xformer flame war.

Jeez us christmas, people!!

CALM THE HELL DOWN! Yes, we've all seen Darek rant. Yes, we've all seen
Gate Keeper (not Ivo (btw - any new software developments? ;))) rant
(at first, almost intelligently, but now very childishly).

But as for saying "PC Xformer is better than Rainbow" it's like saying
"Ball Blazer for C=64 is better than Ball Blazer for Atari XL".

They are for two completely different platforms.
They are by two completely different authors.

All I know is, from what I've seen, they both WORK REASONABLY WELL, and I like
BOTH of them. Just because I'm a Mac user, and have seen newer versions of
Rainbow running on fast machines (and have seen only Xformer 3.0 on a 386),
I'm not gonna say "RAINBOW IS >>WAY<< BETTER THAN XFORMER!"

Now, perhaps if some 3rd party (perhaps... Atari Classics? :)) sat down and
UNBIASEDLY compared PC Xf and Rainbow (and Atari800 for Unix, and a real Atari)
running MANY different programs, from simple speed tests to full out kick-ass
games like MegaBlast and Alternate Reality, to useful applications (DDIII,
TextPro, disk utilities, etc.), >>THEN<< and >>ONLY THEN<< can people claim
that one program is better than another.

Me, I'll stick to Rainbow. Why? Because my PC is an 8086. My brother's
computer is a PowerMac 7100. My school uses Mac Centrises and PowerMacs.
That's why.

As for which AUTHOR I like best - neither. I've had both good and bad dealings
with Darek. I've had good (but few) dealings with Chris.

But, even if I did like one over the other, I wouldn't go around PREACHING
it, especially not here.

Go to .advocacy or something, jeez!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/
COMING SOON: Beta release 1 of MUX-Window!

4182. Re: WANTED: Double density drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-15 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4asu04$1f7@blackice.winternet.com>
Source record: 87010

> basil@rain.org (Basil) writes:
(SNIP)
> Also, given the choice of an upgraded double density Atari 1050 drive or an
> Indus brand, which is better? Is US speed doubler/sector skew built into all
> double density drives?
>
>>>>
Get the 1050. Yes, the Indus GT is a very good drive and I have 3
that I won't let go of, BUT, it won't support High Speed mode without DOSXL
with sycoromesh or SDX. No, High Speed mode is not built into all DD Drives.
Some can, some can't. PERCOM is one that Can't.
As a note, a 810 drive with a Archiver or Happy will support High
Speed mode, but Won't do Double Density.

Rich Mier

4183. Re: D Firth's emulator: beige/brown screen problem?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-15 00:00:00 UTC
From: raoul@cssc-syd.tansu.com.au
Message-ID: <4aqd86$4i3@kiwi.ind.tansu.com.au>
Source record: 87011

raoul@cssc-syd.tansu.com.au (Raoul Golan) writes:

>I downloaded Atari800-0.2.1.tar from ftp.demon.co.uk,
>and I got the rom images from xf25. I built the x11
>version, and ran it as "atari800 -rom ataribas.rom".
>However, I'm left with a brown screen with beige
>borders. Any ideas what could be wrong? I built
>it with the library path correctly (it works well
>when built as the "basic" or "sunos-curses" version).

>The x11 version will refuse to work for me.. any
>ideas? I run SunOS 4.1.3.

>Many thanks!

I just worked out my problem: my X server had run out
of colours. It now works like a charm. Kudos
to D Firth!

There are still some problems with the emulator, I
noticed that the demos that come with xf25 don't
run very well (the graphics tend to get corrupted).
For a beta 0.2.1 version, however, it's still great.
Well worth looking at.

--
raoul@ind.tansu.com.au |
Raoul Golan, Contractor | Lente, lente, currite noctes equi. - Ovid
Telstra IND, Australia |

4184. Visit the APE Home Page!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-15 00:00:00 UTC
From: classics@mail.nacs.net
Message-ID: <4at0ot$mmg@wariat.wariat.org>
Source record: 87012

The APE Home Page is now online and ready to grow! :) I will so be adding
a completely illustrated hypertext APE users manual. Anyone who would like
me to add links to your atari related pages please drop me a
e-mail note :)

Thanks!

Steve
--
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

4185. WANTED: Double density drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-15 00:00:00 UTC
From: basil@rain.org
Message-ID: <basil.818992560@rain.org>
Source record: 87013

Looking for a double density 1050 or equivalent disk drive, such as an Indus.
If you have one available for sale or have any suggestions where to buy one
for a good price, please send mail.

Also, given the choice of an upgraded double density Atari 1050 drive or an
Indus brand, which is better? Is US speed doubler/sector skew built into all
double density drives?

Thank you.

4186. Re: Paddle Control

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-15 00:00:00 UTC
From: QNTAL@GANDALF.berlinet.DE
Message-ID: <5ztXDotA15B@qntal.gandalf.berlinet.de>
Source record: 87014

peter.schmitz@tronic.de meinte am 12.12.95 zum Thema "Re: Paddle Control"
im Brett /COMP/SYS/ATARI/8BIT:

> schlecht@informatik.tu-muenchen.de (Norbert Schlechter) wrote:
>
> >I just bought Atari Tennis on the old VCS 2600. This game is controlled
> >with paddles. Is it possible to use these paddles with an Atari XL and if,
> >what games support paddle control?
>
> Yes, it is. Only few games supported the paddles - the original
> "breakout" was one of them. I think, Kaboom was another one, and there
> was a German strategy game named "Herr der Laender". Does anyone know
> further games with paddle support?
>
> Peter

Arkanoid did use paddles and I think Missile Command, too.

CU !

Freddy.

BTW: Cool to hear from someone who really worked for the ATARIs a long
time ;) !

No use to turn out the light
You feel so depressed inside
When you think of your wasted
Years at night
(Horn/Veljanov)

CrossPoint v3.1

4187. Xformer 3.3 B U G !

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-15 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <30D1B084@syrinx.dyess.af.mil>
Source record: 87015

On 15 Dec 1995, rford10445@aol.com (RFord10445) said:

> I have no joystick problems with any other software or previous xformer
> versions. I hope that that will be changed rather quickly. I'm sure a lot
> of people will be downloading the newest version *3.3* from Darek's
> www-page.
>
> How could such a bug slip out not noticed?

Speaking of bugs, I figured I'd finally gvie Xformer a try, so I grabbed the latest demo version off his web page.

Imagine my surprise when one of the included demos ("SWANDEMO") failed to work properly! Everything looked fine, except for the spinning Fuji logo, which was severely hashed. The correct data was getting up there (I could make out the rainbow colors of the front), but apparently it wasn't being formatted correctly. The swan flew in front of this mess just fine.

This has to be some sort of problem with the emulator, doesn't it? If it were a hardware problem it shouldn't be running at all.

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | //////////// M A T H

4188. Re: Emulator Envy - XFormer 4.0 Wish List

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-15 00:00:00 UTC
From: circle <circle@basenet.net>
Message-ID: <4aqvqu$jkk@news.accessus.net>
Source record: 87016

wolf@grove.iup.edu wrote:
>
> In article <4allkn$8ag@stratus.skypoint.net>, sydtech@skypoint.com (Scott Butler)
writes:
> >I just downloaded an outstanding Apple IIe emulator for Windows and Windows
> >95, written by one Michael O'Brien. This is by far the nicest emulator for
> >Windows I've ever seen. I got the Windows 95 version - it's extremely cool!
> >The most common features - the help files, disk image management, sound and
> >joystick setup, and an integrated debug monitor - are available on a small
> >tool palette to the right of the main display area. The whole thing is a
> >complete joy to use....it almost makes me wish I was an Apple II fan. But,
> >I've been a die-hard Atari fan since the beginning, so.....
> >
> >I'm dreaming of the day when an Atari 8-bit emulator that's this easy and
> >convenient to use will be available for Windows 95. Any screenshots of Xformer
> >4.0 available yet? Think we could get a cool little tool palette on the side
> >like the Apple IIe emulator has? When will XF4.0 for Win95 be ready?
> >
> >Ready to send money....
> >
> >Scott
>
> I am first of all an Atari fan...but I have fiddled with the Apple II series.
> Where can I get the Apple II emulator. Thanks. Bill Forbes in Indiana, PA
>

Hell, I will be happy if my version 3.3 would perform 1/3 what the
advertising promised. I have rerouted joystick ports, tweaked the
sound card, etc etc made several long dx phone calls only to be insulted
by certain programmers, and it has almost totally turned me into
an "any damn thing but atari" fan after loving that little machine
for over 15 years.... thank god for vga, stereo sound, and cdroms.
If my "amazing " xformer dont work soon, I am gonna get my money back
on the basis that the 40 page manual is only 24pages....i get this way
when I feel Ive been ripped off .
john mcconnell

4189. Re: Why I won't do business with Darek Michoca

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-15 00:00:00 UTC
From: circle <circle@basenet.net>
Message-ID: <4ar169$jkk@news.accessus.net>
Source record: 87017

DM9200@ALF.APPSTATE.EDU (Miller, Daniel C.) wrote:
>
> Chris Lam (lamcw@aston.ac.uk) wrote:
>
> : Everyone I've dealt with seem to have the same opinion as you. He was
> : very rude to me when I was developing Rainbow for the Mac. Still got all his
> : mad, egocentric, arrogant e-mails. As to whether you should buy his products,
> : well, that's up to you. Personally I wouldn't but then again I don't have a
> : PC...
>
> And for the PC it's the only game in town. And a quite well done emulator
> I think, and reasonably priced. Which do people want, a crap product from
> a smiling salesman or a decent product from an occasionally snarling
> but competent programmer? I'll take the decent product and deal with the
> snarling programmer.
>
> Darek must be reading this thread by now so I'll toss in my wishlist for
> XFormer's next release: better sound support and ability to run Alternate
> Reality!
>
> ---
> From the Desk of Daniel Miller, Starving Artist/Parched Writer/Amiga User
> ---
>
>
>
I would settle for ANY sound, and ANY joystick support for 3.3
it sucks, sucks sucks and I dont respect anyone who CLAIMS to
be a programmer and cant make a damn joystick work and be rude to me
on the phone after I paid for the call. the only nice thing i get is
when the money is sent. Is this why piracy reigned supreme in the
"REAL" atari era????? I remember another arrogant bastard at electronic
arts who spent more time putting copy protection on disks than content
but there wasnt one that didnt get bbs'd months before it hit the
stands. (I remember paying 50 bucks for pinball construction set
and after 2weeks the disk died from copy protection.... I never did
pay for another ea product ......

If anyone is comtemplating buying xformer, you are being ripped off.
there is no tech support, no joystick , the sound is AWFUL and nothing
like a pokey chip on the real atari (xformer sounds like my
daughters jack in the box, one voice , no range, no rich atari sounds

and to top it off, THERE AINT NO 40 PAGE MANUAL AS ADVERTISED,,,

If you are reading this,,,,darek,,,,, It aint gonna stop till I get
a working program or I get my money back in full....
You had your chance when I made 3 long distance phone calls to you
and all you had to say was " it has to work" well , it dont!!!!
and since every other program i have that uses a joystick does work,.
I have decided that you dont know jack about the insides of a pc.
(this guy actully likes windows 95) No atarian in their right
mind would make that statement....Instead of wasting time trying to
jump on bill gates bandwagon, get down to emulating the spirit , sound
and ease of use of the atari 8bit, or stop trying to make money by
lying about a half finished product...

4190. Re: 800XL null-modem cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-15 00:00:00 UTC
From: classics@mail.nacs.net
Message-ID: <4aqust$qqg@wariat.wariat.org>
Source record: 87018

Mark Saurman (msaurman@legend.akron.oh.us) wrote:
: Does anyone have plans or schematics for a null-modem cable to go in between the I/O port on the back of the 800XL to the RS232 DB-25 COM port on the IBM?

Mark,

Visit the APE Home Page @ http://www.nacs.net/~classics/ and get
the APE 1.07 archive. It includes complete plans for the Ape Interface, as
well as the PC->Disk Drive Pro System interface.

Also, hi to your sysop, mark ;)

Steve

--
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

4191. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-15 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4arrhv$547@news.xmission.com>
Source record: 87019

classics@mail.nacs.net wrote:

: : I'd still like to know if an image of these games is around, and if
it works on the XFormer. I'd
: : love to see it after all these years. I see games now and say, We did that back in 1980
something
: : (what year did it come out?)

I have a cracked version of the city, and should be getting a cracked
version of the dungeon sometime soon.

I have the originals, but searched for the cracks so I could try it on
the emulator.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

4192. Re: Transfer 8-bit to PC - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-15 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DJn51K.KnI@iglou.com>
Source record: 87020

In article <1995Dec11.011931.25450@wariat.UUCP>,
Russ Gilbert <Russ.Gilbert@apk.wariat.org> wrote:
>(Somebody wants to null modem A8<->PC. Steve Tucker says BobTerm has
>Y-modem batch to do this with.)
>Uh..... I think I want to note that people have been getting into
>trouble using BobTerm y-modem batch and DSZ y-modem g. It seems that
>the transfers work, but not very well. If I'm not mistaken, BobTerm's
Y-modem G is a special version of Y-modem made for use with
error-correcting modems. It might not be completely compatible with
plain Y-modem.

--
"Goodness me, could this be industrial disease?" Dire Straits

4193. looking to adopt 8bit hardware and software

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-15 00:00:00 UTC
From: Cyrus <cyrus@lagrange.amd.com>
Message-ID: <30D1DD85.228D@lagrange.amd.com>
Source record: 87021

I am looking to adopt Atari 8bit hardware and software in
the Austin, Texas area. If you have anything that you do
not want or cannot use anymore, please reply via email.

Cyrus

cyrus@lagrange.amd.com

4194. Re: Internet Software

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4asn79$1tb@nuke.csu.net>
Source record: 87022

Well - knowing the model is pretty important, because if it's an Atari ST, it's completely incompatible with the Atari XL/XE's we discuss here in comp.sys.atari.8bit. If you could describe how the computer looks, and the interface he uses (ie, point and click and it looks very similar to a Mac, or is there even a mouse attached to the thing).

Anyway, if it is indeed an Atari XL/XE (no mouse (although you CAN hook one up)), then go for:

FlickerTerm 80 _or_ Ice-T These are high quality 80-column terminal programs supporting "VT" escape sequences.
If your friend has a "shell" account on a "Unix box" or some other machine like that, the 80 columns and VT support will help enormously.

BobTerm A high quality 40-column terminal which supports a number of download protocols.
and/or

AtarZModem Stand-alone Z-modem download protocol program. (Temporarily quit the terminal and load this up to download, then reload the terminal).

This will give him access to:

Usenet news (with a newsreader like "trn", "tin", "rn", "pine", etc.)
World Wide Web (with a text-based Web browser like "lynx")
E-mail (with mail programs like "mail", "elm", "oak", "pine", etc.)

I could go on (FTP, Gopher, etc.) except all of this is quite easily accessed via the Web, so all I need to mention is "lynx" :) (and heck, I could stick Usenet news right into the "Web" too...)

As for graphical Web browsing on the Atari 8-bit, it's long off (not impossible, but probably not too practical either :)).

If you have an ST, I'm not sure what there is out there, but at least as much as I mentioned (80 column VT/ANSI terminals and file download protocol support). From what I've heard (a while ago) there is no Web browser for the ST either (but again, just use Lynx). For the AMIGA, on the other hand.. :)

Good luck!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu

William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

4195. Re: where to get .XFD files

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4asmmm$1tb@nuke.csu.net>
Source record: 87023

No no no!!! Darek! Don't tell me the Pool DIsk CD is full of XFD's!!!!
That sucks!!!!

-bill! :(
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

4196. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-15 00:00:00 UTC
From: classics@mail.nacs.net
Message-ID: <4ar06p$qqg@wariat.wariat.org>
Source record: 87024

Dan Pinal (danp@massmedia.com) wrote:
: Rick_Michael_Cortese@cup.portal.com wrote:
: >
: > Dan; Great great game, but I hated that copy protection! I remember having
: > to hold the damm start key down for 2 or 3 minutes before I could get a
: > good read during some portions of the game. I also used to try & time
: > my pushing the start key for 'just as the drive was begining to slow'
: > to get it to do a good read. Worked like this with 1050s, US doublers,
: > Indus, and wouldn't work at all with my ATR8000 because the disks weren't
: > made on something that uses the timing holes.
: > Anyway, my son was a freshman in HS in '87 I think. One of his friends that
: > had a part time BBS had him phone & sure enough, both AR The City & The
: > Dungeon were up. In hindsight, I wish I would have got the images then
: > since I had nothing but trouble with the purchased disks & they have
: > since gone bad.
:
: Holding down start key? It's been a long time, but I think you only had to hold down a
special key
: briefly on power up to bank out Basic on XL/XE's.

Actually thats the option key. A problem with some 'semi-cracked' versions
of Alternate Reality was that the missing phantom sectors would cause
the intro-demo to fail, and holding start after the 'Datasoft' screen
appeared would immediatly skip the demo and start the game menu.

: Cracked in '87? Cool, and a tip of the Hatlo hat to whoever did it. I'd like to know how
they were
: able to do it.

I once cracked AR, but I much prefer my fully-protected image running
under APE since the demo is still intact :)

> We had special boards in our 800's to bank out the OS and put my mini custom
: OS/debugger/slave code into the machine and flip back from Atari OS to ours. When the
game loaded
: it used all memory in the machine, including page 2 where the OS stored it's interrupt
vectors.
:
: I'd still like to know if an image of these games is around, and if it works on the
XFormer. I'd
: love to see it after all these years. I see games now and say, We did that back in 1980
something
: (what year did it come out?)

82 mabey? Is has to be written on my AR package somewhere, but where the
AR package is... well.. who knows anymore.

I doubt Xformer can run AR. Its probably the most graphically demanding game ever writeen for the 8 bit. If the Xformer could run AR, i bet it could run ANYTHING.

Steve
--
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin, Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

4197. Re: Emulator Envy - XFormer 4.0 Wish List

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-15 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <4ar32q$2l6@stratus.skypoint.net>
Source record: 87025

wolf@grove.iup.edu wrote:
: I am first of all an Atari fan...but I have fiddled with the Apple II series.
: Where can I get the Apple II emulator. Thanks. Bill Forbes in Indiana, PA

For the benefit of anyone else who may be wondering the same thing, point
your FTP client or Web browser this way:

ftp://ftp.asimov.net/pub/apple_II/emulators/applewin/

Have fun!

Scott

4198. Re: 8-BIT GAMES FOR AUCTION

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-15 00:00:00 UTC
From: jrm8248@cc.utah.edu
Message-ID: <4aqm7k$14g@news.cc.utah.edu>
Source record: 87026

To all of those who have been having trouble sending me email..my correct address is..

jrm8248@u.cc.utah.edu

for some reason the "u" is missing...

J Manazer (jrm8248@cc.utah.edu) wrote:
: This is an auction update....bidders will be sent a comlete listing as
: well as rules etc....the bidding will end on saturday december 16, 1995
: at midnite.
:
: ----------
: ATARI 400/800-LOOSE GAMES
: ----------
:
: -CX801 Operating Systerm: 10K ROM $1.00 perryd
: -CX853 Memory Module: 16K RAM. $1.00 perryd
: -Asteroids $1.50 kevins
: -Basic Computing Language.
: -Basketball $2.00 timg
: -Centipede;
: -Congo Bongo $2.50 lechtzin
: -Defender $1.50 kevins
: -Ducks Ahoy $5.00 perryd
: -ET Phone Home
: -Fraction Fever $3.50 perryd
: -Jungle Hunt $1.50 timg
: -Pac Man.
: -Plattermania $3.50 popcorn
: -Popeye $2.00 min
: -Qix $1.50 kevins
: -Star Raiders.
:
:

4199. Xformer 3.3 B U G !

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-15 00:00:00 UTC
From: rford10445@aol.com
Message-ID: <4ar2t8$d75@newsbf02.news.aol.com>
Source record: 87027

Hi again.

After downloading Xformer 3.3, I noticed my joystick doesn't work; more than a minor glitch. So, I ran xformer 3.2 to see if it was me. Nope. Joystick worked.

Does anybody else have this problem???

I have no joystick problems with any other software or previous xformer versions. I hope that that will be changed rather quickly. I'm sure a lot of people will be downloading the newest version *3.3* from Darek's www-page.

How could such a bug slip out not noticed?

-Z

4200. Re: 800xl wanted (me too! I got my MUX!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4aspg3$1tb@nuke.csu.net>
Source record: 87028

I too am looking to buy an 800XL. I just got my MUX! The thing is, since I only have two working 8bits at home, it's COMPLETELY USELESS! :) Since I only have one slave, it's just as if it has all of the hardware that the host has connected to it. (It's like, "why not just hook it up DIRECTLY to that hardware!?" :))

So, I'm looking for a 64K (or, even better! 256K (or more?)) 800XL to hook up.

Now, for people interested in the MUX (I never got enough info about it myself until I got it!), it is:

1 host cartridge (no cart. port on top, terminating resister pack inside, and the slave ID jumpers are soldered)
2 slave cartidges (cart. port on top, terminating resister pack in one of them (it's a socketed chip thingy), and slave ID jumpers are connected to dip switches)
2 MUX 1.1 ROMs (fortunately, my main system, which is my slave, had a socketed OS chip, so it was just "pop the top, switch the chips" - also, fortunately, the one machine here that DOESN'T have a socketed OS chip was the one I wanted to be the host (no Sweet16, no 256K RAM))

The cart. cases are a bit ... flimsey. It's taking a bit of getting used to to put carts on top of the MUX slave carts, too, but it could just be a "breaking-in" period. Also, the cases are held together by rubber-bands. I sorta wish they were more "snap-shut" cases, but oh well.

The OS provides the "M:" handler (for slave-to-slave communication), the ability to access SIO devices through the 34-pin connectors that hook the slaves to each other and to the host, and a setup screen (in place of the Self-Test) and even a mini monitor! (Yeah yeah, so I'm not used to this!) Oh, and it slightly alters the screen colors (that kinda annoys me - that shouldn't be tampered with, IMO - or at least it should be set up by the user (along with slave defaults)) and adds key-click-off (doesn't work!?), screen-DMA-toggle (like 1200XL), and I/O noise toggle.

The M: device is a cinche to program for. It took a little figuring out, but I got the BASIC program example (a simple chat program) converted into Action!. (Action!'s lack of "Status" call is annoying) (Also, how does BASIC do it? In Action!, I need to call XIO and then pull the Accum. off the CPU (via a dummy PROCedure) ; and when I call the XIO, I must specify the device. In BASIC, you just specify the IOCB number...)

The setup is nice, too - you can assign D: accesses on each slave to correspond to any disk ID on the host or the slave! (My setup has both D1:

and D2: on the slave accessing D2: on the host (so I don't boot up into the host program on the slave!) and D8: on the slave being D1: on the host (so I can still snoop around in it). Also, printer can be altered. Oh, AND you can alter any OTHER slave's setup! :)

Some problems I've had, though:

(1) SIO2PC won't let the host talk to drive 2 (at least when the slave asks)

(2) APE won't let the host write to any drive (could be because it's somehow getting into Happy speed and I'm running an unregistered ver. of APE because I haven't bothered to get upgraded yet :))
But, if I disconnect the host from SIO2PC and hook the slave up to it (of course setting the D: configs. properly), I can get the slave to write to APE fine! (Again, I think the host has gotten itself into Happy mode - I guess Bob figured "If you have it, use it". Thing is, being an unregistered-APE-1.07 user, I don't ACTUALLY have it to use!)

Anyway - again, it's a well made peice of machinery (except the cases <:^/) and was VERY easy to setup (and, from the docs, sounds like it could take an electronic beating pretty well - "This error could be because the cable is in backwards").

So, if you've got a number of 8-bits and want them to share stuff and/or talk to each other (or play MUX-games once I make some! muhahahah!), AND have about $150 to spare, get a MUX!!!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

BTW- Jeff Potter, WHEN can I get GameLink details from you!? :(

4201. Re: Darek Mihocka and the flaming...

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-15 00:00:00 UTC
From: DM9200@ALF.APPSTATE.EDU
Message-ID: <4aqn99$h6h@lester.appstate.edu>
Source record: 87100

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: (Talk about D. Mihocka and PC Xformer 3.x and support, etc.)
: This thread is going to piss off Mr. Mihocka. Ben Poehland
: took some of these critical posts and we don't see him much
: any more. I suspect the same will happen with Mr. Mihocka.

I surely hope that the internet Atari 8bit community doesn't lose the input of one of it's greatest contributors. I imagine he can endure a critical comment or two, though.

: One poster asked if somebody couldn't write a really
: 'decent' A8 emulator for the PC. This person shows a real
: naievity about where A8 is. A8 is dead and the attitudes
: expressed by some 'consumers' isn't going to help bring any
: further new things to it.

"Dead?!" Bite your tongue! The fact that we're having this discussion proves it is not dead. It's more novelty and nostalgia than functionality for a lot of us though.

: I haven't seen PCXformer. I don't have the hardware to
: run it. I would be interested in the product if I had the
: hardware. So, my point. Why don't some of these people
: with a low opinion of PCXformer write an article, just a few
: paragraphs, describing how the program works, compare it to

I didn't bitch but briefly for your information it is a functional and reasonably reliable emulator that has had a hit rate of about 85% for the programs I've tried. It runs cartridge images almost without exception. Pitfall II didn't fly. AR doesn't fly from what I hear. Rescue from Fractalus does though and that was one of the more demanding Atari games.

: As for the asshole 'Gate Keeper', I've always hated
: anonymous assholes like this. I give a shit about his
: opinion, which, like the asshole he is, everyone has one and
: everyone thinks everyone elses' stinks.

It would serve this group better if you avoided the profanity and crude metaphors like 'Gate Keeper' did. I could have sworn his address was identifiable somewhere in the header though.

: So, do us all a service and tell us something about the
: product, good, bad or indifferent, but objective. Like,
: does the person who thinks 'Boulderdash' sound stinks have a
: sound card or is he expecting great sound to come out of his
: PC speaker?

Umm, I don't have a sound card but I did try running my copy on a
borrowed '486 and the sound seemed... functional but half-baked, not
like I remember my Atari and perhaps missing a voice.

From the Desk of Daniel Miller, Starving Artist/Parched Writer/Amiga User
---

4202. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-15 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <4aqfkp$pvj@nyheter.chalmers.se>
Source record: 87101

In article <30D09149.5AE7@massmedia.com>,
Dan Pinal <danp@massmedia.com> wrote:

>
>Holding down start key? It's been a long time, but I think you only had to
> hold down a special key

I just love people making muliple post, and word wrap at 95???
come on, please??..
:-)

Fredrik Lundholm
d1dol@dtek.chalmers.se

4203. Re: Emulator Envy - XFormer 4.0 Wish List

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-15 00:00:00 UTC
From: wolf@grove.iup.edu
Message-ID: <1995Dec14.190838.2934@news.iup.edu>
Source record: 87102

In article <4allkn$8ag@stratus.skypoint.net>, sydtech@skypoint.com (Scott Butler) writes:
>I just downloaded an outstanding Apple IIe emulator for Windows and Windows
>95, written by one Michael O'Brien. This is by far the nicest emulator for
>Windows I've ever seen. I got the Windows 95 version - it's extremely cool!
>The most common features - the help files, disk image management, sound and
>joystick setup, and an integrated debug monitor - are available on a small
>tool palette to the right of the main display area. The whole thing is a
>complete joy to use....it almost makes me wish I was an Apple II fan. But,
>I've been a die-hard Atari fan since the beginning, so.....
>
>I'm dreaming of the day when an Atari 8-bit emulator that's this easy and
>convenient to use will be available for Windows 95. Any screenshots of Xformer
>4.0 available yet? Think we could get a cool little tool palette on the side
>like the Apple IIe emulator has? When will XF4.0 for Win95 be ready?
>
>Ready to send money....
>
>Scott

I am first of all an Atari fan...but I have fiddled with the Apple II series.
Where can I get the Apple II emulator. Thanks. Bill Forbes in Indiana, PA

4204. Re: Why I won't do business with Darek Michoca

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-15 00:00:00 UTC
From: DM9200@ALF.APPSTATE.EDU
Message-ID: <4aqld9$h6h@lester.appstate.edu>
Source record: 87103

Chris Lam (lamcw@aston.ac.uk) wrote:

: Everyone I've dealt with seem to have the same opinion as you. He was
: very rude to me when I was developing Rainbow for the Mac. Still got all his
: mad, egocentric, arrogant e-mails. As to whether you should buy his products,
: well, that's up to you. Personally I wouldn't but then again I don't have a
: PC...

And for the PC it's the only game in town. And a quite well done emulator
I think, and reasonably priced. Which do people want, a crap product from
a smiling salesman or a decent product from an occasionally snarling
but competent programmer? I'll take the decent product and deal with the
snarling programmer.

Darek must be reading this thread by now so I'll toss in my wishlist for
XFormer's next release: better sound support and ability to run Alternate
Reality!

From the Desk of Daniel Miller, Starving Artist/Parched Writer/Amiga User
---

4205. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-15 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <148948@cup.portal.com>
Source record: 87104
Body handling: HTML body converted to readable text

Dan; Actually, banking out basic as I recall was automatic. The AR series was on of the first and few games to do this. Thinking about it, I can only remember HomePak I think that was smart enough to do this at that time. What I was talking about is the "Insert disk 2 side 1" messages! Just about everybody I know that was playing the game complained about it with, "I insert the disk, but the program refuses to ack it's the right one" For some reason the program would routinely have problems like this. Still, great game & the game play made up for it.
You could break into the game with Omnimon also. It was funny because when Phil Price came by he mentioned he looked at the OPTION/SELECT keys to make sure someone wasn't about to break in & cleared memory if they were. The solution to this was to just hold down reset THEN depress the keys. I still look back fondly on some of the stuff you guys put in that thing, The Loadstone, The Devourer, I think the wizard or thief was named Ozob i.e. Bozo spelled backwards. For the next 6 years or so, whenever I played a CPRG I always created a wizard named Son of Bozo!
The AR games weren't the first I bought, I think that honor would go to Ultima III. But after playing UIII for several evenings I gave it up wondering why anybody would want to play this type of game. After The City & The Dungeon I went back & found I could enjoy Ultima III & have been playing this type of game ever since. It lead to a real change in my buying habits. Up until that time I think I totaled up my software purchases & I have spent approximately $1500 on sofware, about 80% games, 20% applications. The AR series really represented such a value, $40 and the games would keep you occupied for months! In the 8 years since then I don't think I've spent $1500 on software, mostly just because I buy CPRGs that take months to play vs a shooter that you get bored with the first weekend. So... needless to say I'm greatful you guys did such a fine job on AR. In the long run, it probably saved me a small fortune in software purchases.
Rick

4206. Re: XF33DEMO !! Great !!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4asmdg$1tb@nuke.csu.net>
Source record: 87105

Cliff Lawley (cliffl@mail.netshop.net) wrote:

: P.S. Anyone got a copy of GORF or 7 Cities of Gold? My original copy
: of 7CoG got destroyed! It was my favourite! I doubt I could get a
: replacement from EA anymore! (Does GORF need the translator?)

I believe it's American Techna-Vision that has 7CoG. I borrowed it from
a friend YEARS ago and loved it (same with AR:C, which I purchased a while
ago and admittedly have barely touched - it's that floppy drive thing. :( )

I bought a copy for around $10 or less I think. Ask them for a catalog.
(I'm sure you'll see a post from them around here :) - or just look at the
c.s.a.8 FAQ part 2: vendors/developers)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

4207. Re: WANTED: Double density drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-16 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DJoqAI.1Ln@iglou.com>
Source record: 87029

Don't forget the Atari XF551. It's double density and double sided. It has a high speed mode, not quite the same as the US Doubler, but Spartados 3.2 can be patched to work with the XF high speed. And you can probably still get the 3.5-inch 720K drive upgrade from Bob Puff.

--
"Goodness me, could this be industrial disease?" Dire Straits

4208. atari modems

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-16 00:00:00 UTC
From: ROY <subroy@astro.ocis.temple.edu>
Message-ID: <Pine.BSD.3.91.951216110716.7488A-100000@astro.ocis.temple.edu>
Source record: 87030

Does anyone have an 850 interface they want to sell. How fast can u go with the interface? I have an old atari 130xe, would like to use it terminal use.

4209. Re: WANTED: Some documentation .

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-16 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <148967@cup.portal.com>
Source record: 87031

Mariano; Tried email, it bounced. I have my orignal docs for BGraph &
I think Movie Maker. Did you have some specific questions?
Rick

4210. [--- BOBTERM YMODEM padding ---] (was: Transfer 8-bit to PC - how?)

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-16 00:00:00 UTC
From: winston@merk.com
Message-ID: <DJoBqu.A67@merk.com>
Source record: 87032

This discussion about UNIX YMODEM and ATARI BOBTERM YMODEM has come up before. Bill Marcum has pointed out that the UNIX YMODEM batch header information doesn't appear to correspond to ATARI YMODEM header information because of the different directory structures. Barry Gordon has pointed out that UNIX YMODEM and ATARI BOBTERM YMODEM "pad" files differently based on record length, and therefore have a problem synchronizing the End-Of-File. The relevant text now follows:

> Article 27300 of comp.sys.atari.8bit:
> Newsgroups: comp.sys.atari.8bit
> Path: ... !in2.uu.net!iglou!bmarcum
> From: bmarcum@iglou.iglou.com (Bill Marcum)
> Subject: Re: [--- BOBTERM and MyDOS 4.50 ---]
> X-Nntp-Posting-Host: iglou.iglou.com
> Message-ID: <DEpLAH.LIy@iglou.com>
> Sender: news@iglou.com (News Administrator)
> Organization: IgLou Internet Services (1-800-436-4456)
> References: <DEMtE0.Gpr@merk.com> <DEMzAB.J4D@merk.com>
> Date: Sun, 10 Sep 1995 21:35:05 GMT
> Lines: 12
BM>
BM>
BM> I've used Bobterm's Ymodem to download plenty of files from Unix systems
BM> using sb; I'm not sure about the uploading. I think the main difference
BM> in the Ymodem batch protocols is in what they send following the filename.
BM> Sb/rb sends a lot of ascii numbers representing the file length and
BM> time/date stamps. (I haven't used Bobterm with Spartados; does it use
BM> this time/date info, or does a downloaded file show the date that it was
BM> downloaded?) I used to use a CP/M system that would show ridiculous
BM> file lengths like 1280K while downloading, but the downloads turned out
BM> all right.
BM> --
BM> Directions: Use only as directed.

> Article 27429 of comp.sys.atari.8bit:
> Path: ...!charnel.ecst.csuchico.edu!pathogen.ecst.csuchico.edu!bgordon
> From: "Barry L. Gordon" <bgordon@ecst.csuchico.edu>
> Newsgroups: comp.sys.atari.8bit
> Subject: Re: [--- BOBTERM and SPARTA 32gx ---]
> Date: Sat, 16 Sep 1995 11:18:47 -0700
> Organization: California State University, Chico
> Lines: 35
> Message-ID:
> NNTP-Posting-Host: pathogen.ecst.csuchico.edu
> Mime-Version: 1.0

> Content-Type: TEXT/PLAIN; charset=US-ASCII
> In-Reply-To: <438690$6q2@natasha.rmii.com>
>

> > Winston Smith (winston@merk.com) wrote:
> >
> > : Using SPARTA-DOS 3.2gx and BOBTERM 1.22 I just attempted to
> > : perform a YMODEM BATCH upload to a UNIX system running SZ/RZ.
> > : Strangely enough, the last sector of each one of my files was
> > : never transmitted, and the end of each and every file was truncated!
> >
> >
> > On 14 Sep 1995, Kent Degroff replied:
> >
> > I have the same hardware configuration except I have a LineLink 144e
> > modem which I run at 9600 baud and I use TopDos Pro (or 1.5+). On my
> > internet access account, I am unable to upload at all using rz. I have
> > to use rx and upload a file at a time. But, it doesn't truncate.

BG> The problem lies in the difference in protocols. Let's use the
BG> standard Xmodem block for an example. When you send a full block of 128
BG> bytes of data, the Atari and the Unix system agree on the header bytes
BG> and the data itself. However, when a block with less than 128 bytes is
BG> sent (the last block of a file), the two systems disagree on how to
BG> handle it. The Atari expects to pad the block out to 128 bytes with a
BG> character which represents the number of valid data bytes in the block.
BG> So if the last block had 90 bytes of valid data, the Atari would expect a
BG> standard Xmodem header followed by 90 bytes of data, followed by 38 bytes
BG> of character number 90 [Chr$(90)]. The Unix system expects all non-128
BG> byte blocks to be padded with Control-Z characters [Chr$(90)]. Thus the
BG> two systems don't agree on where the end of the file is. This leads to
BG> either the last block being truncated, or in an extra pad of characters
BG> being added onto the end of the file.

4211. Re: Paddle Control

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-16 00:00:00 UTC
From: winston@merk.com
Message-ID: <DJoC0I.AAB@merk.com>
Source record: 87033

The Pinball Construction Set supports the paddles as an input device. With the paddles plugged in, each paddle fire button supports the flipper on that side of the table, giving you more of a pinball type of feel to the game play (a much more natural feel than that of using a joystick).

4212. Re: Atari 800 cartridge list

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-16 00:00:00 UTC
From: vgriscep@wam.umd.edu
Message-ID: <4atilc$pmk@cville-srv.wam.umd.edu>
Source record: 87034
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <4afa97$l0g@crl13.crl.com>, Bruce Tomlin <btomlin@aol.com> wrote:
>Atari 400/800
>Manufacturer Number C I B Name
>==

Speaking of which, I just got my first HES cartridge! Happy happy joy joy ...
but it's an 800 cartridge, not a 2600 cartridge. The label is yellow, and
says:

Gridrunner

by Jeff Minter

>HES [ ][ ] Gridrunner

And of course, it sucks. :) NOT! Actually it's based on Centipede but
has a *lot* of new elements added. The control is also different; the
grid is much better adapted to a joystick (or Atari Trak-ball in J mode)
than the ports of arcade games like Centipede and Millipede, which use a
Trak-ball in the arcade, and whose 8-bit home ports usually lack that
certain something in terms of control---control often needed when Centi-
pede is at its height of chaos and every shot must be a well-placed one.

There is one thing I don't understand: there's no llamas in it.

Still a good, good game. I like it.
--
VGR | $000C35FA - - - - - - - - - - - - - - - - - -
| (1812 Overture) | "The size of the brain is no
"You have a | I GIVE UP | measure of its capacity."
SPARKLY!" | YOU MUST BE A VIDEO WHIZ | - Mr. Johnathan Frisby

4213. Re: Old 8-bit Game

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-16 00:00:00 UTC
From: cliffl@mail.netshop.net
Message-ID: <4avird$85h@news.netshop.net>
Source record: 87035

Michael Kling <kling@cis.picker.com> wrote:

>I seem to remember an old 8-bit game called Omega Race. It was an
>arcade translation that had vector graphics. Does anybody remember
>if this game was released on any 8bit system?

>Mike Kling

I remember the arcade game but I don't know if it was released for the
8-bit. I seem to remember a 2600 version though. It's the one where
you raced a little triangle around a track with elastic sides, isn't
it?

Cliff
cliffl@mail.netshop.net

4214. joysticks!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-16 00:00:00 UTC
From: cliffl@mail.netshop.net
Message-ID: <4avirr$85h@news.netshop.net>
Source record: 87036

I am in desperate need of a descent joystick!!! Man! Are they hard to find now!

Of course I am a very picky joystick buyer. I do NOT want a flight stick. I must be switchable from 4 position to 8 position (this is definitely a must). It should have a metal shaft. Last but not least, it should have at least a button on BOTH sides (I'm left handed, my wife is not!).

I know they exist, I used to have a couple of different ones. Kraft made one but it had a plastic shaft. This would do, as the one I have now has NONE of the things I just listed. Someone else made an ideal one but I can't remember who they were. It was blue and had a black piece on top that you used to select 4 or 8 position. It had a metal shaft and the buttons were on the front, not the top, if you know what I mean.

Anyway, if anyone knows where I can get such a stick, or has one they can part with, PLEASE let me know!

Thanks!

Cliff Lawley
cliffl@mail.netshop.net

4215. Re: Paddle Control

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-16 00:00:00 UTC
From: cliffl@mail.netshop.net
Message-ID: <4aviru$85h@news.netshop.net>
Source record: 87037

QNTAL@GANDALF.berlinet.DE (Frederik Holst) wrote:

>Arkanoid did use paddles and I think Missile Command, too.

>CU !

Did they actually release Arkanoid for the 8-bit? Cool!

cliffl@mail.netshop.net

4216. Re: Xformer 3.3 B U G !

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-16 00:00:00 UTC
From: cliffl@mail.netshop.net
Message-ID: <4avis4$85h@news.netshop.net>
Source record: 87038

halliwee@ts436.dyess.af.mil (Halliwell E Sra 436TS/TAC) wrote:

>On 15 Dec 1995, rford10445@aol.com (RFord10445) said:

>> I have no joystick problems with any other software or previous xformer
>> versions. I hope that that will be changed rather quickly. I'm sure a lot
>> of people will be downloading the newest version *3.3* from Darek's
>> www-page.
>>
>> How could such a bug slip out not noticed?

>Speaking of bugs, I figured I'd finally gvie Xformer a try, so I grabbed
>the latest demo version off his web page.

>Imagine my surprise when one of the included demos ("SWANDEMO") failed to
>work properly! Everything looked fine, except for the spinning Fuji logo,
>which was severely hashed. The correct data was getting up there (I could
>make out the rainbow colors of the front), but apparently it wasn't being
>formatted correctly. The swan flew in front of this mess just fine.

>This has to be some sort of problem with the emulator, doesn't it? If it
>were a hardware problem it shouldn't be running at all.

You have to disable basic for swandemo to work properly. Press
Shift-F10, then try again.

Cliff Lawley
cliffl@mail.netshop.net

4217. Re: where to get .XFD files

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-16 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4avb7c$t2s@charm.magnus.acs.ohio-state.edu>
Source record: 87039

In article <4auopf$r2f@news.ios.com>, Bingham <bbingham@haven.ios.com> wrote:
>William Kendrick (kendrick@zippy.sonoma.edu) wrote:
>
>: Now, to get Rainbow and XFormer and Atari800 to support PRO files! >:^)
>: (Wait, what am I excited about? I don't even use XF, Rainbow or Atari800!)
>
>PRO files? Like the BBS? How do you mean?

I believe PRO is the format used to store copy-protected disks for use
with APE. AFAIK, it has nothing to do with BBS Express Pro.

Now, as far as Atari800 supporting them: I'd rather have it support
individual files as disks the way xformer does.
--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

4218. Re: where to get .XFD files

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-16 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <4auopf$r2f@news.ios.com>
Source record: 87040

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: Now, to get Rainbow and XFormer and Atari800 to support PRO files! >:^)
: (Wait, what am I excited about? I don't even use XF, Rainbow or Atari800!)

PRO files? Like the BBS? How do you mean?

Inquiring .CMD writers want to know..

4219. Greetings & such

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-16 00:00:00 UTC
From: keithyer@IntNet.net
Message-ID: <4au10i$ned@mercury.IntNet.net>
Source record: 87041

Greetings all. I finally got out of alt.*.*.* and down to comp in the news groups. Just wanted to briefly introduce myself:

Keith Hyer
Atari 400, 800, 800XL, 1200XL user. Never got a 1450XL but the pictures in ANTIC magazine looked cool!

I'm now a convert - IBM'in for about 4.5 years - Just got Xformer 3.3 and think it's cool! Way to go Darek!

I'm taking the .asm and .c files that come with the package in UTIL\ and working on a program (which I'll release to PD if I can get it working) to read Atari 5.25 disks (hopefully in multiple densities) in IBM drive and write images (.atr / .xfd). But I'm going to need assistance with the file formats for those. Hopefully someone in here will know - and be willing to share - what the formats are.

I read through all the messages in here before posting this. I have only two things to say:

(1) I'm a database programmer - trust me - don't ask the programmer of a system what's wrong. Ask the tech - the guy who gets paid to translate techno-babble into english. In other words - give Mr. Mihocka a break. He probably wouldn't program at all if he was a fantastic public relations guy - he'd do PR instead..

(2) This goes back to early posts I saw: I have AR:C & AR:D. Both are shall we say, "grey" market. I had the same disk problems with the originals. I haven't tried them with xformer yet. I'll let you know if they work.

Ok, ok so my introduction wasn't so brief..
Be seein' ya'

-Keith

4220. Re: Atari 800 cartridge list

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-16 00:00:00 UTC
From: llamaman@ix.netcom.com
Message-ID: <4atp59$qbp@cloner3.netcom.com>
Source record: 87042
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

>Speaking of which, I just got my first HES cartridge! Happy happy joy
joy ...
>but it's an 800 cartridge, not a 2600 cartridge. The label is yellow,
and
>says:
>Gridrunner

>There is one thing I don't understand: there's no llamas in it.

hehe... that version is a bit chunky on the graphics, as I had never coded the 800 prior to doing that, and I just hacked it over from the c64 code in a couple of days without really using the nicer graphics modes on the Atari.. still, it was at least playable.

Incidentally, HES did a conversion of the sequel to Gridrunner, which was called Attack of the Mutant Camels [MATRIX in the UK]. This was completed on the 800, and graphically a *lot* better, but sadly never released - somebody may have a rom image on disk somewhere (hell, I do, but buggered if I know where it is now). That *did* have camels in. There was also the UK version of Attack of the Mutant Camels on the '800, released by Llamasoft, which was a completely different game (picture Empire Strikes Back with nice DLI skies and giant camels instead of Walkers)...

D2K on the Jag is the first of my games to star an actual digitised image of a real beastie - in the hidden Flossie Mode you can actually fly my beloved Flossie the Prettiest Sheep in the World, rescue llamas, and shatter your enemies with Flossie's awesome Bleat of Doom :-)

\
(:-) - baaaaaa <slurp>
/

4221. Re: Paddle Control

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-16 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4avame$t0h@charm.magnus.acs.ohio-state.edu>
Source record: 87043

In article <4akqcv$6hf@news1.cle.ab.com>,
Rick Dolezal <Richard.Dolezal@ab.com> wrote:
>Indy 500 used a special paddle controller that spun all the way around.

Ah yes, the driving controller.... but wasn't that more like a mouse
or trackball? A paddle controller has a variable resistor, so "all the
way to the left" is the minimum resistance, and "all the way to the
right" is the maximum resistance; there's no way to make that wrap
around without some major discontinuity.

In mice, trackballs, and (I'm assuming) the driving controllers, a
digital signal is sent, and the software has to interpret direction
and speed from that. Unlike the paddes, it allows unlimited motion.

Atari Connection had a good article on reading trackballs around '83.

--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

4222. Re: 8-BIT GAMES FOR AUCTION

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-16 00:00:00 UTC
From: mor@well.com
Message-ID: <4atpvp$65r@nkosi.well.com>
Source record: 87044

Good ol' Richard.Dolezal@ab.com (Rick Dolezal) wrote:

>In article <4aolok$cj7@taiwan.informatik.uni-rostock.de>,
janz@wolfurt.informatik.uni-konstanz.de (Holger Janz) says:
>>
>>Peter Schmitz (peter.schmitz@tronic.de) wrote:
>>: In his "8-Bit Games for Auction" posting, jrm8248@cc.utah.edu (J
>>: Manazer) wrote:
>>
>>: >This is an auction update....bidders will be sent a comlete listing as
>>: >well as rules et

>>
>>: Unfortunately, his E-Mail address is unknown by the server
>>: cc.utah.edu. That server doesn't know user jrm8248 and responds with
>>: Error 550 (unknown user address) to biddings.

>No updates and no EMail.

>Same problem here in Ohio.

Cool. Hopefully the deadline will arrive before you guys figure out
how to get him email... I got my bids in...

|m.o.r.
|
|"When *I* use a word," Humpty Dumpty said in rather a scornful
|tone, "it means just what I choose it to mean - neither more
|nor less."

4223. Re: Darek Mihocka and the flaming assholes

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-16 00:00:00 UTC
From: oscar@Primenet.Com
Message-ID: <4au0t6$hl1@nntp3.news.primenet.com>
Source record: 87045

In article <1995Dec14.103208.19335@wariat.uucp>,
Russ Gilbert <Russ.Gilbert@apk.wariat.org> wrote:
>(Talk about D. Mihocka and PC Xformer 3.x and support, etc.)
>This thread is going to piss off Mr. Mihocka.

<snip>

>One poster asked if somebody couldn't write a really
>'decent' A8 emulator for the PC. This person shows a real
>naievity about where A8 is.

<snip>

Well, Russ, the problem here is that PC Xformer isn't what
is being flamed, it's Darek's attitude. I agree that
customers can be idiots sometimes, but you need to be able
to deal with that when you're selling a product.

PC Xformer is a great product, and Darek has done a wonderful
job so far - better than anyone else has managed. I've been
loyal to his efforts since he started working on an 8bit
emulator for the Atari ST. I've always thought his attitude
was a bit harsh - even to me, someone supportive who has
at worst made reasonable suggestions on future improvements.
Luckily, I have a pretty thick skin and am well aware of the
"I am programmer, I am god" attitude people get (I've been
there myself before...)

I can't blame "Gate Keeper" for his posting. He bought
Darek's product and has gotten attitude from him regarding
upgrades and support. Maybe he deserved it. Having an
annonymous or misconfigured mailer certainly isn't helping
his case. Darek says that people call him at all hours of the
morning. My reply is: What do you expect? You set yourself
up as a business, "BRASOFT", and people will call you at any
time - assuming to get an answering machine if not a human
being. If I didn't know any better, I would certainly not
hesitate to call whenever it was reasonable to me.

At any rate, my point here is not to continue the flaming, but
to try and give a little backbone to "Gate Keeper"'s post.
It seems like everyone jumped on the "Gate Keeper"-is-a-flaming-
asshole bandwagon, which I find very disturbing since he
didn't say anything (IMHO) to deserve it. Sure, we should
support the few people who are still making products for the 8bit,
no doubt about it. But does that mean we should hold back

anything but positive comments about those people? Not if
they're reasonable and deserved critisisms.

I expected "Gate Keeper"'s response to be returned by a bunch
of I've-Dealt-With-Darek-And-He's-A-Great-Guy posts, but that
didn't happen. The strongest replies came from people who don't
even own PC Xformer. I think that's very telling.

Personally, I've yet to get my registration code for 3.3. The
first time I tried from Darek's web page, I got flamed for
making a suggestion on the cables he's building. I apologized
for making the suggestion. I never heard back about the apology
or about my registration code. I later realized that I hadn't
placed a userid and password on my first message to Darek, so
I tried the web page again, this time adding those items (and
making no further suggestions). Haven't heard back yet.
Yes, I sent my registration card in back when I bought version
3.0, and no, I've never called Darek at all - never mind after
midnight PST.

One other person in this group has been posting that he got 3.3
from the web site. Assuming this is the registered and not
demo version, then I can only guess that Darek is very busy and
not actually ignoring me. That's fine - I can understand getting
so busy you don't have time for replies right away...

Well, I didn't mean to rant for this long. To sum things up,
I hope Darek continues to support the 8bit community for a long
time to come. He's obviously a great programmer, and we need as
many like him as possible in our midst. I know that dealing with
customers is a pain in the butt (I was manager of technical support
at our company for some time - imagine dealing with nothing but
customer problems all day long), and if he dislikes it as much as he
seems to, then I hope he can find someone else to do that part of the
business for him (this is very common practice - keep the brains
away from the clients). On the other hand, I think "Gate Keeper"
(for God's sake, fix your mailer or post with a real name) lodged
a legitimate complaint and am surprised at how he was simply
flamed for it.

Good luck to all of you...

<getting off teetering soapbox>

--

Oscar Fowler
oscar@primenet.com | oscar@cs.arizona.edu | oscar@rightfax.com
http://www.primenet.com/~oscar

4224. DESPERATE for "Drol" on Atari 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-16 00:00:00 UTC
From: Douglas Neal <dugn19@mail.tcd.net>
Message-ID: <4atcn9$6qg@news.tcd.net>
Source record: 87046

LOVED the old Japanese game, Drol for the Atari 400/800. Saw it get auctioned off to someone on this newsgroup, but I'd like to buy a copy from ANYONE who has one. It doesn't beat Star Raiders, but it's pretty darn fun.

BTW, does anyone have Lode RUnner still? My copies croaked out on me after time...

Douglas Neal (dugn@mail.tcd.net)

4225. Re: Derek Mihocka

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-16 00:00:00 UTC
From: circle@basenet.net
Message-ID: <4athrc$1ne@news.accessus.net>
Source record: 87047

In article <4aq3jc$aoh@charm.magnus.acs.ohio-state.edu>,
rfunk@magnus.acs.ohio-state.edu says...
>
>In article <4alm09$jfa@news.accessus.net>, circle <circle@basenet.net> wrote:
>>nltd@grove.iup.edu wrote:
>>my pc joystick that works on every other program for the pc that i
>>own, wont respont to the xformer program. what gives and how do i
>>reconfigure it ????
>
>It's been a while since I've done much with xformer (I prefer Unix
>over MS-DOS), but I believe you have to give it a switch (maybe -j) to
>make the joystick work.
>--
>------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
> "A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
> One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
> -- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr
yep, you are right, it is a -j command at the dos prompt, or into a window command
line, however, it dosent work at all and i believe that i have made the programmer
at brasoft aware of it . I finally got email and have given him his penance for
shipping faulty software. more to come....
circlemaster

4226. Re: Darek Mihocka and the flaming...

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-16 00:00:00 UTC
From: circle@basenet.net
Message-ID: <4atipb$1ne@news.accessus.net>
Source record: 87048

In article <4aqn99$h6h@lester.appstate.edu>, DM9200@ALF.APPSTATE.EDUï¿½
says...
>
>Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
>: (Talk about D. Mihocka and PC Xformer 3.x and support, etc.)
>: This thread is going to piss off Mr. Mihocka. Ben Poehland
>: took some of these critical posts and we don't see him much
>: any more. I suspect the same will happen with Mr. Mihocka.
>
>I surely hope that the internet Atari 8bit community doesn't lose the
>input of one of it's greatest contributors. I imagine he can endure a
>critical comment or two, though.
>
>: One poster asked if somebody couldn't write a really
>: 'decent' A8 emulator for the PC. This person shows a real
>: naievity about where A8 is. A8 is dead and the attitudes
>: expressed by some 'consumers' isn't going to help bring any
>: further new things to it.
>
>"Dead?!" Bite your tongue! The fact that we're having this discussion
>proves it is not dead. It's more novelty and nostalgia than functionality
>for a lot of us though.
>
>: I haven't seen PCXformer. I don't have the hardware to
>: run it. I would be interested in the product if I had the
>: hardware. So, my point. Why don't some of these people
>: with a low opinion of PCXformer write an article, just a few
>: paragraphs, describing how the program works, compare it to
>
>I didn't bitch but briefly for your information it is a functional
>and reasonably reliable emulator that has had a hit rate of about
>85% for the programs I've tried. It runs cartridge images almost
>without exception. Pitfall II didn't fly. AR doesn't fly from what
>I hear. Rescue from Fractalus does though and that was one of the more
>demanding Atari games.
>
>: As for the asshole 'Gate Keeper', I've always hated
>: anonymous assholes like this. I give a shit about his
>: opinion, which, like the asshole he is, everyone has one and
>: everyone thinks everyone elses' stinks.
>
>It would serve this group better if you avoided the profanity and crude
>metaphors like 'Gate Keeper' did. I could have sworn his address was
>identifiable somewhere in the header though.

>
>: So, do us all a service and tell us something about the
>: product, good, bad or indifferent, but objective. Like,
>: does the person who thinks 'Boulderdash' sound stinks have a
>: sound card or is he expecting great sound to come out of his
>: PC speaker?
>
>Umm, I don't have a sound card but I did try running my copy on a
>borrowed '486 and the sound seemed... functional but half-baked, not
>like I remember my Atari and perhaps missing a voice.
>
>---
>From the Desk of Daniel Miller, Starving Artist/Parched Writer/Amiga User
>---
>
Yes, the naive person has a 16bit stereo soundblaster card, a 486 /66 and all the
goodies . same person has a 1meg atari800 built by self, a rack of old broken down
atari hardware (NOT FOR SALE)....and spent over 15 years playing with, running a
business, and generally loving the 8bit. (never did buy an amiga, or an st to many
politics went into those machines)
Was president of the southern illinois atari user group 1981 - 1983 (r. i. p.)
sysop'd the "doctor is in / inner circle bbs (atari based) 1982-1983
I have some strong convictions about atari and i also have some strong convictions
about software being sold before it is done. (the only peice i ever released was
the INC Lottery picker for atari and that was PD due to the fact I realized that I would
be ripping people off selling something that had good statistical engine, but
only occasionally would hit more than 3 matches.
When I write, it is the truth and sometimes the truth hurts especially a sensitive
programmer, but when same has forgotten that unlike a car, his name is forever
on that peice of software, and technical support is part of software release.
I think it is time to let him know that.
ps...email me and I will be happy to give you my "real name"
I assure you that mr.mihocka has my real name (it is on the registration card, and
we finally have spoken in real terms about what might improve the xformer program.
circlemaster

4227. null modem cable for PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-17 00:00:00 UTC
From: cooley@nevada.edu
Message-ID: <4b2i3p$7jd@pioneer.nevada.edu>
Source record: 86956

hello. I'm tryin to find a null modem cable to transfer files from my xe
to my 386. anyone got one they wanna sell? Or better yet, are there any
docs on how to make one?

please reply..

thanks

4228. Darek's attitude

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-17 00:00:00 UTC
From: msaurman@legend.akron.oh.us
Message-ID: <msaurman.2kpf@legend.akron.oh.us>
Source record: 86957

Apparently, as in Derek's case, IQ level has nothing to do with maturity level.

4229. Uploaded: Atari800-0.2.5.tar.gz (Unix/Amiga)

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-17 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1995Dec17.214329.950@signus.demon.co.uk>
Source record: 86958

I have uploaded version 0.2.5 of the Atari 800 Emulator for Unix, the
major changes since version 0.2.1 are as follows:-

+ Vertical Fine Scrolling
+ Sound on systems supporting the Network Audio System
+ LAX unofficial opcode
+ Option to use Fast Floating Point routines (-ffp)
+ DLIST command in monitor to dump display list (mnemonic output)
+ 50% Faster (Timing based on a refresh rate of 1).

The Source code can be downloaded from:-
ftp://ftp.demon.co.uk/pub/emulators/atari/Atari800-0.2.5.tar.gz

The Amiga binary can be downloaded from:-
ftp://ftp.demon.co.uk/pub/emulators/atari/Atari800-0.2.5-Amiga-bin.lzh

ftp.demon.co.uk (158.152.1.44)

Bye
--
David Firth <david@signus.demon.co.uk>

4230. Re: Darek Mihocka and the flaming assholes

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-17 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Dec17.212135.3819@wariat.UUCP>
Source record: 86959

(Talk about my flaming post about flaming D. Mihocka and 'Gate Keeper'
post.)
Bill K. sees GK's post as a response to other people's not getting
response or being able to register on BRASOFT's web page and download
and stuff. I saw 'Gate Keeper's post as a sanctimonious effort to
announce that he isn't going to buy 'PCXformer'. I didn't get any
reason, but guessed that he tried to get something for nothing and got
po'ed. What I particularly disliked about GK's post was it clearly
indicated he didn't buy anything, isn't going to buy anything and wants
everyone else not to buy anything. Again I suspect this is because he
tried to get the latest version and can't and has to do with a pirated
3.2 version or something. He is anonymous, (someone said there was an
identifiable address in one of his/her posts), like he's better than
the rest of us. I just generally don't like anonymous posters,
especially anonymous posters who are starting a flame attack on one of
the few 'serious' developers A8 has. I said A8 is 'dead' in a post.
From the point of veiw of A8 being a viable market for serious
developers is what I mean. Give me a break, I'm an anatomist and used
to hacking over dead things.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

4231. Re: STATUS in ACTION! (was Re: 800xl wanted (me too! I got my MUX!))

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4b22g2$mbf@nuke.csu.net>
Source record: 86960

```
Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
<A status call in Action!>

Cool! Thanx! I didn't NEED it. This was the only case where I've cared
about the returned value of a STATUS call - and I figured it out.

Something like this:

Byte Func ARegister(Byte X, Y, A)
Return(A)

Byte Func MyNode()
Byte N

MXIO(18,0,0) ; (Channel and "M:" are always the same, so no need
; to send them as parameters EVERY TIME!)
N=ARegister() ; No parameters; the "A" is safe
Return(N)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/
```

4232. Re: Darek Mihocka and the flaming assholes

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-17 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <148982@cup.portal.com>
Source record: 86961

Oscar; nice post summing up the current situation. The only thing I would add is perhaps Derek or anybody else for that matter would be better off airing their problems in search of a solution vs flaming. For instance, I stand by my statements that Derek seems to assume just because you have some www access you automatically should be able download the files. This just isn't. A blurb about this in his web page would have/could have sent the users to their own sysadmin to find out if they were able to transfer files this way rather then going to Derek. Ditto for late night phone calls, I had this problem & others. People would be saying stuff like, "I must of called you 10 times yesterday & you never answered." or doing like they're doing to Derek, calling in the middle of the night. The solution was as simple as going out & buying a $39.95 answering machine. The people insisting they had called me numerous times suddenly stopped making that claim when they new I had an answering machine. Ditto for the late night calls, you'd be supprised how quickly peole learn what your normal waking hours are when they get to talk to an answering machine via long distance.
There's no reason to go POSTAL about this stuff, just ask how others deal with it & your liable to find out life is a game that is meant to be enjoyed. True, you do die from it, but that doesn't mean if you learn to play the game before then, it's not quite as painful of a death.
Rick

4233. Re: Darek Mihocka and the flaming assholes

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4b21l4$mbf@nuke.csu.net>
Source record: 86962

Oscar Fowler (oscar@Primenet.Com) wrote:

: Well, Russ, the problem here is that PC Xformer isn't what
: is being flamed, it's Darek's attitude. I agree that
: customers can be idiots sometimes, but you need to be able
: to deal with that when you're selling a product.

<snip>

: I can't blame "Gate Keeper" for his posting. He bought
: Darek's product and has gotten attitude from him regarding
: upgrades and support. Maybe he deserved it.

<snip>

Actually, we're not sure he even has a (purchased) copy of PC Xformer.
I think the reason he starting yelling was this:

People were complaining about PC Xformer - mainly Darek's nonresponse
Darek came in, pretty much called them all idiots, and explained (harshly)
that only ONE of his e-mail addresses work now.

So - people were in a huff about no response.
Darek was in a huff because - umm... I guess it was bad press for him?
Gate Keeper was in a huff because Darek was being so harsh to the people

That's what I saw. (I saw it all in a very compressed time, having read
most of this in the last two days).

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

4234. Re: Xformer 3.3 B U G !

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-17 00:00:00 UTC
From: DM9200@mm.appstate.edu
Message-ID: <4b20af$9f5@lester.appstate.edu>
Source record: 86963

Cliff Lawley (cliffl@mail.netshop.net) wrote:

: >Speaking of bugs, I figured I'd finally gvie Xformer a try, so I grabbed
: >the latest demo version off his web page.

: >Imagine my surprise when one of the included demos ("SWANDEMO") failed to
: >work properly! Everything looked fine, except for the spinning Fuji logo,
: >which was severely hashed. The correct data was getting up there (I could
: >make out the rainbow colors of the front), but apparently it wasn't being
: >formatted correctly. The swan flew in front of this mess just fine.

: >This has to be some sort of problem with the emulator, doesn't it? If it
: >were a hardware problem it shouldn't be running at all.

: You have to disable basic for swandemo to work properly. Press
: Shift-F10, then try again.

Right. He'll get the hang of it. I've found a lot of stuff that you
have to tweak with those function keys, then voila it works.

I think Xformer's compatibility is close to any of the individual
Atari 8bits by itself. You know you'll have trouble with ancient software
on an XE, the merely old software sometimes likes the GTIA chip, etc.

From the Desk of Daniel Miller, Starving Artist/Parched Writer/Amiga User
---

4235. Re: Emulator Envy - XFormer 4.0 Wish List

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-17 00:00:00 UTC
From: DM9200@mm.appstate.edu
Message-ID: <4b20ga$9f5@lester.appstate.edu>
Source record: 86964

uglmiller@cc.memphis.edu wrote:
: > I'm dreaming of the day when an Atari 8-bit emulator that's this easy and
: > convenient to use will be available for Windows 95. Any screenshots of Xformer
: > 4.0 available yet? Think we could get a cool little tool palette on the side
: > like the Apple IIe emulator has? When will XF4.0 for Win95 be ready?
: >
: > Ready to send money....
: >
: > Scott

: I'd settle for an emulator that ran some of the games I wanted to play...

Which ones have you tried that don't run?

4236. Re: Super Pac-Man from B&C

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-17 00:00:00 UTC
From: landon@netcom.com
Message-ID: <landonDJr4J8.LpL@netcom.com>
Source record: 86965

Halliwell E Sra 436TS/TAC (halliwee@ts436.dyess.af.mil) wrote:

: Can anyone confirm whether this version has the same bugs as the file
: version (flickering doors, doors left shut after all keys eaten) that's
: been floating around for several years now? (I remember hacking my
: version so the keys looked more like the ones in the arcade <g>)

I definitely recall fixing a few double-buffering and "non-opening
door" bugs fairly late in development. The testers had it by then, so
it's entirely likely that more than one version leaked.

On the other hand, it's possible that those bugs are in the
"released" version of SP, since Jack Tramiel swooped in around that
time, and SP basically didn't matter any more.

I think I've got the source on some old disks (an "off-site backup",
yeah) in the basement, but I don't have an 810 to read them anymore.

--

landon@netcom.com wwwwwWWWWWHHHOOOOOOOOOOOSSSSSSHH!!!!!
R1100GS, R100GS, TransAlp (sound of low-flying pig)
DoD #1475
"Everybody thinking, thinking pretty hard...." -- Thomas Dolby

4237. Re: Why I won't do business with Darek Michoca

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-17 00:00:00 UTC
From: QNTAL@GANDALF.berlinet.DE
Message-ID: <5-0blfRA15B@qntal.gandalf.berlinet.de>
Source record: 86966

kendrick@zippy.sonoma.edu meinte am 15.12.95 zum Thema "Re: Why I won't do business with Darek Michoca"
im Brett /COMP/SYS/ATARI/8BIT:

> All I know is, from what I've seen, they both WORK REASONABLY WELL, and I
> like BOTH of them. Just because I'm a Mac user, and have seen newer
> versions of Rainbow running on fast machines (and have seen only Xformer 3.0
> on a 386), I'm not gonna say "RAINBOW IS >>WAY<< BETTER THAN XFORMER!"

> UNBIASEDLY compared PC Xf and Rainbow (and Atari800 for Unix, and a real
> Atari) running MANY different programs, from simple speed tests to full out

I am not very informed about Emulators:
Rainbow is for Macs only, right ?
Atari800 is a UNIX-Emulator, right ?

Is there a ftp-site, where I can get Atari800 ?
Who can give me more infos about Atari800 and Rainbow ?

CU and thnx,

Freddy.

No use to turn out the light
You feel so depressed inside
When you think of your wasted
Years at night
(Horn/Veljanov)

CrossPoint v3.1

4238. Wanted: Atari 5200 system & its accessories

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-17 00:00:00 UTC
From: hbbusa06@csun.edu
Message-ID: <4b1q32$av1@dewey.csun.edu>
Source record: 86967

Any Atari 5200 video game system & its accessories(cartridge,
instruction booklet, parts etc...) for sale? If yes or know where I can
get them, please e-mail me--I greatly appreciated.

Pramoad N.
hbbusa06@louie.csun.edu

4239. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-17 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_819223421@rtfm.mit.edu>
Source record: 87049
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

Revised 14-Dec-95

NEW ---- All Repair Shops are now listed here. ---- NEW

---- All Print and Disk Magazines are now listed here. ----

Additions/suggestions/comments/corrections are needed! Please send to:

Michael D. Current
URL:mailto:mcurrent@carleton.edu

Where to get the latest copy of this list:

The home of many FTP archives, automatically updated monthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev

The World Wide Web hypertext version, automatically generated monthly:
URL:http://www.smartpages.com/faqs/atari-8-bit/vendev/faq.html
URL:http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html

WWW "flat hypertext" versions, automatically generated monthly:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
URL:http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.vendev.html

Usenet newsgroups where this list is automatically posted monthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also send for this list by mail.
URL:mailto:mail-server@rtfm.mit.edu message says:
send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

Conventions
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All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" shareware/freeware/PD developers should also be listed.
```

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, public domain software/freeware/shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No product can be developed by more than one developer. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information is given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of the more prominent sources I use. Current Notes magazine; Atari Classics magazine, published by Jim Hood and Bob Woolley; and The Atari 8-Bit Omnibus, published by David A. Paterson.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

8-Bit Magazin (disk magazine)
See: Powersoft

8-Bits Forever (book)
See: GFH Marketing

A.B.B.U.C. e.V.
c/o Wolfgang Burger
Wieschenbeck 45

45699 Herten
Germany
Developer: various hardware and software (also schematics, mailbox,
disk magazine, repair-service, helpline addresses, meetings)
Publisher: Diskmagazin (disk magazine)
Repair Shop.

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
Publisher: The AtariWriter+ Companion (book) - $5

AMC-Verlag
Bluecherstr. 17
W-65195 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension),
STEREO Blaster (several versions), STEREO Blaster PRO, Herbert I, Herbert II,
other games

American Techna-Vision (Ralph Maddox)
Mail Order:
15338 Inverness St
San Leandro CA 94579-2016
USA
Sales Office:
1903 Fairway Dr
San Leandro CA 94577-5632
USA
tel: (510) 352-3787
FAX: (510) 352-9227
URL:mailto:rmax99@ix.netcom.com
Vendor: new hardware, commercial software
Repair Shop. 1050 Disk Drives only

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA

Vendor: commercial/PD/freeware/shareware

ANG Software
Ridderkerksestraat 60
3114 RK Schiedam
The Netherlands
tel/FAX: +31-10-4271732
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip),
t-shirts with Atari 8-bit game motives on them

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Artacyis Software (James Catalano)
639 W Grace St Apt 336
Chicago IL 60613-4005
USA
tel: (312) 248-6065
Developer: over 60 original game titles

AS
See: Mirage

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape
sets each in: Reading, Spelling, Math, Economics, Physics, Psychology,
U.S. History, World History, Digital Electronics)

Atari 8-Bit Alive
c/o Damon Walker
RR 1 Box 62
Salem NJ 08079-9714
USA
tel: (609) 299-4667
URL:mailto:b.walker26@genie.geis.com
Fidonet: Node 1:266/52
Publisher: Atari 8-Bit Alive (print magazine)
bimonthly, $2.79/issue, or $8/three issues

Atari 8-Bit Omnibus (publication)
See: David A. Paterson

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch

LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
United Kingdom
URL:mailto:mbitdc9306@newi.ac.uk (David Wyn Davies)
Developer: Swift Spreadsheet (Standard or New), Loopz, Helter Skelter

Atari Classics
5507 Langford Ct
Concord CA 94521-1614
USA
tel: (510) 672-1244
FAX: (510) 672-7611
URL:mailto:75126.3446@compuserve.com
URL:mailto:RWoolley@ix.netcom.com (Bob Woolley, Editorial Director)
URL:mailto:j.hood9@genie.geis.com (Jim Hood, Editor-In-Chief)
Publisher: Atari Classics (print magazine)
"no more than 6 per year" 1 Year 2 Years 3 Years
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27 (3 disks/yr)

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: shareware/freeware/PD

Atari Video Club
c/o Dan Iacovelli
1411 N 36th Ave
Melrose Park IL 60160-2726
USA
tel: (708) 345-4127
Vendor: games

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299

FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
URL:mailto:d.mcalliste2@genie.geis.com
Developer: hardware and software for model railroading applications

Avatar (Ulf Petersen)
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/418260 (ISDN)
tel: +49/4381/418261 (ISDN)
tel: +49/4381/418262 (ISDN)
FAX: +49/4381/418243
URL:mailto:ulf%antic@cle.de
FIDO: Ulf Petersen@2:240/4060.22
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II
Publisher: User-Mag (disk magazine)
bi-monthly

Subject: B

B&C ComputerVisions
1725 De La Cruz Blvd Ste 7
Santa Clara CA 95050-3011
USA
tel: (408) 986-9960 Phone Orders Tue-Fri 10AM-6PM
FAX: (408) 986-9968 Store Hours Thur & Fri 10am-6pm; Sat-10am-5pm
Vendor: new/used hardware, commercial/PD/freeware/shareware

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
URL:mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290

San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
URL:mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Branch Always Software
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
URL:mailto:brasoft@halcyon.com
URL:mailto:brasoft@genie.geis.com
MSN: BRASOFT
URL:http://www.halcyon.com/brasoft/
Developer: ST Xformer 3.0 (for Atari ST), PC Xformer 3.3 (for MS-DOS or
Windows 3.1), Xformer cable. Coming soon: PC Xformer 4.0 for Windows 95.

Bravo Sierra Computers
c/o Ben Smith
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
URL:mailto:bensmith@teleport.com
Vendor: used hardware/software

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA

tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Pl N
Minneapolis MN 55427-2259
USA
Developer: various software

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Games Plus
1839 E Chapman Ave
Orange CA 92667-7774
USA
tel: (714) 639-8189 Noon-6pm Tue-Fri, Noon-3pm Sat
FAX: (714) 538-1707
URL:mailto:aturco@netcom.com (Art Turco)
Vendor: commercial software

Computer Software Services
See also: Bob Puff
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
URL:mailto:ddjt62c@prodigy.com
Service: converts disks from Atari to IBM PC 3.5" for SIO2PC/PC Xformer
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk Shell (for MS-DOS)

Current Notes
559 Birchmount Rd. #2
Scarborough, ON M1K 1P8
Canada
tel: 416-261-5997
tel: 416-752-2744
URL:mailto:redfrog@io.org (Robert Boardman, Publisher/8-Bit Computing)
URL:mailto:hcarson@io.org (Howard E. Carson, Managing Editor)
Publisher: Current Notes (ISSN 8750-1937, "at least 6 times per year")
U.S. Rates: $25/1 yr, $46/2 yr. (US Funds)
Canada: $35/1 yr, $65/2 yr. (Cdn Funds)
Foreign: $48/1 yr, $90/2 yr. (US Funds)

Subject: D

Daisy Dot Software
c/o Roy Goldman
2440 S Jasmine St
Denver CO 80222-6313
USA
Developer: Daisy-Dot III

Nir Dary
19185 Castlebay Ln
Northridge CA 91326-1046
USA
tel: (818) 831-2353 evenings only
Developer: PAL/NTSC Upgrade

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue
See also: The AGDA Group
1623 W 4th St
Mansfield OH 44906-1701
USA
tel: (419) 529-9797 1pm-5:30pm EST M-F
URL:mailto:dataque.1@genie.geis.com
URL:mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM
Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM,
Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list
options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit,
Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

Dean Garraghty
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel: +44-1302-855-026
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast
Publisher: News-Paper (print magazine)
UK: #6.00 / 4 issues
Europe: #8.00 / 4 issues
USA: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues

Discount Video Too
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA

tel: (407) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software

Diskmagazin (disk magazine)
See: A.B.B.U.C. e.V.

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983 or (301) 656-8620
URL:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Evangelo's Software
Angelo V.
27 Stiles St.
Elizabeth, NJ 07208
United States
tel: (908) 558-9518
Vendor: comercial software

Subject: F

Far North Computers
59 College Rd., #217
Fairbanks, AK 99701
United States
tel: (907) 456-3700
Vendor: hardware, software

Fine Tooned Engineering
PO Box 31270
Mesa AZ 85275-1270
USA
URL:mailto:ftooned@delphi.com
URL:mailto:f.tooned@genie.geis.com
Developer: Action! Language Cart, Action! Runtime Libraries Disk, Action! Language Toolkit Disk, BASIC XE Language Cart, BASIC XL Language Cart, BASIC XL Runtime Libraries Dsk, BASIC XL Language Toolkit Disk, X-Press! Terminal Super/Cart, Flashback! HD Backup Software, MAC/65 Language Cart, MAC/65 Language Toolkit Disk, MIO 130XE Extender Card, Atari 850 Style Modem Cable, The MARS 8 Enhancement Board, Newell 256KXLE Memory Board, Newell 65XE 1MB Memory Board, Newell 130XE Memory Board, Newell 800/1200 XL Memory Brd, Omnimon! OS Upgrade for 800, Omnimon! OS Upgrade for XL/XE, Omniview 256K OS Upgrade, Omniview XL/XE OS Upgrade, P:R: Connection, Atari 850 Style Printer Cable, RamRod OS RAM/ROM Card for 800, Ramrod Triple OS for XL/XE's, R-Time 8 Clock Cart, Sweet 16 Upgrade Board ('816), SpartaDOS 3.2, SpartaDOS X Super-Cart, SDX Upgrade ROM, US Doubler

David Firth
URL:mailto:david@signus.demon.co.uk
URL:ftp://ftp.demon.co.uk/pub/emulators/atari/ (158.152.1.44)
Developer: Atari Emulator for Unix and Amiga - 0.2.1

John Foskett
26 Auckland Rd.
Kingston-Upon-Thames
Surrey
England KT1 3BG
United Kingdom
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures), Jurrasic

Futura (disk magazine)
See: North of Scotland Atari User Group (NOSAUG)

Subject: G

Games+
610 North Alma School Rd.
Chandler, AZ 85224
United States
tel: (602) 890-0556
Vendor: new/used hardware, new/used software

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
URL:mailto:chmrig@leeds.ac.uk
Vendor: commercial software
Developer: Arena, Bubble Zone, Jawbreaker, Mousekattack, Tube Baddies,
Black Lamp, GTracker, Super Print-Lab XE, Clip Tracker XE
Planned: GTracker XL utilities, Golf Tour '95 and more.....

Subject: H

Historically Brewed (print magazine)
See: Historical Computer Society

Historical Computer Society (David A. Greelish)
2962 Park St., #1
Jacksonville, FL 32205
United States
URL:mailto:historical@aol.com
Publisher: Historically Brewed (print magazine)
6 bimonthly issues: $18 ; or $2 for a sample issue

Horizon Computers
601 South Broadway, Suite B
Denver, CO 80209
United States
tel: (303) 777-8080

Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

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Subject: I

IB Computers
10980 S.W. Mulewood Dr.
Portland, OR 97225
United States
tel: (503) 297-8425
Vendor: closeout hardware

IceSoft
c/o Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
URL:mailto:bruck@brachot.jct.ac.il
Developer: Ice-T 2.0 XE, 1.1

Subject: J

Jameco Electronic Components and Computer Products
1355 Shoreway Road
Belmont, CA 94002-4100
USA
tel: 1-800-831-4242
Developer: Atari 400/800/800XL/130XE power supplies (catalog available)

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC
Vanickova 5
16900
Praha 6-Strahov
Czech Republic
Developer: Turbo Tape, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
URL:mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

KARIN
ul. Przemyska 11a
02-361 Warszawa
Poland
tel: (0-49)-(0-22)-659-70-42
-659-34-13
-22-23-31
FAX: -659-34-14
Vendor: commercial software
Developer: KARIN MAXI Disk Drive
Repair Shop: all Atari computers

K-Products (Bob Klaas)
P.O. Box 22122 A.M.F.
Salt Lake City, UT 84120
United States
tel/FAX: (801) 967-7400
BBS: (801) 967-8738
URL:mailto:bobkla19@mail.tcd.net
Vendor: used hardware
Developer: BBS Express! Professional Ver 5.0b, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,
Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, BBS Express! Professional Update Disks,
KPI Hard Disk Drive Interface
Repair Shop.

Nick Kennedy
300 South Vancouver Ave.
Russellville, AR 72801
United States
tel: (501) 967-3843
Developer: SIO2PC 4.04

KE-Soft
c/o Kemal Ezcan

Frankenstrasse 24
63477 Maintal
Germany
tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, The Brundles
Publisher: Zong (print magazine)
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

LACE (London Atari Computer Enthusiasts)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London
England SW16
United Kingdom
URL:mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
URL:mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

Chris Liam
URL:mailto:lamcw@aston.ac.uk
URL:http://www.aston.ac.uk/~lamcw/emulators.html
Developer: Rainbow (for Macintosh)

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando, Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge with 64KB or 128KB RAM with battery), Centronics interface: Microprint, all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044, Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa, Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus, Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change, Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb, Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums), Chaos Music Composer, Geometria (education), Kurs Fizyki (education), Panther (text editor), Quick Assembler (with some other tools), Szperacz Dyskowy (disk monitor)

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
URL:mailto:halliwee@ts436.dyess.af.mil
URL:mailto:e.halliwell@genie.geis.com
Developer: FlickerTerm 80 (beta), ColorViewSquash, ColorSquashView, EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu, Link Basher, Maze-War 3D

Subject: M

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL 60148-2059
United States
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

MCM Electronics
650 Congress Park Drive

Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Freddy Offenga, a.k.a. Frankenstein)
P.O. Box 164
8800 AD Franeker
The Netherlands
URL:http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
URL:ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
URL:mailto:offen300@hio.tem.nhl.nl
Publisher: Mega Magazine (disk magazine) -- freeware

Micro-Discount (Derek Fern)
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121 353 5730 4pm-8pm Mon-Fri
FAX: 0121 352 1669
URL:mailto:derek@dfern.demon.co.uk
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger, Menu Print

Mirage / AS
ul. Gen. Abrahama 4
03-982 Warsaw
Poland
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank, Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor, Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809, Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja, Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong, Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow, Tagalon, Caveman
-edu: Ortografia, Geografia Polski, Historia Polski, New Words, Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player), Audio Master (sample editor), Kleks+Trzmiel (graph), SN-360 Utility (disk tools), SN-360 Disk Drive (double side), Sampler (with some software), Video interface (digitizer+genlock)

Moonsoft
See: Black Moon Systems

More Than Games (Rick Detlefsen)
8207 Briarwood Lane
Austin, TX 78757-7642
United States
URL:mailto:74766.1561@compuserve.com
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (not a retail outlet)
Santa Rosa, CA 95407
United States
FAX: (707) 527-0674
URL:mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software
c/o Bill Kendrick
59 Palm Lane
Novato, CA 94945-2574
United States
URL:mailto:kendrick@zippy.sonoma.edu
URL:http://zippy.sonoma.edu/~kendrick/nbs/
Developer: demos: Bob Test, Color Bars, Cells, DAN15, DAN9A, Didi 7, DollMan, Happy Mondays, James Brown, Knives and Forks, Stimpy, T-1000. games: Balloonier, Boom!, Chicken, Cooltris, Elevator, Hopper, Platform, Puzzle, Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: Colorizer 1.1, DigiPlay Menu,

Equation

News-Paper (print magazine)
See: Dean Garraghty

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

North of Scotland Atari User Group (NOSAUG)
P.O. Box 10001
Peterhead
Scotland AB42 6ZN
United Kingdom
Publisher: Futura (disk magazine)
$3 cash or #2 IMO for sample issue

Northwest Phoenix Atari Connection (N.W.P.A.C.)
P.O. Box 67511
Phoenix, AZ 85082
BBS: (602) 278-8505 (Phoenix Atari User Group System)
Publisher: Nybbles & Bytes (print magazine)
bimonthly, $10 / yr (6 issues)

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Nybbles & Bytes (print magazine)
See: Northwest Phoenix Atari Connection (N.W.P.A.C.)

Subject: P

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
United Kingdom
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!
Publisher: New Atari User (print magazine)
(bi-monthly) Magazine only Magazine and Disk

UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
USA/Canada - Surface #17.00 #32.00
USA/Canada - Air Mail #23.00 #42.00
Other countries as USA/Canada

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
URL:mailto:itsmarver@aol.com
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300
Repair Shop.

David A. Paterson
P.O. Box 342
Cote-St-Luc, QU H4V 2Y5
Canada
URL:mailto:d.paterson2@genie.geis.com
Developer: CardStax
Publisher: Atari 8-Bit Omnibus
US$5 for 1994 edition

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards

Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Pokey Magazine (print magazine)
See: Stichting Pokey

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St.
Winter Springs, FL 32708
United States
URL:mailto:potter@escmail.orl.mmc.com
URL:mailto:74030.2020@compuserve.com
URL:mailto:jdpotter@genie.geis.com
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post (Harald Schoenfeld)
Postfach 1640
D-75006 Bretten
Germany
URL:mailto:Harald.Schoenfeld@rzmail.uni-erlangen.de
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support
Disk 2, S.A.M. (Screen Aided Management) 80 column Desktop System, S.A.M.
Budget (spreadsheet), S.A.M. Utilities 1, S.A.M. Designer (DTP), Quick Ed (chr
set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Powersoft
c/o Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840
Vendor: hardware, commercial/PD/freeware/shareware
especially recent software and hardware from Poland (Avalon etc.)
Publisher: 8-Bit Magazin (disk magazine)

Bob Puff
See also: Computer Software Services
See also: Wordmark Systems
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
United States

URL:mailto:76702.1076@compuserve.com
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
tel: (504) 388-5248
FAX: (504) 388-5263
URL:mailto:tom@ready.rsip.lsu.edu
URL:http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software systems design, developement, and coding; Media conversion from magnetic to optical and imaging; Consulting on system purchases and requirements; Film production from short to feature length

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Ronnie Riche
See also: Dale Wooster
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

San Jose Computer
moving?
tel: (408) 995-5080

Shadow SoftWare
URL:bensmith@teleport.com
BBS: (503) 761-9074
Developer: Carina (BBS software)

Software Infinity
642 Waring Ave
State College PA 16801-6611
USA
Vendor: commercial/PD/freeware/shareware

STAK Atari (print magazine)
See: Revista STAK Atari

Stichting Pokey (Fred Meijer)
Postbus 425
NL-2920 AK Krimpen ad IJssel
The Netherlands
Vendor: commercial software
Publisher: Pokey Magazine (print magazine)
37,50 guilders / year (6 issues, bimonthly)

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
URL:mailto:lausberg@studbox.uni-stuttgart.de
URL:http://rpool1.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Paul Sungenis
URL:mailto:pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: (074) 969 169
URL:mailto:sup8pdct@closer.brisnet.org.au
URL:ftp://203.4.149.98/8bit
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Developer?: education related

Toad Computers
570 Ritchie Hwy
Severna Park MD 21146-2925
USA
tel: (800) 448-8623 Orders
tel: (410) 544-6943 Voice
FAX: (410) 544-1329 FAX
BBS: (410) 544-6999 BBS
FAX: (410) 544-0098 FAXBack
URL:mailto:info@toad.net
URL:ftp://ftp.toad.net/
URL:http://www.toad.net/
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software

Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
URL:mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven Tucker
tel: (216) 237-5308
URL:mailto:classics@nacs.net
URL:http://www.nacs.net/~classics/
Developer: APE 1.07 - Atari Peripheral Emulator (UMich Archive: 8bit/Ape/)

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
NE28 6DQ
United Kingdom
tel: (0191)-2710086
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #16.00 plus the following postage:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00---6 copies #11.00 for UK
1 copy #2.20---6 copies #12.50 for Europe
1 copy #2.50---6 copies #14.00 for Elsewhere

Subject: U

UltraBasic
10 East 10th St.
Bloomsburg, PA 17815
United States
Vendor: commercial software

User-Mag (disk magazine)
See: Avatar

Subject: V

Video 61
22735 Congo St. N.E.
Stacy, MN 55079
United States
tel: (612) 462-2500 24hrs
Vendor: new/used hardware, new/used software (mostly game-related)

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA 15223
United States
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Subject: W

Dale F. Wooster
See also: Ronnie Riche
7113 W. Pasadena
Glendale, AZ 85303
tel: (602) 846-1575
United States
Developer: TextPRO v5.20x Docs.
printed manual: $12
2-disk set containing program, modules, macros, docs: add $4
2-disk set of more support files: add another $4
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, Bobterm 1.2 and several others

Wordmark Systems (Charles Marslett and Bob Puff)
See also: Bob Puff
URL:mailto:chasm@bix.com (Charles Marslett)
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Developer: MYDOS 4.53

Subject: Z

Zong (print magazine)
See: KE-Soft

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731
United States
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

4240. CD-ROM U.S. Version

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-17 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4b16k3$iae@news.tcd.net>
Source record: 87050

I have aquired a few old Atari 8-Bit Clubs libraries, and have been converting them to Disk Files to port to the IBM so I can create a CD-ROM.

Any suggestions as to layout and format would be appreciated.

One club, produced a disk that can not be re-produced unless a specific version of Diskcom is used. Will include that version of Diskcom on the CD.

4241. Re: Internet Software

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-17 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4b13d5$o37@brutus.bright.net>
Source record: 87051

On ??-??-?? at ??:??, kendrick@zippy.sonoma.edu said to Unknown .....
%n

k>From: kendrick@zippy.sonoma.edu (William Kendrick)

k>Anyway, if it is indeed an Atari XL/XE (no mouse (although you CAN
k>hook one up)), then go for:

k> FlickerTerm 80 _or_ Ice-T These are high quality 80-column
k> terminal programs supporting "VT"
k> escape sequences. If your friend
k> has a "shell" account on a "Unix
k> box" or some other machine like
k> that, the 80 columns and VT support
k> will help enormously.

k> BobTerm A high quality 40-column terminal
k> which supports a number of download
k> protocols.
k> _and/or_

k> AtarZModem Stand-alone Z-modem download
k> protocol program. (Temporarily
k> quit the terminal and load this up
k> to download, then reload the
k> terminal).

Hey, Bill. Not to mention my Term80. Offering 14.4k baud,
ymodem/1k xmodem/xmodem crc, ibm characters, ansi positioning, etc. It
does require that you have your modem hung off of a Black Box, or an MIO
if you are using Len Spencer's HyperSpeed program, and a HD or ramdisk.
It won't run off of floppy, or if you have your modem hung off of a sio
interface. It's a term program built like a serious bbs program,
allowing 16k external modules to be ran.

Which reminds me of a thread that was on here, about
incompatibilities between different implementations of xfer protocols.
One of the most common is that most atari-8 implementations send a NAK
at the end of a file transfer (download), to force the sending system to
repeat and confirm the EOT. Many intel programs are not robust enough.
They send the EOT and do not wait for the receiver to ACK/NAK.

This message is also a test of usenet <-> CTH BBS croIf it looks strange, that's why.
---
* CMPQwk #1.4 * UNREGISTERED EVALUATION COPY

>> SlipStream Jet v1.014 (Unregistered) - (C) 1995 PBE

4242. STATUS in ACTION! (was Re: 800xl wanted (me too! I got my MUX!))

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-17 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4b1psl$5t5@charm.magnus.acs.ohio-state.edu>
Source record: 87052

```
In article <4aspg3$1tb@nuke.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>The M: device is a cinche to program for. It took a little figuring out,
>but I got the BASIC program example (a simple chat program) converted into
>Action!. (Action!'s lack of "Status" call is annoying) (Also, how does
>BASIC do it? In Action!, I need to call XIO and then pull the Accum. off
>the CPU (via a dummy PROCedure) ; and when I call the XIO, I must specify the
>device. In BASIC, you just specify the IOCB number...)

You might give this a try... I haven't tested it, though.

MODULE
BYTE ICSTAT=[$0D] ;CIO STATUS command
BYTE ARRAY ICCOM=$0342 ;CIO command
BYTE ARRAY ICSTA=$0343 ;holds returned status

PROC CIO=$E456(BYTE areg,xreg)
;declare OS procedure CIO
;areg is just filler
;xreg is IOCB number * 16

BYTE FUNC Status(BYTE iocb)
BYTE iodvc=$C1 ;this address isn't critical, it's just what BASIC uses

iodvc=iocb*16
ICCOM(iodvc)=ICSTAT ;set command
CIO(ICSTAT,iodvc) ;get status (ICSTAT is unnecessary here)
RETURN (ICSTA(iodvc))

--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr
```

4243. Help w/BobTerm file transfers...

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-17 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <4b1t8l$gc9@sirius.cs.pdx.edu>
Source record: 87053

Hi everyone... Ok, I know this is a VVVFAQ (Very Very Very Frequently Asked Question 8-), but can somebody tell me how to get XModem or YModem transfers to work between BobTerm 1.2 and my Unix host?

With XModem, I'm using -b to force binary mode. The transfer goes OK for the first 16 blocks, then I get repeated "Bad Block #" errors on the 17th block, until BobTerm gives up.

With YModem, it doesn't even get past the first block--I get "Duplicate Block #" errors over and over on block 1, until BobTerm gives up.

If it makes any difference, I'm using a direct-connect SX212 at 1200bps with a stock 800XL, and my provider's version of sx is 2.12 or thereabouts, I think.

Please help! I'd really like to download some stuff from UMich!

---Alex

4244. Re: Copy Party in Poland. Soon.

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4b21tk$mbf@nuke.csu.net>
Source record: 87054

Tomasz Tatar (tatar@student.uci.agh.edu.pl) wrote:
: There will be next Copy Party in Poland. It is planned for two days,

Cool! What a suprise! Are any big names going to be releasing demos?
(Hard, USSR (are they still together? <NOT A PUN!>), Friday, etc.)

When will we see these demos at UMich!? 8^>

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

4245. Re: Visit the APE Home Page!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-17 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4b29a7$200@news.xmission.com>
Source record: 87055

classics@mail.nacs.net ( ) wrote:

>The APE Home Page is now online and ready to grow! :) I will so be adding
> a completely illustrated hypertext APE users manual. Anyone who would like
> me to add links to your atari related pages please drop me a
> e-mail note :)

I'd visit your home page, if you'd post its address! <grin>
@@@@@ ------------------------------------ @@@@@
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, Network Analyst by Accident!

4246. Ice-T wanted???

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-18 00:00:00 UTC
From: am675@freenet.buffalo.edu
Message-ID: <DJrAEz.B48@freenet.buffalo.edu>
Source record: 86968

Help! I need a disk with Ice-T, the 80-column, the VT-100
telecommunications software, to power my 800-XL and SX-212
modem. This should be ready to load into my 1050 single density
drive.

Thanks. John Perry
--

4247. Stormy whethers !! :)

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-18 00:00:00 UTC
From: Carrol Hall <chall@perth.DIALix.oz.au>
Message-ID: <Pine.SV4.3.91.951218171657.20437E-100000@perth.DIALix.oz.au>
Source record: 86969

Please help - we're having extreme difficulty trying to get our emails down and uploaded using the STORM software, and are having to do all the typing and reading on line. Is there a better programme, or are we really missing something; it won't print email either. We have no manuals, as this stuff appears to be shareware in Australia.

I shall be in Houston, TX shortly too, and was wondering if anyone could recommend a store there perhaps, where I could look out for some interesting software, or perhaps a better programme - this one is costing a fortune in server rates.

Please keep the reply simple, as we're very new to this :) Thanks in advence for your help.

Carrol Hall

4248. Re: Internet Software

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-18 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <VEX1wksjYNzQ088yn@IBM.NET>
Source record: 86970

In article <4asn79$1tb@nuke.csu.net>,
kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>support). From what I've heard (a while ago) there is no Web browser for the
>ST either (but again, just use Lynx). For the AMIGA, on the other hand.. :)

Toad Computers has a freeware browser for the ST downloadable from
their Web page (http://www.toad.net). I've downloaded it, but really
haven't gotten a chance to play with it on my ST.

--

Ryan 'Gozar' Collins rlcolli@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

4249. Does XF33DEMO emualte sound of Atari??

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-18 00:00:00 UTC
From: cps@glink.net.hk
Message-ID: <4b3a6a$9ma@unix2.glink.net.hk>
Source record: 86971

Does anyone know the XFS33DEMO emulate original atari's sound and
music??

Saron

4250. Does any games can find on net?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-18 00:00:00 UTC
From: cps@glink.net.hk
Message-ID: <4b3aci$9ma@unix2.glink.net.hk>
Source record: 86972

Does any atari 800,800xl...etc games can found on the net??

Saron

4251. AR - I have a cracked copy

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-18 00:00:00 UTC
From: sysop@hitec.com
Message-ID: <4b463j$76e@news1.svc>
Source record: 86973

I have a cracked copy of AR the City, Cracked by Doc of DW Associates. I should be recieving my emulator
cable shortly, so I can make a disk image of it. Would anyone else like to take a look at it?

Actually, I've had it for years...never had the original (I was a bad boy back then), but I DID buy the original
(several times) later on in life (a hope for atonement) in addition to the dungeon <g>

It seemed to me like they used to format track 39 17 sectors....

--Steve

4252. WANTED: APC Packer 1.1

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-18 00:00:00 UTC
From: Stephan Pollok <pollok>
Message-ID: <4b3ps9$qor@wmwap1.math.Uni-Wuppertal.DE>
Source record: 86974

Hi !
I'm looking for a packer from the polish demo group APC. The name is APC Packer 1.1 or something like this. It would be great if somebody could put this packer to a ftp-site.
Thanx Stephan

P.S.: My email address is: pollok@wrcs3.urz.uni-wuppertal.de

4253. Re: Why I won't do business with Darek Mic

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-18 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DJs67x.GH2@aston.ac.uk>
Source record: 86975

kendrick@zippy.sonoma.edu (William Kendrick) wrote:

;Ok, so now it's a Rainbow vs. PC Xformer flame war.

;Jeez us christmas, people!!

;CALM THE HELL DOWN!

Whoa, easy Bill. The discussion was about customer relations
not emulator software.

;Now, perhaps if some 3rd party (perhaps... Atari Classics? :)) sat down and
;UNBIASEDLY compared PC Xf and Rainbow (and Atari800 for Unix, and a real Atari)
;running MANY different programs, from simple speed tests to full out kick-ass
;games like MegaBlast and Alternate Reality, to useful applications (DDIII,
;TextPro, disk utilities, etc.), >>THEN<< and >>ONLY THEN<< can people claim
;that one program is better than another.

If anyone's trying to start a flame war, it's you Bill :)

More to the point who cares? I know Rainbow works well and that many
people out there are getting fun from it. The new update due in January
will be bigger and better. That's all I'm concerned with ;)

Regards,

Chris.

4254. Re: null modem cable for PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-18 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4b319f$knj@nuke.csu.net>
Source record: 86976

It might be easier to get ahold of (borrow, buy, or build) an "SIO2PC" cable
and get ahold of "SIO2PC" or "APE" software (for your PC).

PC thinks it's an Atari drive. Atari thinks PC is an Atari drive.
Atari sends files to PC / gets files from PC with no problem.

Check the FAQ for details. :)

Good luck!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

4255. Re: Greetings & such

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-18 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <148989@cup.portal.com>
Source record: 86977

Keith, welcome! Just a quick note on doing hacking on Atari disks. You may want to try getting ANANDISK disk off the archive.umich.edu & its companion program DEANA. Wish I could remember who did the original hack, but I seem to be losing brain cells faster then hair. Anyway, it will tell you in the quickest/least painful way if your floppy controller is capable of reading SD disks. A lot of people including the author of UTIL had trouble reading SD disk with their existing controllers & gave up. I think ANADISK has a file that tells you how to convert a non-compatible controller to read SD. There's also a problem AFAIK with the timing holes since they aren't used on an Atari disk.
Rick

4256. Re: joysticks!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-18 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <148990@cup.portal.com>
Source record: 86978

Cliff, you don't happen to live in the SF Bay Area do you? Reason I ask
is Halted Specialties has joystick mechanisms out of commercial arcades
for about $7. You would have to mount it yourself, but I bought one of
these types years ago & needless to say, it was the last joystick I bought.
It's only a minor hassle mounting it & wiring it, but once you get it
right, it's practically indestructable.
Rick

4257. Re: Xformer 3.3 B U G !

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-18 00:00:00 UTC
From: Dan Pinal <danp@massmedia.com>
Message-ID: <30D5D2B0.25B5@massmedia.com>
Source record: 86979

> Imagine my surprise when one of the included demos ("SWANDEMO") failed to
> work properly! Everything looked fine, except for the spinning Fuji logo,
> which was severely hashed.

This demo works fine, you need to run it with the Basic cart enabled, so it can use the full 48K of an 800.

4258. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-18 00:00:00 UTC
From: Dan Pinal <danp@massmedia.com>
Message-ID: <30D5DCC4.C89@massmedia.com>
Source record: 86980

Well, late apologies for any disk problems. I remember, disk swapping being a problem with some track buffering drives. Looking back, I think the Loadstone was too cruel. The only ways to get rid of it were to toss it in the magic pit on level 1 or palm it off on some unsespecting pauper. The Devourer was no problem, as long as you didn't try to haul off every piece of junk you came across, you would only encounter one in the entire game. (Scorpia can bite me on this one, she was still ragging about this one last year in CGW.) Which was Omnimon? Was it the one that replaced the OS board? I recall that when you hit reset it still used the same page 2 data stuctures of the OS, and it trashed crucial vectors
on page 0. My solution was to use _every_ bit of RAM, and replace the OS with my own. Datasoft had a special OS board it was going to market but never did. It had 16K of RAM, and the OS was only 10K. I was able to write a monitor/slave that ran in the remaining 6K, including it's screen. It could non-intrusively interrupt any program running. It wasn't written to be a cracking tool, but I never saw a better one.

Glad AR was able to save you some dough in the long run. It's amazing what I spent in 1980's
dollars compared to now. 500 bucks for a 90K floppy drive. I balk at spending half that for 1GB hard drive.

I've enjoyed UVI and UVII. Wish it didn't force it's morality on you to win. I've also found Elder Scrolls: Arena to be very ARish.

Dan

4259. Re: Internet Software

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-18 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4b4nd4$mkk@blackice.winternet.com>
Source record: 86981

> RLCOLLI@IBM.NET (Ryan 'Gozar' Collins) writes:
> In article <4asn79$1tb@nuke.csu.net>,
> kendrick@zippy.sonoma.edu (William Kendrick) wrote:
> >support). From what I've heard (a while ago) there is no Web browser for the
> >ST either (but again, just use Lynx). For the AMIGA, on the other hand.. :)
>
> Toad Computers has a freeware browser for the ST downloadable from
> their Web page (http://www.toad.net). I've downloaded it, but really
> haven't gotten a chance to play with it on my ST.
>

>>>>

To whomever started this thread: The lastest version of the ST/FALCON
browser is WWW116.ZIP. I still can't find it but it's out there somewhere. For best
results go to new group "comp.sys.atari.st" and follow the threads there.

Rich Mier

4260. Re: Xformer 3.3 B U G !

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-18 00:00:00 UTC
From: dperuski@utk.edu
Message-ID: <4b4mkm$4p3@gaia.ns.utk.edu>
Source record: 86982

In <30D1B084@syrinx.dyess.af.mil>, halliwee@ts436.dyess.af.mil (Halliwell E Sra 436TS/TAC) writes:
>
>On 15 Dec 1995, rford10445@aol.com (RFord10445) said:

>Imagine my surprise when one of the included demos ("SWANDEMO") failed to
>work properly! Everything looked fine, except for the spinning Fuji logo,
>which was severely hashed. The correct data was getting up there (I could

Imagine that...I think it did that on my Atari also...when I had Basic installed!

Try turning off Basic. I hate it when the author gets blamed for everything.

4261. Re: Visit the APE Home Page!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-18 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <DJrtvn.2rC@freenet.carleton.ca>
Source record: 86983

James King (jeking@xmission.com) writes:
> classics@mail.nacs.net ( ) wrote:
>
>>The APE Home Page is now online and ready to grow! :) I will so be adding
>> a completely illustrated hypertext APE users manual. Anyone who would like
>> me to add links to your atari related pages please drop me a
>> e-mail note :)
>
> I'd visit your home page, if you'd post its address! <grin>

Wow, I actually forgot that. :(http://www.nacs.net/~classics

:)

Steve

4262. Re: Why I won't do business with Darek Michoca

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-18 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4b4s9h$h1c@charm.magnus.acs.ohio-state.edu>
Source record: 86984

In article <5-0blfRA15B@qntal.gandalf.berlinet.de>,
Frederik Holst <QNTAL@GANDALF.berlinet.DE> wrote:
>kendrick@zippy.sonoma.edu meinte am 15.12.95 zum Thema "Re: Why I won't do business with Darek Michoca"
>> UNBIASEDLY compared PC Xf and Rainbow (and Atari800 for Unix, and a real
>> Atari) running MANY different programs, from simple speed tests to full out
>
>I am not very informed about Emulators:
>Rainbow is for Macs only, right ?

Right. (I just saw it a few days ago -- looks great!)

>Atari800 is a UNIX-Emulator, right ?

It is for Unix and Amiga.

>Is there a ftp-site, where I can get Atari800 ?

ftp.demon.co.uk:/pub/emulators/atari/

>Who can give me more infos about Atari800 and Rainbow ?

David Firth <david@signus.demon.co.uk> is the one to talk to about
Atari800, and with the source code available, others (including me)
are fairly familiar with it too.

Chris Lam <lamcw@aston.ac.uk> is the Rainbow man.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

4263. Re: Why I won't do business with Darek Michoca

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-18 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DJsCuK.8ro@ncrcae.ColumbiaSC.ATTGIS.COM>
Source record: 86985

```
#==========circle, 12/14/95==========
#
#I have decided that you dont know jack about the insides of a pc.
#( this guy actully likes windows 95 ) No atarian in their right
#mind would make that statement....Instead of wasting time trying to
#jump on bill gates bandwagon, get down to emulating the spirit , sound
#and ease of use of the atari 8bit, or stop trying to make money by
#lying about a half finished product...

Dah Circle. That is because Darek works for Microsoft. I guess you
could work there and not be a Windows 95 fan, but you had better
be a pretty good programmer, which Darek is.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM
"Patience is waiting without worrying"
```

4264. Re: joysticks!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-18 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DJsE5B.Bnw@ncrcae.ColumbiaSC.ATTGIS.COM>
Source record: 86986

```
#==========Cliff Lawley, 12/16/95==========
#
#I am in desperate need of a descent joystick!!! Man! Are they hard
#to find now!
#
#Of course I am a very picky joystick buyer. I do NOT want a flight
#stick. I must be switchable from 4 position to 8 position (this is
#definitely a must). It should have a metal shaft. Last but not
#least, it should have at least a button on BOTH sides (I'm left
#handed, my wife is not!).
#
#I know they exist, I used to have a couple of different ones. Kraft
#made one but it had a plastic shaft. This would do, as the one I have
#now has NONE of the things I just listed. Someone else made an ideal
#one but I can't remember who they were. It was blue and had a black
#piece on top that you used to select 4 or 8 position. It had a metal
#shaft and the buttons were on the front, not the top, if you know what
#I mean.
#
#Anyway, if anyone knows where I can get such a stick, or has one they
#can part with, PLEASE let me know!

In my opinion, WICO made the best joysticks available. I don't ever
remember one being switchable between 4 & 8 positions though. I
have a WICO at home that I use with my Atari machines (and with my
Odyssey with an adapter cable) and it has worked well for lo these
many years. WICO used actual micro switches instead of some type
of contacts on a pwb.

I also have a Kraft Starmaster joystick sitting in front of me.
I picked it
up at TRU years ago on closeout. I don't plan on parting with it at
the present time, but it isn't as well made as the WICO. Course, I
only paid $6.95 for it verses the $20 I paid for the WICO.

Don't any of the mail order places that still carry Atari software
also carry joysticks? Try ATV or Toad Computers. Check the
clearance aisle at TRU and computer stores.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM
"Patience is waiting without worrying"
```

4265. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-18 00:00:00 UTC
From: Dan Pinal <danp@massmedia.com>
Message-ID: <30D5CEC5.18F0@massmedia.com>
Source record: 86987

> I have a cracked version of the city, and should be getting a cracked
> version of the dungeon sometime soon.

Please, let me know if they work, I haven't a clue where I could search
for them, these days.

4266. Re: null modem cable for PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-18 00:00:00 UTC
From: Jerold Rotbard <jrotbard@j51.com>
Message-ID: <30D5CC4B.11CB@j51.com>
Source record: 86988

DEBORAH COOLEY wrote:
>
> hello. I'm tryin to find a null modem cable to transfer files from my xe
> to my 386. anyone got one they wanna sell? Or better yet, are there any
> docs on how to make one?
>
> please reply..
>
> thanks

You don't need to build a null modem cable. They are easy enough to find. All you need is a normal serial cable with a null modem adapter on one end. You can buy these at any computer store, or Radio Shack. Before you buy it, check which kind of connectors you need on either side (number of pins, male or female).

This is assuming you're plugging the cable into an RS-232 port on your Atari. If you are planning to plug one end into the Atari's SIO jack, a null modem cable is not what you are looking for.

Jerold Rotbard

4267. Re: where to get .XFD files

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-18 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4b3p9r$mmk@news.xmission.com>
Source record: 86989

Luis R.Pena (lrpena@gil.net) wrote:
: Can anyone help me. Where can a i get XFD files to D/L?
:

I 've just recreated a mini--ftp site at ftp.xmission.com
/pub/users/j/jeking/8bit

Try it out.
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

4268. Re: WANTED: Some documentation .

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-19 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510100acfc8b66743f@[137.22.11.55]>
Source record: 86906

winston@merk.com (Winston Smith) writes:

> As far as I know, while SpartaDOS is publically distributable
>shareware, the SpartaDOS manual is a copyrighted work whose copyright is
>still held by Fine Tooned Electronics. I believe that the SpartaDOS manual
>may be ordered through them. I am not sure what the price is. Last I
>heard it was somewhere around twenty U.S. dollars. I am not sure whether
>or not a complimentary "DOS Master Disk" is included with the manual.

The rights to both SpartaDOS and the SpartaDOS manual are held by FTe.

```
Copyrighted | Not Copyrighted
----------------------+---------------------------
commercial software | public domain software
shareware |
freeware |
```

(SpartaDOS 3.2 is shareware)

When I sent in my SpartaDOS 3.2 shareware registration, I received both the
printed manual and several disks (3 I believe). WELL worth the small
shareware fee, IMO.

> Anyone with the SpartaDOS manual mailing information and the address
>of Fine Tooned Electronics from the ATARI 8-bit Vendors FAQ, feel free to
>respond....

Fine Tooned Engineering
PO Box 31270
Mesa AZ 85275-1270
USA
URL:mailto:ftooned@delphi.com
URL:mailto:f.tooned@genie.geis.com

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

4269. XF551 for sale -- best offer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-19 00:00:00 UTC
From: dgb@owlnet.rice.edu
Message-ID: <4b6tfl$ehq@larry.rice.edu>
Source record: 86907

I have an XF551 drive for sale. I think it works; it boots
DOS 2.5 but that's all I have to test it with.
It doesn't come with a power supply but will use the ones
that come with the 1050, 1010, 800, etc, etc, etc.
It does have an SIO cable if you need one.
I'll sell for the best offer I get since I don't know
how much it's worth. This isn't an auction; just make an
offer if you're interested. Your offer should include your
shipping method of choice from Atlanta, GA. (US only please!)

Thanks. Will also trade for 8-bit cartridges I don't have--
I especially want Crystal Castles, Kangaroo, and any Imagic
cartridges.

4270. Help needed with 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-19 00:00:00 UTC
From: kkinna@fn1.freenet.edmonton.ab.ca
Message-ID: <4b7814$rd1@news.sas.ab.ca>
Source record: 86908

My girlfreind dug out her old 800 machine and is having trouble getting
it to boot up. 'Boot Error' keeps coming up when the boot disk is used.
Atari notepad comes up without it. Should the basic cartidge be used
when the dos diskette is used..

Atari inept in Edmonton..KK

--

4271. Gridrunner

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-19 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <30D71852@syrinx.dyess.af.mil>
Source record: 86909

On Dec 1995, llamaman@ix.netcom.com(YaK) said:

Egad! Dromedaries on the loose in csa8!

> Incidentally, HES did a conversion of the sequel to Gridrunner,
> which was called Attack of the Mutant Camels [MATRIX in the UK].
> This was completed on the 800, and graphically a *lot* better, but
> sadly never released - somebody may have a rom image on disk

That was never released? That's a shame... AotMK was a little gem
of a game (although I developed a serious hatred of the bottom
cannon... a relative of Tempest's Pulsar, perhaps?). Plus, the
sound effects and colors had a very Williams-eseque feel to them.
(damn, now I have to dig it out and play it!)

> There was also the UK version of Attack of the Mutant Camels on the
> '800, released by Llamasoft, which was a completely different game
> (picture Empire Strikes Back with nice DLI skies and giant camels
> instead of Walkers)...

I've got that one somewhere too, although I remember it being titled
"Revenge of the Mutant Camels". To be perfectly honest, I thought
Empire Strikes Back on the 2600 was better. The ship in your version
seemed to only have two "gears"-- fast and slow-- as opposed to the
smooth acceleration in the 2600 game.

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | //////////// M A T H

4272. Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-19 00:00:00 UTC
From: BShields@Bangate.Compaq.Com
Message-ID: <DJuMJr.LJA@twisto.eng.hou.compaq.com>
Source record: 86910

My Mom needs some help finding some software or a good home for her
130XE.

Thanks.

Wanted: Educational cartridges (ages 4-8) for Atari 130XE.

If unable to find them, will give unit to a charity.

Atari 130XE
1050 floppy drive
Mavnox green 80 col. Monitor
Software includes an Atari word processor cartridge and Synfile

E-Mail responses to: BShields@Bangate.Compaq.Com

4273. CART-CLONE ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-19 00:00:00 UTC
From: naslund@ridgecrest.ca.us
Message-ID: <DJuozn.39y@ridgecrest.ca.us>
Source record: 86911

I just bought an ATARI 65XE and an Indus GT drive ata a garage sale
for $15. They both work great! The package included joysticks and
a lot of diskettes. One of the diskettes is a commercial program
called "CART-CLONE." Several of the programs I tried to run were
"cloned" cartridges and upon trying to load I get the following
message:
Turn on CART CLONE and press any key

I was wondering if this means that CART-CLONE is a hardware device
that plugs into the cartridge port in addition to the software I
received. Anyone have any experience with this product?

Thanks, ...Howard

4274. Re: Help needed with 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-19 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4b7drq$qlm@charm.magnus.acs.ohio-state.edu>
Source record: 86912

In article <4b7814$rd1@news.sas.ab.ca>,
<kkinna@fn1.freenet.edmonton.ab.ca> wrote:
>My girlfreind dug out her old 800 machine and is having trouble getting
>it to boot up. 'Boot Error' keeps coming up when the boot disk is used.
>Atari notepad comes up without it. Should the basic cartidge be used
>when the dos diskette is used..

Sounds like it's not really a boot disk, or the disk is corrupted or
defective. See if you can find a different boot disk.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

4275. one way comm with null modem cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-19 00:00:00 UTC
From: bigrex@nz1.netzone.com
Message-ID: <4b5igu$mua@news1.netzone.com>
Source record: 86913

I tried both Bobterm and Chameleon and could only communicate from my PC to the Atari-320XE. I cannot get the Atari to talk back to the PC. I tried my old HP-150 to see if the null cable was bad but it worked fine. I'm using an 850 with any modem option. I suspect thats probably the problem as its expecting to see a modem. There is no direct connection option.

I ordered the EMU from B&C and want to transfer old stuff to the PC. Is there some place I can buy an APE cable. B&C said they couldn't sell them because the author of APE wouldn't let them. God is it any wonder why Atari is in the sad state it's now in. The APE author wants close to $100.00 for the cable and the software licence.

--
Bob Nixon
bigrex@netzone.com

4276. Re: XF 3.3 bug with ATR files?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-19 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <s8s1wksjYt9X088yn@IBM.NET>
Source record: 86914

In article <4b6c9q$niq@inet-nntp-gw-1.us.oracle.com>,
sknox@us.oracle.com (Stephen C Knox) wrote:
>
>well,
>I got my 3.3 upgrade off the Web last week and quickly ran into a problem which
>I hope has nothing to do with xformer.
>
>All my .ATR files no longer work. The directory listing looks garbled in
>MyDos. 3.2 still works fine and reads these disks(They are 'double density').
>
>I can read my .XFD files with 3.3, but have no luck with my .ATR's(which were
>created via SIO2PC).

Well, if it will help you, the XF33DEMO has the same problem, it
doesn't work with them at all.

--

Ryan 'Gozar' Collins rlcolli@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

4277. Re: where to get .XFD files

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4b5sba$15s@nuke.csu.net>
Source record: 86990

James King (jeking@xmission.com) wrote:

: I 've just recreated a mini--ftp site at ftp.xmission.com
: /pub/users/j/jeking/8bit

: Try it out.

Well, it works (I can get there and see the directories) but... you haven't
put anything UP yet! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

4278. Great.. now look what I've done

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4b5tcs$15s@nuke.csu.net>
Source record: 86991

Well! I got my MUX! The first thing I did was convert the chat program
(an example that came in the manual (why not on the disk, too?)) from BASIC
to Action!..

The I "upgraded" it. Then I upgraded it even more (to look like IRC!)

The result is an ARC with two programs, their sourcecodes (and some docs)
up at UMich! "muxchat.arc"

--- but that's not all ---

Tonight, I started writing a "Hellcat Ace" - like flight/fight simulator.
It's pretty cool, too! I dunno what came over me, but all of a sudden this
game popped up!

(Now to add bad guys)

Look for it ("SeaFight!") soon!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

4279. Re: Visit the APE Home Page!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4b5svg$15s@nuke.csu.net>
Source record: 86992

Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:

: Wow, I actually forgot that. :(http://www.nacs.net/~classics

AHHHH!!!!!! MAKE IT STOP!!! :) Steven, PLEASE tell me that's MAJORly
under construction.

PLEASE PLEASE >>PLEASE<< "alt" your images!!!!!! The output is horrendous
with Lynx. Just a few tags could make it look perfect! :)

(I'd be willing to do it, if you'd like :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

4280. Re: Darek Mihocka and the flaming...

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-19 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Dec19.102733.22602@wariat.UUCP>
Source record: 86993

(Circlemaster says e-mail him if I want to know who he is
and mentions some of his A8 credentials.)
Circlemaster:
I think I had a run-in with you a year or two ago when
csa8 was discussing whether we should 'permit' discussions
that involved any other platform and the jist of the thread
from some people was that csa8 should remain purely Atari
8-bit and have no discussions involving relevant aspects of
other platforms. I don't recall the name, but seems like it
was sorta Italian, like DeBartolo or something.
I wasn't bitching about your anonymous 'handle', it was
the sanctimonious 'Gate Keeper' who had no address in the
header that could be replied to (I have no idea how he does
that, must be a sysadmin or something). I don't mind your
real name, if you wanna use a handle that I can respond to,
that's not what I was talking about.
I still think you're naive if you think there are a lot
(or any, actually) of programmers with better skills than
Mr. Mihocka's, still writing stuff relevant to A8. I'm not
putting your lottery picker program down, never saw it, but
a BASIC application like that is a far cry from the skills
necessary to write an A8 emulator for the PC. Not even,
say, Wes Newell's programmer that wrote the OSNXL OS for A8
compares with the sophistication required to write such an
emulator. As Kit Kimes noted, Mr. Mihocka writes software
for the most successful software company in the world, and
I'm sure he's a 'system level' programmer, not some windows
application guy. I accept your idea that PCXformer is not
sufficiently 'completed' to meet your expectations,
especially if you bought it and were'nt getting courteous
answers to your questions.
I've decided to post this to the group rather than e-mail
you.
Through this thread I've learned there are emulators for
unix and macs that work quite well. I could re-read the
FAQ, which has a section on emulators.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

4281. Darek Mihocka and the Flaming Assholes

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-19 00:00:00 UTC
From: REASERRL@m120x1.laafb.af.mil
Message-ID: <30D6CC7D@M130X2.LAAFB.AF.MIL>
Source record: 86994

Darek Mihocka and the Flaming Assholes

Is this a new grunge band? Are they looking for a bassist? I'm a free agent.

Rick Reaser

4282. Re: DESPERATE for "Drol" on Atari 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-19 00:00:00 UTC
From: peter.schmitz@tronic.de
Message-ID: <4b631m$hki@Dortmund.Germany.EU.net>
Source record: 86995

Douglas Neal <dugn19@mail.tcd.net> wrote:

>LOVED the old Japanese game, Drol for the Atari 400/800. Saw it get
>auctioned off to someone on this newsgroup, but I'd like to buy a copy
>from ANYONE who has one. It doesn't beat Star Raiders, but it's pretty
>darn fun.

>BTW, does anyone have Lode RUnner still? My copies croaked out on me
>after time...

>Douglas Neal (dugn@mail.tcd.net)

Hello, Doug. I've got Drol in a green (!) version for 400/800 on disk.
Do you have SIO2PC or something like that? Then I could E-mail you the
game file as a binary mail attachment (disks go so slow by mail
between Germany and the USA).
Peter

4283. Re: 8-BIT GAMES FOR AUCTION

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-19 00:00:00 UTC
From: peter.schmitz@tronic.de
Message-ID: <4b63i4$hvj@Dortmund.Germany.EU.net>
Source record: 86996

mor@well.com (Master of Reality) wrote:

>Good ol' Richard.Dolezal@ab.com (Rick Dolezal) wrote:

>>In article <4aolok$cj7@taiwan.informatik.uni-rostock.de>,
janz@wolfurt.informatik.uni-konstanz.de (Holger Janz) says:
>>>
>>>Peter Schmitz (peter.schmitz@tronic.de) wrote:
>>>: In his "8-Bit Games for Auction" posting, jrm8248@cc.utah.edu (J
>>>: Manazer) wrote:
>>>
>>>: >This is an auction update....bidders will be sent a comlete listing as
>>>: >well as rules et

>>>
>>>: Unfortunately, his E-Mail address is unknown by the server
>>>: cc.utah.edu. That server doesn't know user jrm8248 and responds with
>>>: Error 550 (unknown user address) to biddings.

>>No updates and no EMail.

>>Same problem here in Ohio.

>Cool. Hopefully the deadline will arrive before you guys figure out
>how to get him email... I got my bids in...

How friendly.
Fortunately, James Manazer happened to tell this newsgroup in time
that the "u." in the server name "u.cc.utah.edu" of his E-Mail address
had somehow vanished in his postings. So we succeeded to "figure out"
how to place our bids, and - oh! - I'm afraid, I have bid you out,
dear Master! Is that reality?

See you at the next auction - soon, as I hope.

Peter

4284. Re: WANTED: Some documentation .

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-19 00:00:00 UTC
From: winston@merk.com
Message-ID: <DJtuxv.K8G@merk.com>
Source record: 86997

On Wednesday, December 13, 1995 at 15:55:32 GMT (10:55am EST ?),
Mariano Dominguez <mariano@fciencias.unam.mx>
of Facultad de ciencias, UNAM, Mexico, wrote:

MD> Hola...
MD> Anybody knows where can i get a copy of :
MD>
MD> +KYAN Pascal documentation.
MD> +B/GRAPH documentation and enhancement disks
MD> +Sparta DOS documentation.
MD> +Movie maker doc.

As far as I know, while SpartaDOS is publically distributable
shareware, the SpartaDOS manual is a copyrighted work whose copyright is
still held by Fine Tooned Electronics. I believe that the SpartaDOS manual
may be ordered through them. I am not sure what the price is. Last I
heard it was somewhere around twenty U.S. dollars. I am not sure whether
or not a complimentary "DOS Master Disk" is included with the manual.

Anyone with the SpartaDOS manual mailing information and the address
of Fine Tooned Electronics from the ATARI 8-bit Vendors FAQ, feel free to
respond....

P.S. Speaking of batchable DOSes... does anyone have Torsten's extension
to MyDOS that allows for '#IF' and '#IFNOT' operators ? Is it at the
Michigan archive ?

4285. XF 3.3 bug with ATR files?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-19 00:00:00 UTC
From: sknox@us.oracle.com
Message-ID: <4b6c9q$niq@inet-nntp-gw-1.us.oracle.com>
Source record: 86998

well,
I got my 3.3 upgrade off the Web last week and quickly ran into a problem which
I hope has nothing to do with xformer.

All my .ATR files no longer work. The directory listing looks garbled in
MyDos. 3.2 still works fine and reads these disks(They are 'double density').

I can read my .XFD files with 3.3, but have no luck with my .ATR's(which were
created via SIO2PC).

Any help appreciated.

Thanks
SK

4286. Re: STATUS in ACTION! (was Re: 800xl wanted (me too! I got my M

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-19 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <148997@cup.portal.com>
Source record: 86999

```
Actually, it should be (BYTE A, X, Y) & return Y to be politically
correct. Won't make a dif in the way it functions though.
(BYTE foo, bar, me) with RETURN(me) would work just as well. If you
use [A, X, Y] for variables, people are liable to think that's
the way order Action! stuffs the registers on procedure calls.
Rick
```

4287. HELP: Searching for a Disk-Copy-Program !!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-19 00:00:00 UTC
From: e9325367@stud1.tuwien.ac.at
Message-ID: <4b69a8$pj7@news.tuwien.ac.at>
Source record: 87000

HI !

Can anyone mail me a Disk-Copy-Program for the Atari 800XL (something like
US-Copy, which can copy from one drive to an other drive) for use with Sio2PC
(.ATR or .XFD - format)

Thanx !!!

Mark - e9325367@stud1.tuwien.ac.at

4288. Super Pac-Man from B&C

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-19 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <30D71BD6@syrinx.dyess.af.mil>
Source record: 87001

On Sun, 17 Dec 1995 , landon@netcom.com (Landon Dyer) said:

> I definitely recall fixing a few double-buffering and "non-opening
> door" bugs fairly late in development. The testers had it by then, so
> it's entirely likely that more than one version leaked.

Egad! YOU wrote Super Pac-Man? I've always considered that one of
the BEST arcade-to-home conversions ever done on the 8-bits... making
it all the more shame that it was never officially released.

Things that especially impressed me about it were the character mode
graphics for the ghosts (I somehow glitched it once, and was treated
to the sight of clumps of ATASCII characters marching around the
screen <g>), and the *music*. The music was perfect, near as I
could tell. How did you do that? Did you have access to the
arcade source code?

What other 8-bit games have you written?

> I think I've got the source on some old disks (an "off-site backup",
> yeah) in the basement, but I don't have an 810 to read them anymore.

I'm sure any number of people would be happy to make some copies for you
(self included).

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | /////////// M A T H

4289. Re: Stormy whethers !! :)

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-19 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DJup8I.LGF@iglou.com>
Source record: 87002

In article <Pine.SV4.3.91.951218171657.20437E-100000@perth.DIALix.oz.au>,
Carrol Hall <chall@perth.DIALix.oz.au> wrote:
>Please help - we're having extreme difficulty trying to get our emails down
>and uploaded using the STORM software, and are having to do all the typing
>and reading on line.

I haven't heard of this software. Are you sure you don't want
comp.sys.atari.st?
--
"Oh various day! Cartoon! Cathay!"

4290. AR - Statutes of Limitation on Copywright?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-19 00:00:00 UTC
From: sysop@hitec.com
Message-ID: <4b6unt$bfc@news1.svc>
Source record: 87003

Does anyone here with any legal savvy know if Alternate Reality: The City still falls under the Software
Protection/Anti-Piracy laws since Datasoft went the way of the dodo? There have been quite a few people
that want the cracked copy I have, to replace damaged disks/use on their emulators/whatever... but I do not
wish to incur the almighty wrath of the SPA (yuk). I would appreciate any insight. Thanks.

--Steve

4291. ***MUST SELL ATARI 1040 STE****

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-19 00:00:00 UTC
From: xpitcadet@aol.com
Message-ID: <4b6o07$bmi@newsbf02.news.aol.com>
Source record: 87004

FOR SALE: ATARI 1040 STE WITH CUBASE NOTATION/SEQUENCING SOFTWARE

$200.00 or B/O

4 Meg. Ram
Midi Ports
Atari SC Monitor
Cubase Software
Tons of software, manuals, and original boxes

E-mail ASAP: xpitcadet@aol.com

4292. Where can I get Atari 2600 cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-19 00:00:00 UTC
From: Richard.Dolezal@ab.com
Message-ID: <4b6p7g$3ot@news1.cle.ab.com>
Source record: 87005

My six year old son recently found our old atari 2600 in the basement
he enjoys playing the games.

Where can you buy atari 2600 cartridges? Are there publications or
lists of private sales available?

If you could let me know, it would be appreciated.

Thanks

Rick Dolezal
richard.dolezal@ab.com
(216) 646-8084

4293. SpartaDos 3.2f ATR or XFD needed

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: wesley@indy.net
Message-ID: <4b7sv4$732@news.indy.net>
Source record: 86915

I have had spartados for quite a while (I got it from its original developer ICD). Unfortunatly my best efforts at getting it into ATR format will not work and gives me garbage in the directory. I have tried both dcmtodsk and dcmatr to no avail. If someone could mail me an ATR image that works I would be very thankful. The e-mail address is wesley@indy.net.

Thanks in advance,
Wesley

4294. Re: Visit the APE Home Page!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4b9a76$3f6@charm.magnus.acs.ohio-state.edu>
Source record: 86916

In article <DJvFsq.2tF@freenet.carleton.ca>,
Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote:
>William Kendrick (kendrick@zippy.sonoma.edu) writes:
>Oh your so picky ;) It looks pretty decent under Netscape! <grin>

Last I checked, there's no way to use Netscape from an Atari. But
with Ice-T or Flickerterm and a connection to a Unix host, you can
still see pages that were written to be universally readable.
(I try to test my pages in Netscape, Mosaic, and Lynx, and only rarely
use any Netscape tags.)

>I guess there is a fine art to making it look good under both
> a text and graphical browser eh. I will try to put something
> less annoying in the [IMAGE] field for you soon :)

Sadly, it seems to be a dying art....

Easiest way to do it, of course, is just to make sure it looks good
under Lynx. Then the graphical browsers take care of themselves. :-)
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

4295. Re: AR - Statutes of Limitation on Copywright?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <4b817i$r6o@dartvax.dartmouth.edu>
Source record: 86917

In <4b6unt$bfc@news1.svc> sysop@hitec.com writes:

>Does anyone here with any legal savvy know if Alternate Reality: The
>City still falls under the Software Protection/Anti-Piracy laws since
>Datasoft went the way of the dodo? There have been quite a few people
>that want the cracked copy I have, to replace damaged disks/use on
>their emulators/whatever... but I do not wish to incur the almighty
>wrath of the SPA (yuk). I would appreciate any insight. Thanks.

Legally, I believe that the copyright still exists, only it reverts
back to the author. In this case, the author has, in posts to this
newsgroup, implied that he does not object to people copying the
program (he said he would upload the source if he got around to it).
So in general, distributing old commercial 8-bit games is illegal, I
think there's good reason to argue that this is not the case with AR,
though I would suggest people buy up those copies left at the few
places that still sell it first.

Someone want to post a list of places that still have copies for sale?

--PC

--
"I'm guilty of a lot of things, but I didn't ever do that.''
--Bill Clinton, on why he had astroturf lining the
back of his pickup truck

4296. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <4b8f8l$t46@news1.halcyon.com>
Source record: 86918

In article <30D5CEC5.18F0@massmedia.com>,
Dan Pinal <danp@massmedia.com> wrote:
>> I have a cracked version of the city, and should be getting a cracked
>> version of the dungeon sometime soon.
>
>Please, let me know if they work, I haven't a clue where I could search
>for them, these days.

JESUS H. CHRIST PEOPLE!!!!! A few weeks ago I made an off the cuff remark about how Atari users were pirates. Boy, did I get my share of email messages bitching me out about it. Probably about 50 at last count. From everybody and his brother claiming to be a goodie goodie Atari user that has never pirated a piece of software on his life.

To which my response was that fine, not EVERY SINGLE Atari user is a fucking slimebag pirate, just a WHOLE BUNCH OF YOU. And the rest of you sit by and tolerate it instead of putting an end to it.

So, several weeks have passed. Everyone has calmed down about my pirate comments and everyone is back to bitching about PC Xformer and telling me how they could all do a better job (ok folks, I challenge anyone to write a better Atari 8-bit emulator) and what happens? Some stupid shit for brains low life starts up a thread talking about pirated software. I've read about 5 messages so far tonight dealing with cracked software, where to get it, which pirated software doesn't work on PC Xformer, etc. and NOT ONE SINGLE PERSON speaking up about it to remind everyone else that is it no OK to use the Internet. What do you think comp.sys.atari.8bit is? A free forum to exchange pirated software?

I hate to tell you, but it's not. Please keep your discussions about pirated Atari software out of this forum, and then maybe, just meybe, I'll get this silly idea out of my head that Atari 8-bit users are a bunch of damn pirates. PC Xformer is not an emulator for running pirated software on. There are many many sources of legitimate Atari 8-bit software to run on the emulator. ABBUC puts out an excellent CD-ROM full of thousands of disk images of Atari 8-bit software. I'm developing a cable to allow you to run your Atari 8-bit disks on the PC, without the need of cracking them or using a piracy tool such as the APE cable (whose sole purpose, unlike the SIO2PC cable or Xformer cable, is to pirate Atari 8-bit disks).

Folks, if you want anyone else on the internet to have any respect for this newsgroup and its readers, please keep your garbage off it. I am trying to make a living selling Atari emulators and selling them legitimately. Unlike other emulators, my emulators don't require you to pirate anything. They don't infring on anyone's copyrights. I am not

pleased to see my product's name mention by some slimebag pirate.

And you guys wonder why I'm always pissed off!

- Darek

--
==========
Darek Mihocka the PC Xformer and Gemulator guy, email:brasoft@halcyon.com
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 WWW:http://www.halcyon.com/brasoft/

4297. Re: Super Pac-Man from B&C

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: landon@netcom.com
Message-ID: <landonDJvHu0.D46@netcom.com>
Source record: 86919

Halliwell E Sra 436TS/TAC (halliwee@ts436.dyess.af.mil) wrote:

: On Sun, 17 Dec 1995 , landon@netcom.com (Landon Dyer) said:

: > I definitely recall fixing a few double-buffering and "non-opening
: > door" bugs fairly late in development. The testers had it by then, so
: > it's entirely likely that more than one version leaked.

: Egad! YOU wrote Super Pac-Man? I've always considered that one of
: the BEST arcade-to-home conversions ever done on the 8-bits... making
: it all the more shame that it was never officially released.

Thank you very, very much.

I might as well induldge myself a bit here. Pardon me while I set
the wayback machine... I've been meaning to do this for years, but
never really had the courage to write this up.

In the fall of '82 I dropped out of college and joined a group in
the Atari Home Computer division responsible for doing conversions of
arcade games to cartridges.

My first project was the Donkey Kong cartridge for the 400/800, one
of the 8-bit line's first 16K games. I was basically the only
programmer working on it; Mona Lundstrum did the artwork, Brad Taylor
did the sounds, and Rich Harvey assisted with some of the attract-mode
and bitmap unpacking stuff. DK took about five months to finish, and
was some of the hardest work I've ever done.

At one point in development DK was 20K, far too big to fit. I spent
a few weeks scrunching it; my roommate was always amused when I would
come home and triumphantly announce "I saved twenty bytes today!".
There were five bytes left in the ROM at the end. There is one easter
egg: You *can* get my initials to come up, but it's really hard and it's
not really very exciting anyway.

In the spring/summer of '83, Atari was starting to lose it. After
DK, I spent the next six months doing nothing. Atari management had
basically nothing but shit to give me to work on, my boss was a
complete loser, and layoffs were occuring every three or four months
(it seemed). I helped my officemate Judy Bogart write the Robotron
cartridge (she did most of the work, I just gave her little pushes,
but she gave me 25% of her completion bonus anyway).

Finally this Super Pac-Man project landed in our group. It was
better than the other horrors they'd licensed (Kangaroo and Arabian,
if you remember them). Super Pac was still a loser of a title, but I

decided "Fuck 'em, I'll do the best job I can." Since the company was falling apart, nobody was really tracking what was going on, so I got a solid nine months to work on the game and managed to (I believe) put in some polish.

Super Pac was "finished" in late June of 1984. A week or two later, Jack Tramiel bought the bits of Atari that he wanted, and that was pretty much that. [I did a lot of stuff on the Atari ST, but I'll not detail it here in the 8-bit group. :-)]

: Things that especially impressed me about it were the character mode
: graphics for the ghosts (I somehow glitched it once, and was treated
: to the sight of clumps of ATASCII characters marching around the
: screen <g>), and the *music*. The music was perfect, near as I
: could tell. How did you do that?

I didn't do the music. It could have been done by Brad, but I really don't recall.

The character mode graphics were a lark. I thought they'd work out better than mode $E, and they did, and they let me add another color to the screen.

I never thought that Super Pac was hard enough after the first sixteen screens or so. It was just attrition after that. (Doing the "hardest" level of DK's 'elevators' rack was fun -- I stuck it on a logic analyzer, slowed it down and made sure that it was *possible* to get through, then emitted an evil chuckle and shipped it).

: Did you have access to the arcade source code?

I wish! We had access to the source for Atari arcade games, of course, but I never heard of Nintendo releasing anything. We basically just played the games a *lot*, video-taped sessions, and read the "cheats" books you could buy anywhere.

: What other 8-bit games have you written?

A public-domain Centipede rip-off called Myriapede, early '82. The released version has a bug with the old 'B' revision ROMs, so I'm not sure if how widely it spread. The guy who wrote Atari's own cartridge version of Centipede [Dave Getreu] said that Myriapede was better than his own effort, and then hired me....

They just don't design computers like those 8-bitters anymore. I'd like to write PC games, but the VGA is just too putrid for words.

--

landon@netcom.com wwwwwWWWWWHHHOOOOOOOOOOSSSSSHH!!!!!
R1100GS, R100GS, TransAlp (sound of low-flying pig)
DoD #1475
"Everybody thinking, thinking pretty hard...." -- Thomas Dolby

4298. Re: Visit the APE Home Page!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <DJvFsq.2tF@freenet.carleton.ca>
Source record: 86920

William Kendrick (kendrick@zippy.sonoma.edu) writes:
> Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:
>
> : Wow, I actually forgot that. :(http://www.nacs.net/~classics
>
> AHHHH!!!!!! MAKE IT STOP!!! :) Steven, PLEASE tell me that's MAJORly
> under construction.
>
> PLEASE PLEASE >>PLEASE<< "alt" your images!!!!!! The output is horrendous
> with Lynx. Just a few tags could make it look perfect! :)
>
> (I'd be willing to do it, if you'd like :))

Oh your so picky ;) It looks pretty decent under Netscape! <grin>

I guess there is a fine art to making it look good under both
a text and graphical browser eh. I will try to put something
less annoying in the [IMAGE] field for you soon :)

Steve

4299. Re: HELP: Searching for a Disk-Copy-Program !!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <DJvFyL.31G@freenet.carleton.ca>
Source record: 86921

e9325367 (e9325367@stud1.tuwien.ac.at) writes:
> HI !
>
> Can anyone mail me a Disk-Copy-Program for the Atari 800XL (something like
> US-Copy, which can copy from one drive to an other drive) for use with Sio2PC
> (.ATR or .XFD - format)

I suggest you pick up MyCopier from umich or its mirrors. It supports
both APE+ 3x SIO speed, and all the Happy Warp Speed modes of APE.

Steve

4300. Re: Help needed with 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <DJvG91.3B1@freenet.carleton.ca>
Source record: 86922

(kkinna@fn1.freenet.edmonton.ab.ca) writes:
> My girlfreind dug out her old 800 machine and is having trouble getting
> it to boot up. 'Boot Error' keeps coming up when the boot disk is used.
> Atari notepad comes up without it. Should the basic cartidge be used
> when the dos diskette is used..

It soulds like 1: you have a bad disk, or 2: you have a bad drive.

Do you have another boot disk to try? If all your bootable disks fail then
I would suspect the drive-door-closed detect switch in the drive has
gone bad.

If you dont have anoyther disk I suggest you pick one up if you have
a local source. If not drop me a line and I will mail you a formatted
1050 disk w/ dos on it.

Steve

4301. Re: CART-CLONE ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <DJvGDH.3FM@freenet.carleton.ca>
Source record: 86923

(naslund@ridgecrest.ca.us) writes:
> I just bought an ATARI 65XE and an Indus GT drive ata a garage sale
> for $15. They both work great! The package included joysticks and
> a lot of diskettes. One of the diskettes is a commercial program
> called "CART-CLONE." Several of the programs I tried to run were
> "cloned" cartridges and upon trying to load I get the following
> message:
> Turn on CART CLONE and press any key
>
> I was wondering if this means that CART-CLONE is a hardware device
> that plugs into the cartridge port in addition to the software I
> received. Anyone have any experience with this product?

I would bet this 'CART CLONE' is a variation of a device that
was called 'THE PILL'. Its basically a cartridge that contains RAM that
can we writte to, then write-protected by throwing a switch on the
cartridge.

This allows the 'clone' to emulate cartridges by just writing the data into
the cart RAM and then rebooting the machine. The write protect was to foil
the copy protection used on many carts, that would try to erase themselves
out of memory. (which would fail if they were truly in ROM)

Steve

4302. Re: one way comm with null modem cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <DJvGpL.3o8@freenet.carleton.ca>
Source record: 86924

Bob Nixon (bigrex@nz1.netzone.com) writes:
> I tried both Bobterm and Chameleon and could only communicate from my PC
> to the Atari-320XE. I cannot get the Atari to talk back to the PC. I
> tried my old HP-150 to see if the null cable was bad but it worked fine.
> I'm using an 850 with any modem option. I suspect thats probably the
> problem as its expecting to see a modem. There is no direct connection
> option.
>
> I ordered the EMU from B&C and want to transfer old stuff to the PC. Is
> there some place I can buy an APE cable.

You can purchase one directly from me, or there are plans available in the APE.DOC
file for building it yourself.

> B&C said they couldn't sell them
> because the author of APE wouldn't let them.

Thats funny, since ive NEVER spoken with anyone at B&C.

> God is it any wonder why
> Atari is in the sad state it's now in. The APE author wants close to
> $100.00 for the cable and the software licence.

So build it yourself. :) I want $39 for the software registration which
I dont feel is unreasonable based on the thousands of hours I spent
writing APE and the Pro System you want to use.

Nobody is forcing you to buy a cable for $60. Thats ALOT, I know. Thats also
why I suggest everyone try and build on themselves for about $6.

Your right, it is amazing the Atari is in the state it is now. Im trying to change
that with APE, by writing new software and making it available at a reasonable
price. What are you doing?

Steve

4303. Re: Xformer 3.3 B U G !

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <4b8eaf$skh@news1.halcyon.com>
Source record: 86925

In article <30D1B084@syrinx.dyess.af.mil>,
Halliwell E Sra 436TS/TAC <halliwee@ts436.dyess.af.mil> wrote:
>
>On 15 Dec 1995, rford10445@aol.com (RFord10445) said:
>
>Imagine my surprise when one of the included demos ("SWANDEMO") failed to
>work properly! Everything looked fine, except for the spinning Fuji logo,
>which was severely hashed. The correct data was getting up there (I could

Did you make sure to turn off Atari BASIC? You'll get a wierd display
when BASIC is enabled. Remember the usual rule: BASIC programs you have
BASIC enabled, machine language programs you have BASIC disabled.

- Darek

--
==========
Darek Mihocka the PC Xformer and Gemulator guy, email:brasoft@halcyon.com
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 WWW:http://www.halcyon.com/brasoft/

4304. Re: STATUS in ACTION! (was Re: 800xl wanted (me too! I got my M

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4b8jcb$q6b@nuke.csu.net>
Source record: 86926

Rick_Michael_Cortese@cup.portal.com wrote:
: Actually, it should be (BYTE A, X, Y) & return Y to be politically

Strange. You're right. Thing is, I guess the reason I ended up making it X,Y,A is because I read somewhere (while pulling my hair out figuring this out) that STATUS returns its value in the Accum.

Mighta been in De Re. Did I missread? Does it go to both places? Is De Re wrong?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

4305. Re: Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Dec20.104456.17407@wariat.UUCP>
Source record: 86927

(Somebody wants children's software, age 4 to 8.)
I'm following my own advice and trying to write a few paragraphs about some programs people may be interested in hearing a little about. I do believe A8 is uniquely qualified to do some children's software. I don't know about today's PC CD ROM children's software, but A8 certainly can be good for children's stuff, much more appropriate than the hand/eye stuff they ususally have to do on Sega/Playstation/3DO/Jaguar, which are not well suited to children but are designed for older kids and hand/eye happy video jocks.
I've got 3 grandchildren, ages 2, 4 and 7. Keep in mind that keeping them interested for long in any computer stuff is not easy. I've found that old reviews of children's software in ANALOG 'Griffin's Lair' has been helpful. Some of these games can be got at American Technavision or B & C Computervisions or Best, see vendor list for phone numbers.

CBS Muppets series:
The most impressive graphics and sound I've seen are the CBS muppet series. These are probably pretty much no longer available from legitimate sources and require a keyboard overlay to use, else you have to figure out what keys do what yourself. These include Big Bird's hide and seek, Cookie monster lettergoround and Astrogrover math. Although excellent sound and graphics, they don't hold my 4 and 7 year old's interest and my 2 year old does like the graphics and sound pretty good, but he can't do much but bang on the keyboard (every parent seems to think their 2 year old should grab the keyboard and program an OS or something.)

Ducks Ahoy:
This one only runs on an 800 as far as I know. No translator will work. A really good concept, good graphics and sound. Basically move your boat around Venice and catch the ducks before they jump in the water. Line up your ducks on the wall until you get 10 of them and start all over. Hold interest for 4 and 7 for a decent amount of time.

Dr. Seuss mixup and other mixemup puzzle types:
These hold the interest of my 4 year old pretty well for a while. She can get the idea of pushing the fire button to mix the pictures up and how to use the joystick to

put the pictures right.

Trains:
For older kids, but I put it in kids games. Requires a good intellect to use.

Face Maker and Creature Creator:
Hold the interest of 3 to 6 year olds a short while, not a real winner.

Colorosaurus:
Hold interest only briefly. The only one where the kid sorta paints things with the joystick.

Tink-Tonk series (Tink's adventure, Tinka's mazes, Tonk in land of Buddy Bots):
These are fairly good at holding 4 year old's interest. They all are basically games where you use the joystick to move the man/girl around in the scenery and occasionally come on monsters or letter or number games.

Hodge Podge:
You hit a letter and a picture and tune plays. Basic alphabet. Good with Muppets Learning Keys (a special keyboard laid out in ABC instead of QWERTY keyboard.)

Grandma's house:
Pick a character (little girl most favorite) and go to town, beach, store and get stuff and bring it back to Grandma's house. Use joystick to move your character. This one has probably held my 4 and 7 year old girl's attention the most. Almost like playing with a doll house.

Math Encounters:
Haven't used this one yet, 7 year old's skills in math are still not quite up to this level. Has nice graphics and good playability in addition, subtraction, mult., div.

Some real Losers:
Olin in Emerald, Fraction Fever, Monkey News, Soft Toy, Kids on Keys, Kindercomp and Dragon Games.

Ok, so I tried and I know this isn't really telling you what's going to be good with your kid. My 4 and 7 girls are getting up there where PacMan is interesting to them and they can do the joystick and avoid the ghosts for a brief while, probably never clear a screen. The main thing to remember is that kids do want to do stuff on the computer, but don't have a lot of skill and probably won't stay interested very long and you'll have to participate with them.

--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

4306. FOR SALE: RARE 2600 CARTRIDGE

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: msaurman@legend.akron.oh.us
Message-ID: <msaurman.2l2g@legend.akron.oh.us>
Source record: 86928

For Sale:

Kool-Aid Man Game on Atari 2600 cartridge. Only made for a short period of time for the 2600 only and was only available to those with alot of Kool-Aid points. Still works. Make offer. Call (216) 882-6369 and ask for Kevin or leave Mark private e-mail at MSAURMAN@LEGEND.AKRON.OH.US.

---Mark

4307. Atari 8-bit Games Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: Joe.Blenkle@1657.gigo.com
Message-ID: <e99_9512200952@gigo.com>
Source record: 86929

#WANTED - Atari 8-bit computer (400/800/800XL/XE type) game carts
in particularly the following:

River Raid
Kaboom
Pengo
Megamania
Donkey Kong
Donkey Kong Jr.
PacMan
Ms. PacMan
Centipede
Millipede
Miner 2049er
Miner 2049er 2: Bounty Bob's Revenge

Please leave mail back or to joe.blenkle@726.gigo.com

... Backup not found: (A)bort (R)etry (S)lap nearest innocent bystander.

___ Blue Wave/QWK v2.20 [NR]
--
: Fidonet: Joe Blenkle 1:203/1657 .. speaking for only myself.
: Internet: Joe.Blenkle@1657.gigo.com

4308. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <qiB2wksjYlsJ088yn@IBM.NET>
Source record: 86930

In article <4b8f8l$t46@news1.halcyon.com>,
brasoft@coho.halcyon.com (Darek Mihocka) wrote:
>In article <30D5CEC5.18F0@massmedia.com>,
>Dan Pinal <danp@massmedia.com> wrote:
>>> I have a cracked version of the city, and should be getting a cracked
>>> version of the dungeon sometime soon.
>>
>>Please, let me know if they work, I haven't a clue where I could search
>>for them, these days.
>
>
>JESUS H. CHRIST PEOPLE!!!!! A few weeks ago I made an off the cuff
>remark about how Atari users were pirates. Boy, did I get my share of
>email messages bitching me out about it. Probably about 50 at last
>count. From everybody and his brother claiming to be a goodie goodie
>Atari user that has never pirated a piece of software on his life.
>
>To which my response was that fine, not EVERY SINGLE Atari user is a
>fucking slimebag pirate, just a WHOLE BUNCH OF YOU. And the rest of you
>sit by and tolerate it instead of putting an end to it.

Comp.sys.atari.8bit is probably one of the most "legal" newsgroups
there is when it comes to piracy. We've seen the discussion a million
times on copyright laws and such.

Most of the time when people talk about cracked copies, they do own
the original. (And if the don't, they can ask and somebody will tell
the a reasonable source for it.) I know this is a pretty naive few of
the world, but it is how I view it. If someone comes on this newsgroup
that he has cracked copies of everything for the Atari, I'm sure he
would be sorry he did. (Is Vladimer(sp) still around?)

>Folks, if you want anyone else on the internet to have any respect for
>this newsgroup and its readers, please keep your garbage off it. I am
>trying to make a living selling Atari emulators and selling them
>legitimately.

Now if you were trying to make a living from selling Atari emulators,
you wouldn't be working at Microsoft, would you?

>Unlike other emulators, my emulators don't require you to
>pirate anything. They don't infring on anyone's copyrights. I am not
>pleased to see my product's name mention by some slimebag pirate.

None of the other emulators require you to pirate anything. They do
require you to find an Atari from where to copy the ROMS.

Anyway, I thought imitation was the sincerest form of flattery!! :-)

--

Ryan 'Gozar' Collins rlcolli@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

4309. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <DJwFD8.3y2@freenet.carleton.ca>
Source record: 86931

Darek Mihocka (brasoft@coho.halcyon.com) writes:
> In article <30D5CEC5.18F0@massmedia.com>,
> Dan Pinal <danp@massmedia.com> wrote:
>>> I have a cracked version of the city, and should be getting a cracked
>>> version of the dungeon sometime soon.
>>
>>Please, let me know if they work, I haven't a clue where I could search
>>for them, these days.
>

[much ranting deleted]

> I'm developing a
> cable to allow you to run your Atari 8-bit disks on the PC, without the
> need of cracking them or using a piracy tool such as the APE cable
> (whose sole purpose, unlike the SIO2PC cable or Xformer cable, is to
> pirate Atari 8-bit disks).

Its sole purpose is to allow users to create solid, useable, DURABLE
backups of thier protected software. And it does a very good job of it,
as promised. Dont drag my name or product into your petty, juvinile
flame war.

Steve

4310. binload 2.4 released

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <4b9v9s$8qr@dartvax.dartmouth.edu>
Source record: 86932

```
binload is a program which analyzes Atari 8-bit binary load files on
your DOS or Unix computer. Features include:
Display start and size of each load block
Merge adjacent blocks
Disassemble blocks

This release includes both a DOS executable and the C source code.

Currently available at:
ftp://ftp.cs.dartmouth.edu/pub/crow/Atari/binload-2.4.tar.gz

It's been uploaded to UMich, but I don't know if anyone there is
dealing with uploads anymore.

--PC

--
================================================================================
= kill files for responsible posting: =
= :!s:PLEASE READ :!s:READ THIS =
================================================================================
```

4311. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <149056@cup.portal.com>
Source record: 86933

Dan; Omnimon was the OS from Newell Industries. I got turned on to it
by Bruce at B & C Computervisions early on. Since I'm a hack, it really
saved/educated me about flaws in my code. I would frequently write
something that would just hang and require a cold boot. With
Omnimon I could recover to the monitor & it would tell me the
current program counter so I'd know where I hung. It also had a
lot of nice features like built in sector editor, assembler, tracer,
memory editor, whatever. *BUT* it sounds like your ROM was a better
solution for cracking stuff. In my life, I doubt if I've cracked more
the a couple of titles, Ultima III because I wanted to play it off
an ATR8000<damm timing holes>, Montezuma's Revenge<Copy protection
wouldn't boot with a US Doubler!>, and a few cart titles when the
carts started going south on me. I guess life's to short for me to bother
cracking titles I already own for the sake of cracking them.
Rick

4312. Re: Where can I get Atari 2600 cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <149057@cup.portal.com>
Source record: 86934

Rick; For any equipment including 2600 carts I'd reccomend going to
Goodwill, Salvation Army, or any thrift shop. Going prices of carts
for any system is $.99 to $1.99 for carts. Equipment prices are
roughly $3 to $25 for items ranging from 2600s to 800XLs.
Rick

4313. FS: Atari XE/kbd/gun/sticks/games

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: virtual@ixc.ixc.net
Message-ID: <4b9pcv$c3@ixc.ixc.net>
Source record: 86935

Hi. I have the following for sale:

Atari XE (Is that also a GS?)
with detatchable keyboard, light gun and manual.
2 "Hot Stuff" Joysticks. These have 4 buttons, 2 on the
base, one on the trigger, and one on the thumb.
1 GemStick
1 StarMaster 2 button stick
2 Power Supplies for consoles, both working
16 catridges (some dupes), including:
Dig Dug (2)Star Raiders (2)Bug Hunt (gun game)
Qix Q*Bert (2)Final Legacy
Asteroids Joust (2)Flight Simulator II
Pac-Man Basic Ms. Pac-Man
Centipede

Built in to the unit are Basic, and Missile Command,
and several self-tests. I've personally tested all
this equipment, and all the hardware works great.
Some of the cartridges need the cards cleaned
(they don't always make good contact), but I've tested
them all. Also, please note that this unit does not
play Atari 2600 cartridges. It plays Atari 400/800/XE
and GS cartridges. BTW- This is a cool looking unit,
it's gray with big pastel select/start/options buttons. %)

I'm asking $40 plus shipping or better offer.
I'll be more than happy to ship COD.

-virtual@ixc.net

4314. Re: where to get .XFD files (EMPTY)

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: bigrex@primenet
Message-ID: <4bafv9$du3@nntp3.news.primenet.com>
Source record: 86936

I checked it out all the dirs seem to be empty. Am I too soon?

In article <4b3p9r$mmk@news.xmission.com>, jeking@xmission.com says...
>
>Luis R.Pena (lrpena@gil.net) wrote:
>: Can anyone help me. Where can a i get XFD files to D/L?
>:
>
>
>I 've just recreated a mini--ftp site at ftp.xmission.com
>/pub/users/j/jeking/8bit
>
>Try it out.
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking@xmission.com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit hobbyist by choice, MIS Professional by accident!
>

--
Bigrex@Primenet.com
(Bob Nixon)

4315. atr2unix 1.1 released

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <4b9v88$mg6@dartvax.dartmouth.edu>
Source record: 86937

atr2unix is a program to extract files from an ATR disk image file
to your DOS or Unix filesystem. Features include:
Support for MyDOS subdirectories
Mixed-case filenames (Unix only)

This release includes both a DOS executable and the C source code.

Currently available at:
ftp://ftp.cs.dartmouth.edu/pub/crow/Atari/atr2unix-1.1.tar.gz

It's been uploaded to UMich, but I don't know if anyone there is
dealing with uploads anymore.

--PC

--
The position and/or opinions in the above message are those of the Board of
Trustees of Dartmouth College. Copyright (c) 1995. All right reserved. The
above positions are also held by Newt Gingrich, many foriegn world leaders, and
you who are reading them. Preston bears no responsibility for the content.

4316. Re: null modem cable for PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: brat@interlog.com
Message-ID: <4ba4d1$j8_001@brat.interlog.com>
Source record: 86938

In article <30D5CC4B.11CB@j51.com>,
Jerold Rotbard <jrotbard@j51.com> wrote:
>DEBORAH COOLEY wrote:
>>
>> hello. I'm tryin to find a null modem cable to transfer files from
my xe
>> to my 386. anyone got one they wanna sell? Or better yet, are there
any
>> docs on how to make one?
>>
>> please reply..
>>
>> thanks
>
>You don't need to build a null modem cable. They are easy enough to
>find. All you need is a normal serial cable with a null modem adapter
on
>one end. You can buy these at any computer store, or Radio Shack.

The serial ports on the Atari expansion/interface box don't provide all
the signals the PC may expect. I think I had to placate the PC by
connecting DTR and DSR. Null modem cables may not always do this.
The way they make cables these days you can't easily open them
up and make such "corrections." I ended up buying an "RS232 jumper kit"
and soldering jumpers as required. Any book documenting RS232 pin
assignments should provide enough info to do this.

Bernie

Bernie Rataj brat@interlog.com qth://toronto.on.ca
Member: Ontario DX Association

4317. FS: 130XE, Superarchiver, Comadore 1702

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: frankh@sr.hp.com
Message-ID: <4ba6dk$4o3@canyon.sr.hp.com>
Source record: 86939

It hasn't been turned on in about 2 years so I guess it's time to get rid of the whole thing. I have a 130XE, with a Superarchiver 1050 disk drive, a Comadore 1702 color monitor, and a single switched & fused power supply to drive everything. I probably have an 850 interface also, an extra stock 1050 disk, and an extra 130XE. Includes misc joysticks, and lots of software. I did turn it on just to verify everything still works. The whole thing is in Santa Rosa, California and would prefer to sell it locally. Will ship if necessary. How about $150.00 for everything. If interested, drop me a line and I will do a complete inventory.

--

Frank Hamlin, Santa Rosa Systems, Hewlett Packard __@ __@
1400 Fountaingrove Pkwy, Santa Rosa, Calif _-\<,-\<,
frankh@sr.hp.com (*)/---/(*)

4318. Re: Greetings & such

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: keithyer@IntNet.net
Message-ID: <4b8bsr$2ho@mercury.IntNet.net>
Source record: 86940

Rick - Thanks for the info!!

I'll grab those files (hopefully before
Christmas). Who knows with my schedule.. I've started working with the
UTIL.C / ATARIO.ASM files that came with the util.zip.. I don't know
what version of C or what assembler they were done in, but there are some
wonky non-standard commands in there! (But I'm a programmer -- I'm
having fun anyway!)..

Could somewhere post the location of the files DCMTOATR / DCMATR that I
keep seeing fly by every couple dozen messages or so!? In all honesty,
I'm more or a source code guy - don't really need the executables but if
no source is available I'd rather get them than the bunches-o-nothin'
that I've got now!

Thanks!

4319. Old Atari Comm. Software

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: keithyer@IntNet.net
Message-ID: <4b8c4s$2ho@mercury.IntNet.net>
Source record: 86941

I haven't tried it yet - hows the R: emulation in Xformer? I really miss GOOD bulletin borad software. You know: BBCS, Carina, BBS Express. Those were great packages. All done to run in 64k! Unlike these fargin' millions of bytes I'm pumping though now to get windows 95 (which is >>> supposed <<< to emulate a real computer..)..

'scuze the unrelated commentary - just felt it adds a bit of humor to the simplistic question.

4320. New version of Rainbow?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <4barfq$1gn@sirius.cs.pdx.edu>
Source record: 86942

So, as long as we're talking about emulators... 8-)

Am I imagining things or did Chris Lam mention a new version of Rainbow coming out in January?

Chris, can you give us a hint what new treats you might have in store for us?

---Alex

4321. Re: one way comm with null modem cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: bigrex@primenet
Message-ID: <4baf8q$d7l@nntp3.news.primenet.com>
Source record: 86943

Right you are, I talked to another Atari fan a work and we've dcided to
make up the cable's with your directions. Sorry if I stepped on your toes,
I really need to keep in mind that were dealing with a reasonable high
demanded defunt OS and hardware that you guys have supported all along.
There has to be a labor of Love to keep the things going and alot of help
from the internet.

In article <DJvGpL.3o8@freenet.carleton.ca>, ai123@FreeNet.Carleton.CA
says...
>
>
>Bob Nixon (bigrex@nz1.netzone.com) writes:
>> I tried both Bobterm and Chameleon and could only communicate from my PC
>> to the Atari-320XE. I cannot get the Atari to talk back to the PC. I
>> tried my old HP-150 to see if the null cable was bad but it worked fine.
>> I'm using an 850 with any modem option. I suspect thats probably the
>> problem as its expecting to see a modem. There is no direct connection
>> option.
>>
>> I ordered the EMU from B&C and want to transfer old stuff to the PC. Is
>> there some place I can buy an APE cable.
>
>You can purchase one directly from me, or there are plans available in the
APE.DOC
> file for building it yourself.
>
>> B&C said they couldn't sell them
>> because the author of APE wouldn't let them.
>
>Thats funny, since ive NEVER spoken with anyone at B&C.
>
>> God is it any wonder why
>> Atari is in the sad state it's now in. The APE author wants close to
>> $100.00 for the cable and the software licence.
>
>So build it yourself. :) I want $39 for the software registration which
> I dont feel is unreasonable based on the thousands of hours I spent
> writing APE and the Pro System you want to use.
>
>Nobody is forcing you to buy a cable for $60. Thats ALOT, I know. Thats
also
> why I suggest everyone try and build on themselves for about $6.
>
>Your right, it is amazing the Atari is in the state it is now. Im trying

to change
> that with APE, by writing new software and making it available at a
reasonable
> price. What are you doing?
>
>Steve

--
Bigrex@Primenet.com
(Bob Nixon)

4322. Re: STATUS in ACTION! (was Re: 800xl wanted (me too! I got my M

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <149065@cup.portal.com>
Source record: 86944

ARGHHH! You would ask me a question I would have to look up!
BTW: Rob's method using BYTE ARRAY is probably the only cute exception
to the rule 'always give a size when you dimension an array' that I've
seen. I've done the thing with TYPE since you can access the individual
I/O control block without having to calculate the IOCB times 16, if memory
serves. Everything is automatic if you access the IOCB in the structure.
But I think you are right about the STATUS, AFAIK Y is only loaded if
you have an ERROR.
BTWII: Wouldn't you really rather do this with a code block anyway?
IMO: This is one of those rare cases where you would routinely call
the PROC, size would be smaller, & it wouldn't take up as much of your
valuble symbol table space.

4323. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-20 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <149066@cup.portal.com>
Source record: 86945

Derek: For what it's worth, Dan Pinal is the author of AR The Dungeon.
I'm sure you well get a number of posts about this, but the reasons
everyone is bending over backwards for him are:
1) He's a great programmer
2) He seems to be a nice guy
3) If anybody has a rigth to request if someone can find him a cracked
copy of The Dungeon, I could not think of a more deserving person then
the author of the software.
You really need to relax. I don't really wish you ill, but what if you
lost your copy of Xformer and asked for someone to send you a copy?
Would you appreciate being called a pirate & thief by Dan? As far
as the APE cable being a pirate device, that is just complete BS. *IF*
someone wanted to, I'm sure they could hack your printer cable to do the
same thing. Does this make your cable a pirate device?
Further, I don't know if you recall, but I offered to design & make
a serial based cable for you & your emulator. It was your perogative
to ignore the offer, it just happens Steve saw the post & took me up
on it, that and a lot more. For that matter, if anyone was so inclined,
I'm sure they could use a sio2pc cable to do the same disk copying as
APE.
I find the language you are using offensive and your accusations unfounded.
You must be planning a move to the Micro Soft Net in the near future since
you really seem to be trying to burn your bridges behind you. You should
really read your service aggreement with halcyon. I would be willing to
bet there is a clause about inappropriate posts.
If you really feel the need to flame like this, take it to the
ST group, they love it over there and are much more likely to try
give you a good argument. Here you are just fighting with people
that are trying to help.
Rick

4324. Re: SpartaRead

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-21 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <DJy6yL.DEA@freenet.carleton.ca>
Source record: 86856

DEBORAH COOLEY (cooley@nevada.edu) writes:
> Hello. Looking for some help on Sparta Read, which you use your IBM
> compatible to read spartados disks in double density. You then can copy
> files from that disk right onto your ibm hard drive. Well when i tried
> it, and it would say OK! when copy was complete, i'd read the file from
> the IBM hard drive and it would not format text files right. How would i
> get the files to copy right so they could be read without cents signs
> between each word?

The problem you are having is that your text files are
in ATASCII format, instead of ASCII. There are a number of Atascii->Ascii
converters at archive.umich.edu.

I know there is one in the SIO2PC archive, and APE has its own built in
Atascii browser.

Steve

4325. Rainbow Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-21 00:00:00 UTC
From: ctorlins@crl.com
Message-ID: <4bckq0$g8a@crl.crl.com>
Source record: 86857

Can someone be so kind and email me the atari 800xl rom code
so I can use my Rainbow Emulator on the mac?> its only 16k big.
Thanks.

ps: my old 800xl is busted, after all those years downstairs in
the garage it just does not power up at all...

4326. xe upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-21 00:00:00 UTC
From: cooley@nevada.edu
Message-ID: <4bccoh$beu@pioneer.nevada.edu>
Source record: 86858

Trying to upgrade my xe. need info on the best upgrades as far as memory goes. Do i send to Bob Puff? What about Fine tooned engineering? i want 1 meg badly!

please reply..

thanks

4327. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-21 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4bci2j$g8f@charm.magnus.acs.ohio-state.edu>
Source record: 86859

In article <4b8f8l$t46@news1.halcyon.com>,
Darek Mihocka <brasoft@coho.halcyon.com> wrote:
> everyone is back to bitching about PC Xformer and telling me
>how they could all do a better job (ok folks, I challenge anyone to
>write a better Atari 8-bit emulator)

Not to diminish your accomplishments with Xformer, but have you seen
Rainbow?

Or are you just talking about an emulator that runs on a PC?

The fact that no emulator yet does a perfect emulation of 15 or 20
year old hardware on modern hardware says a lot about the original
design...
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

4328. 1400 and 1450?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-21 00:00:00 UTC
From: rpinnega@spartan.ac.BrockU.CA
Message-ID: <1995Dec21.212336.5980@spartan.ac.BrockU.CA>
Source record: 86860

Sorry if this topic's been raised before, but does anyone remember these two pieces of vaporware, the Atari 1400XL and 1450XLD? I was leafing through some old issues of Compute! a few months back and ran across a reference to them. Were either of them ever actually made available to the public? (Any inside story, Landon?)

Rob, Canada

4329. Re: ***MUST SELL ATARI 1040 STE****

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-21 00:00:00 UTC
From: keithyer@IntNet.net
Message-ID: <4bc6r9$27o@mercury.IntNet.net>
Source record: 86861

X PITCADET (xpitcadet@aol.com) wrote:
: FOR SALE: ATARI 1040 STE WITH CUBASE NOTATION/SEQUENCING SOFTWARE

: $200.00 or B/O

: 4 Meg. Ram
: Midi Ports
: Atari SC Monitor
: Cubase Software
: Tons of software, manuals, and original boxes

: E-mail ASAP: xpitcadet@aol.com

Would you give just a tad more detail here. Ie. does everything work?
If not, what's broken. How many titles is "tons" and perhaps throw out a
couple of examples - etc.?

It might also help if people knew what state you lived in (to get an idea
of shipping).

But hey - if you'll pay for shipping & it works - I'd offer 250.00 -
money order - that way you know it's guarenteed funds.

-Keith

4330. Re: Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-21 00:00:00 UTC
From: Joe Walsh <ransom@connect.iconnect.net>
Message-ID: <Pine.BSD/.3.91.951221193341.2537A-100000@connect.iconnect.net>
Source record: 86862

On 21 Dec 1995, William Kendrick wrote:

> Perhaps it's time to look into some of this commercial stuff for her (and
> hey, I'll have kids one day too! And, since I'll be using Atari 8-bits until
> (and possibly beyond) the grave...)

Hmmm. Now there's an interesting thought. What if, in the
afterlife, we are each compelled to use the computer we used most during
our lifetimes? I wonder how knowledge of that would affect people's
choices of computers. :)

-Joe

Joseph E. Walsh | Atari 8-Bit User and Programmer Since 1982
ransom@iconnect.net | Classic Traveller Referee Since 1983
Stuck in the '80's | Microsoft-Free and Loving It! :)

4331. Re: Alernate Reality on Xformer & piracy

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-21 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DJy0ow.LrH@ncrcae.ColumbiaSC.ATTGIS.COM>
Source record: 86863

#==========Darek Mihocka, 12/20/95==========
#
#In article <30D5CEC5.18F0@massmedia.com>,
#Dan Pinal <danp@massmedia.com> wrote:
#>> I have a cracked version of the city, and should be getting
a cracked
#>> version of the dungeon sometime soon.
#>
#>Please, let me know if they work, I haven't a clue where I
could search
#>for them, these days.
#
#
#JESUS H. CHRIST PEOPLE!!!!! A few weeks ago I made an off the cuff
#remark about how Atari users were pirates.

Sorry to hear that you had such a negative response. My impression
is that most of the people left here are pretty responsible users
who still buy software when they can. As mentioned, there are still
a few legitiment sources for 8bit software although there
are probably
a lot of games that just aren't available from any
legitimate source.

#So, several weeks have passed. Everyone has calmed down about my pirate
#comments and everyone is back to bitching about PC Xformer and
telling me
#how they could all do a better job.

Easy Darek. I think that I have read every message posted here and
I don't remember anyone saying that they could do a better job. A
few complaints maybe, but no comments like "I could do a better
job with my eyes closed". :-)

#PC Xformer is not an emulator for running pirated
#software on. There are many many sources of legitimate Atari 8-bit
#software to run on the emulator. ABBUC puts out an excellent CD-ROM full
#of thousands of disk images of Atari 8-bit software. I'm developing a
#cable to allow you to run your Atari 8-bit disks on the PC, without the
#need of cracking them or using a piracy tool.

I am anxiously awaiting you cable. I did email you that I
wanted one of your cables when they are available. I hope
that you have my name on your list.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM
"Patience is waiting without worrying"

4332. Re: Super Pac-Man from B&C

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-21 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DJy1DG.KL@ncrcae.ColumbiaSC.ATTGIS.COM>
Source record: 86864

```
#==========Landon Dyer, 12/20/95==========
#
#Halliwell E Sra 436TS/TAC (halliwee@ts436.dyess.af.mil) wrote:
#
#: On Sun, 17 Dec 1995 , landon@netcom.com (Landon Dyer) said:
#
#: > I definitely recall fixing a few double-buffering and "non-opening
#: > door" bugs fairly late in development. The testers had it
by then, so
#: > it's entirely likely that more than one version leaked.
#
#: Egad! YOU wrote Super Pac-Man? I've always considered that one of
#: the BEST arcade-to-home conversions ever done on the 8-bits... making
#: it all the more shame that it was never officially released.
#
# Thank you very, very much.

Congratulations Landon and thanks for filling us in on some of
the details
from the 'old days'. Having owned Atari 8bit computers since about 1982,
I always enjoy hearing stories that I haven't heard before.
History can be
so interesting.

Maybe I missed it, but I don't remember seeing what you are doing now.
Who do you work for and what do you do?

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM
"Patience is waiting without worrying"
```

4333. Questions about Atari 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-21 00:00:00 UTC
From: jap5r@virginia.edu
Message-ID: <DJx0D4.M3E@murdoch.acc.Virginia.EDU>
Source record: 86946

Is there a list somewhere that describes all the different 8-Bit
machines by Atari?

For now can someone point out the differences between a 1200XL and
a 130XE. I know that they can both play the 400/800 carts, but beyond
that and there physical difference that's it for me.

Joe
jap5r@virginia.edu
http://watt.seas.virginia.edu/~jap5r

4334. Re: Super Pac-Man from B&C

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-21 00:00:00 UTC
From: cliffl@mail.netshop.net
Message-ID: <4baj42$aeo@news.netshop.net>
Source record: 86947

Wow! Thanks for the history!

DK most certainly was one of the best arcade adaptations there was. I STILL play it. In fact, I think it was the first thing I played after re-hooking up my 8 bit again last month!

You certainly are a GOOD programmer, especially for doing it from just playing the game! Did you have a hand in DK Jr? It was pretty good as well.

Some other awesome adaptations....

Joust
Satan's Hollow
Ms. Pacman

4335. SpartaRead

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-21 00:00:00 UTC
From: cooley@nevada.edu
Message-ID: <4bb89j$olh@pioneer.nevada.edu>
Source record: 86948

Hello. Looking for some help on Sparta Read, which you use your IBM compatible to read spartados disks in double density. You then can copy files from that disk right onto your ibm hard drive. Well when i tried it, and it would say OK! when copy was complete, i'd read the file from the IBM hard drive and it would not format text files right. How would i get the files to copy right so they could be read without cents signs between each word?

please reply...

I guess in other words, i'm tryin to figure out how i would toggle between a text file copy and a binary file copy, like on the UTIL file.

thanks

4336. Re: Questions about Atari 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-21 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DJxDKr.2oy@iglou.com>
Source record: 86949

In article <DJx0D4.M3E@murdoch.acc.Virginia.EDU>,
Joseph Pellettiere <jap5r@virginia.edu> wrote:
> Is there a list somewhere that describes all the different 8-Bit
>machines by Atari?
>
> For now can someone point out the differences between a 1200XL and
>a 130XE. I know that they can both play the 400/800 carts, but beyond
>that and there physical difference that's it for me.
>
The 1200XL came with 64K of RAM, and the 130XE with 128K, although either model could be upgraded to 256K or more. (Anything beyond 64K is used as ramdisk, or can be used as buffer space for some programs such as the later versions of Textpro). The 130XE has Basic built in. Another very important difference is the ECI (extended cartridge interface) port on the 130XE. Atari never made anything to plug into this port, but you can buy a Black Box or MIO interface and connect a hard disk to the 130XE.

--
"Oh various day! Cartoon! Cathay!"

4337. Re: Questions about Atari 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-21 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4bb94p$q2e@nuke.csu.net>
Source record: 86950

Joseph Pellettiere (jap5r@virginia.edu) wrote:
: Is there a list somewhere that describes all the different 8-Bit
: machines by Atari?

: For now can someone point out the differences between a 1200XL and
: a 130XE. I know that they can both play the 400/800 carts, but beyond
: that and there physical difference that's it for me.

My "Unofficial Atari 8-bit New User, Emulator Help" FAQ has a description
of the main machines (ie, not the vaporware). Hopefully they're accurate. :)
Find it at:

http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html

(BTW folks, my home page is messed up because it depends on some CGIs, but
since this system took hard drive nose dive, some stuff is missing and CGIs
don't work. The best way to get to pages that show up as garbage is to
use the "Big Index" available from the main page (.../~kendrick/))

Anyway.. the 130XE has 128K of memory, the more standard OS, and an ECI
port. (Extended Cartridge Interface) I'm actually not sure how compatible
to a PBI port (on the 800XL and 600XL and I think 800XE) it is, but at LEAST
one PBI device (the "Black Box" hard drive / printer / modem interface) works
with it. It also has BASIC on ROM inside.

The 1200XL has only 64K. It has a funky 800XL-like OS which refuses to run
quite a few European programs (they do some funky stuff in their code :)).
It has no PBI or ECI port. It has no BASIC inside (yay!). Also, ONE other
difference that's notable (between 1200XL and all other 8bits) is it has
a resister on part of the SIO port - some hardware (namely those which don't
have their own power supply) won't work with the 1200XL because there's no
juice to draw from the thing. "Fixing" this is a cinche.

Good luck!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

4338. Re: Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-21 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4bba2n$q2e@nuke.csu.net>
Source record: 86951

Russ, I must say, that was a great (and useful) post!

The little girl next door likes to come over and mess with my computer (and legos :)). She gets a kick out of "The Noisy Giant" (PD storybook). It's her favorite. She can't read, but likes the pictures. (Oddly, her favorite is when the giant is crying. Hmmm..)

Perhaps it's time to look into some of this commercial stuff for her (and hey, I'll have kids one day too! And, since I'll be using Atari 8-bits until (and possibly beyond) the grave...)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

4339. Re: Super Pac-Man from B&C

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-21 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <JNW2wksjYZ8L088yn@IBM.NET>
Source record: 86952

In article <landonDJvHu0.D46@netcom.com>,
landon@netcom.com (Landon Dyer) wrote:
> My first project was the Donkey Kong cartridge for the 400/800, one
>of the 8-bit line's first 16K games. I was basically the only
>programmer working on it; Mona Lundstrum did the artwork, Brad Taylor
>did the sounds, and Rich Harvey assisted with some of the attract-mode
>and bitmap unpacking stuff. DK took about five months to finish, and
>was some of the hardest work I've ever done.

Cool! I just recently hooked one of my spare Ataris to the TV, and
this is the game that gets played the most!! However, my joystick
skills aren't as good as my brother's, since I can only get to around
65,000 points, while he is in the 150,000 range.

Thanks for such a great conversion!

BTW, I'm sure most of us hear would love to hear more stories of what
went on at Atari.

--

Ryan 'Gozar' Collins rlcolli@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

4340. Re: Darek's attitude

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-21 00:00:00 UTC
From: jerome Lebrun <lebrun@dma.epfl.ch>
Message-ID: <30D96BB5.41C6@dma.epfl.ch>
Source record: 86953

It seems to me Derek is doing a pretty good job for promoting PcXformer.
Is there anyone around still interested in doing business with this
ENFANT TERRIBLE kind of attitude!
Advice for Derek: hire a business consultant, and please stick to code
hacking and soldering!

lebrun@dma.epfl.ch

4341. Re: SpartaRead

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-21 00:00:00 UTC
From: oscar@Primenet.Com
Message-ID: <4bc3oo$q7f@nntp3.news.primenet.com>
Source record: 86954

In article <4bb89j$olh@pioneer.nevada.edu>,
DEBORAH COOLEY <cooley@nevada.edu> wrote:
>Hello. Looking for some help on Sparta Read, which you use your IBM
>compatible to read spartados disks in double density.

Wow, I didn't think anyone was actually still using this...

>How would i
>get the files to copy right so they could be read without cents signs
>between each word?

Well, SpartaRead won't do any special conversions on files.
I wrote it as a simple test a long time ago and never really finished
it. You could take the file and then run it through another utility
to convert the cents signs into carriage returns, or you could run
it through a 'search-and-replace' operation in a word processor.

I've still got the source sitting around here somewhere if anyone wants
to finish it... (although it's embarrasingly bad - my first C program).

--

Oscar Fowler
oscar@primenet.com | oscar@cs.arizona.edu | oscar@rightfax.com
http://www.primenet.com/~oscar

4342. Re: joysticks!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-21 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <149073@cup.portal.com>
Source record: 86955

Good ol' Kit Kimes (kimes@iwtqg.att.com or KitKimes@AOL.COM) writes:

>I also have a Kraft Starmaster joystick sitting in front of me.
>I picked it
>up at TRU years ago on closeout. I don't plan on parting with it at
>the present time, but it isn't as well made as the WICO. Course, I
>only paid $6.95 for it verses the $20 I paid for the WICO.
>
>Don't any of the mail order places that still carry Atari software
>also carry joysticks? Try ATV or Toad Computers. Check the
>clearance aisle at TRU and computer stores.

As recently as mid-1994, Kraft was still in business, still available at the phone number listed in whatever ancient issue of Antic reviewed joysticks 'way back when, and still selling Atari 8bit -compatible joysticks via mail-order. I intended to buy a couple, as mine were my favorites (I had Atari, WICO, Kraft, and a few other off-brand sticks) before they got broken -- but I never got around to putting in an order (sigh; the story of my life). It's anyone's guess as to whether Kraft is STILL at it, but if you've got that old issue of Antic, give 'em a call and find out. And then tell us, here, about the current state of affairs!

I might actually try to dig up the phone number and repeat my mid-1994 investigation, now that the subject has been raised anew... If I get anywhere, I'll let y'all know, too.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4343. Re: 1400 and 1450?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-22 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4bd154$bd1@news.tcd.net>
Source record: 86865

The 1400xld was not vapor ware. I saw one here in 1987, tried to track it down after the owner didn't have use for it anymore but it was no longer available.

4344. Re: 800xl wanted (me too! I got my MUX!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-22 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4bd1gg$bd1@news.tcd.net>
Source record: 86866

How many working used 800XL's would you like? I have several with power supply and video cable. Stock 64k, $29.00 postage included...Guranteed to work.

Now you have your MUX, go out and buy some contact cleaner, you will find that they get coroded and need cleaning..when this happens you will loose data and the machines will lock up. Keep them clean and you have many hours of worry free service..

4345. Re: 800xl wanted (me too! I got my MUX!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-22 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4bdjg8$ivg@nuke.csu.net>
Source record: 86867

Bob Klaas (bobkla19@mail.tcd.net) wrote:

: How many working used 800XL's would you like? I have several
: with power supply and video cable. Stock 64k, $29.00 postage
: included...Guranteed to work.

That's actually a bit too high for me, for a 64k machine. I guess I've been spoiled by a $35 quarter-megger and a freebie stock XL. :) I'll keep them in mind if I find I have spare cash after this Christmas. :)

: Now you have your MUX, go out and buy some contact cleaner, you
: will find that they get coroded and need cleaning..when this
: happens you will loose data and the machines will lock up. Keep
: them clean and you have many hours of worry free service..

Thanks for the tip. Why is this? And what does one do when/if the actual female connectors get coroded? Or is this what you meant? I stick to a good old pencil eraser for the male connectors. (Man, they get dirty!)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

4346. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-22 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4bdk1i$ivg@nuke.csu.net>
Source record: 86868

Ray Wilmott (rwilmott@mars.superlink.net) wrote:

OH NO! RAY! WHAT HAVE YOU DONE!! <zoom in> <zoom out> <zoom in> <zoom out>

** RETURN OF THE COPYRIGHT THREAD! ** Coming soon, to a newsgroup
near you!!!

: No, I'm not looking to start a flame war, but this just made me wonder...
: Put an end to what? As a former Atari 8-bitter, I ask - are there any
: producers of commercial Atari 8-bit products left? I would imagine they're

Yes. There are. Check the vendors/developers FAQ.

: all gone by now. In 1990, when I put my Atari aside, the only I knew of
: were a very few in Europe; and 3 or 4 mail-order suppliers of imports,
: used/refurbished/excess inventory stuff (ie - B&C, Toad...that's all I

Strangely, many US store-based vendors (B&C, for example) don't seem to
carry much of the newer stuff. Anyone got a reason? There are Euro-Vendors-
that's where I heard of a few of the newer titles.

If I thought the market were more worth it, I might actually (once I get some
GOOD software written ;)) SELL some of my stuff.. But well, with my next
project-or-two, I'll be providing SOURCE code as well, so I guess I've turned
to a PD freak. :)

: can recall). While I am currently against rampant piracy of currently
: available titles, what the heck difference can it possibly make anymore
: if people trade old Atari programs that haven't been on the market for
: 10 years? Again, I'm not looking for flames - I'm asking in a serious tone.

Opps. Read it too quickly the first time. Ok - you did say it right (against
available stuff - ie, you also say "don't hurt the stores"). :) Sorry. :)

Anyway.. at least I got to say there are still a few commercial developers.

Whens that new Golf game gonna be out? Don't tell me it's gonna be turned
into Golf 96. :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

4347. Seeking River Raid!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-22 00:00:00 UTC
From: stefan@ihug.co.nz
Message-ID: <4bf1k7$10m@newsource.ihug.co.nz>
Source record: 86869

Hi,

does anybody have River Raid for the Atari 800????

I've looked about everywhere and just can't find it. Even the good old
ftp.xmission.com didn't have it.........

Thanks,

Stefan

```
//-------------------------------------------------------------------------
// Life sucks and then you die!
// e-mail: stefan@ihug.co.nz
// fido: 2:244/1455.8
```

4348. from 1st Word (or Steve) to Signum

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-22 00:00:00 UTC
From: houtzage@let.rug.nl
Message-ID: <houtzage.9.30DAAF72@let.rug.nl>
Source record: 86870

As a STEVE and Signum user I would like to know if there exists a programme
that converts STEVE (or 1st Word) files to Signum 4. In my Signum 2 days, I
used a very handy programme made by (I think) Georg Scheibler in Germany.
Is there something comparable for Signum 4 users?

Peter Houtzagers

Groningen, The Netherlands

4349. Re: SpartaRead

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-22 00:00:00 UTC
From: keithyer@IntNet.net
Message-ID: <4bdp5r$dg@mercury.IntNet.net>
Source record: 86871

Oscar Fowler (oscar@Primenet.Com) wrote:
: I've still got the source sitting around here somewhere if anyone wants
: to finish it... (although it's embarrasingly bad - my first C program).

I'm game! I'd like to work with ANY code that will read an Atari disk on
the IBM. Post it here or uue it and mail it to me..

-Later

4350. Re: from 1st Word (or Steve) to Signum

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-22 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DK00nI.B5K@iglou.com>
Source record: 86872

In article <houtzage.9.30DAAF72@let.rug.nl>,
H.P. Houtzagers <houtzage@let.rug.nl> wrote:
>As a STEVE and Signum user I would like to know if there exists a programme
>that converts STEVE (or 1st Word) files to Signum 4. In my Signum 2 days, I
>used a very handy programme made by (I think) Georg Scheibler in Germany.
>Is there something comparable for Signum 4 users?
>
comp.sys.atari.st

--
"Oh various day! Cartoon! Cathay!"

4351. Re: WANTED: Some documentation .

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-22 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@macuilli.fciencias.unam.mx>
Message-ID: <4betik$pvd@hp.fciencias.unam.mx>
Source record: 86873

Rick_Michael_Cortese@cup.portal.com wrote:
>
> Mariano; Tried email, it bounced. I have my orignal docs for BGraph &
> I think Movie Maker. Did you have some specific questions?
> Rick

THANKS !!!,
Can you send me a photocopy of both manuals?, I'll send you a
money order for the postage fee, also, can you send me a uuencoded
image of disk 2 of b/graph?, my copy doesn't work anymore
(Well, I tried to unprotect it, so it's my fault).

My snail-mail address is:

Mariano Dominguez Molina
Cedros #102, L4 M1 C.P. 09790
Iztapalapa, DF.
Mexico City, Mexico.

also, if the e-mail bounces, you can try :

mariano@macuilli.fciencias.unam.mx
mariano@nahui.fciencias.unam.mx

Regards
M.

4352. Re: Does any games can find on net?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-22 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@macuilli.fciencias.unam.mx>
Message-ID: <4beuvd$qdv@hp.fciencias.unam.mx>
Source record: 86874

cps@glink.net.hk (Cheng Pui Suen) wrote:
>
> Does any atari 800,800xl...etc games can found on the net??
>
> Saron

In the Merit-umich archives are some PD and shareware games
http://www.umich.edu/~archive/atari/8bit/
The line-up game made by a chlean fellow is GREAT !!

If you want other games I hav some (miner2049, Fort apocolypse, ballblazer, etc..)
We can exchange games by e-mail .

M.

4353. Re: SpartaRead

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-22 00:00:00 UTC
From: wweiss2@norfolk.infi.net
Message-ID: <30daf7fb.22823040@allnews.infi.net>
Source record: 86875

cooley@nevada.edu (DEBORAH COOLEY) wrote:

:>Hello. Looking for some help on Sparta Read, which you use your IBM
:>compatible to read spartados disks in double density. You then can copy
:>files from that disk right onto your ibm hard drive. Well when i tried
:>it, and it would say OK! when copy was complete, i'd read the file from
:>the IBM hard drive and it would not format text files right. How would i
:>get the files to copy right so they could be read without cents signs
:>between each word?
:>
:>please reply...
:>
:>I guess in other words, i'm tryin to figure out how i would toggle
:>between a text file copy and a binary file copy, like on the UTIL file.

The easiest way is to just use a global find and replace function from
within your favorite word processor. There IS a program for the Atari
that will convert between ascii, atascii, and the other platform
equivalents. I went to my 800xl [hasn't been fired up in months] to
check the program name, and the keyboard won't respond. Sorry. My
other 800xl is packed away in attic. I think the program came out
around 1990, and is probably available yet on GEnie. Wish I could be
more help.

Warren W. Weiss
[WWeiss2@norfolk.infi.net]

---- lovin' music - kids - computers - a really dry red ----

4354. Re: Questions about Atari 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-22 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <149092@cup.portal.com>
Source record: 86876

Sure, I have both 1200XLs & a 130XE. The 1200XL preceeds the 130XE by a
couple of years. It was the first major rewrite of the OS which made
it incompatible with some of the early software. It also deleted
the 3rd & 4th joysticks. Everyone rates its keyboard as one of the best
ever used in a home computer. The 130XE was broght out after Atari changed
ownership. It is a much more powerful computer in that it has 128k of ram
vs 64k for the 1200XL. The down side is the keyboards under new managment
were cheap at best. The other added features include built in basic and
the (E)nhanced (C)artridge (I)nterface that allows you to hook up hard
drives, printers, and serial devices. If you just want a plug & go computer,
the 130XE is the way to go. If you just want something to plug game carts
into, either one is fine, if you want something to hack the hell out of, you
can add all the features of the 130XE to a 1200XL. The latter is the route
a lot of us have chosen to go. It isn't cheap if you buy the upgrade parts,
for instance, I think memory upgrades still go for about $30 & last time
I checked, new 256k ram chips were still about $2/each. This makes a modified
1200XL more expensive then a mint 130XE, but then I don't ever recall seeing
one of these modified 1200XLs for sale. People get rather attached to them.
Which reminds me! Anybody got a 1200XL keyboard they want to let go?
Rick

4355. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-22 00:00:00 UTC
From: rwilmott@mars.superlink.net
Message-ID: <rwilmott-2112952219430001@p11.superlink.net>
Source record: 86877

In article <4b8f8l$t46@news1.halcyon.com>, brasoft@coho.halcyon.com (Darek Mihocka) wrote:
> JESUS H. CHRIST PEOPLE!!!!! A few weeks ago I made an off the cuff
> remark about how Atari users were pirates....
>[etc]
>And the rest of you sit by and tolerate it instead of putting an end to it.

No, I'm not looking to start a flame war, but this just made me wonder... Put an end to what? As a former Atari 8-bitter, I ask - are there any producers of commercial Atari 8-bit products left? I would imagine they're all gone by now. In 1990, when I put my Atari aside, the only I knew of were a very few in Europe; and 3 or 4 mail-order suppliers of imports, used/refurbished/excess inventory stuff (ie - B&C, Toad...that's all I can recall). While I am currently against rampant piracy of currently available titles, what the heck difference can it possibly make anymore if people trade old Atari programs that haven't been on the market for 10 years? Again, I'm not looking for flames - I'm asking in a serious tone.

> everyone is back to bitching about PC Xformer and telling me
> how they could all do a better job (ok folks, I challenge anyone to
> write a better Atari 8-bit emulator)

I think someone did. It's called Rainbow, and there's *very* few things I've found so far that won't work with it. (True, some have choppy sound, and it doesn't run so great on slow machines; but you can play stuff like Alternate Reality just fine on it...provided you have a cracked copy, of course :-)

-Ray

4356. Re: where to get .XFD files (EMPTY)

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-22 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4bdba2$960@news.xmission.com>
Source record: 86878

Bob Nixon (bigrex@primenet) wrote:

: I checked it out all the dirs seem to be empty. Am I too soon?
:
:

Look in the atr_xfd structure. You asked about emulator files, I
provided them. Anything beyond that, and I have to start paying for
storage.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

4357. Re: DESPERATE for "Drol" on Atari 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-22 00:00:00 UTC
From: Joe Wyks <70155.655@CompuServe.COM>
Message-ID: <4bdd0c$56g$1@mhafm.production.compuserve.com>
Source record: 86879

Drol was great! I especially liked the music.

Jersey Joe

4358. Re: 1400 and 1450?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-22 00:00:00 UTC
From: David Cline <102113.3441@CompuServe.COM>
Message-ID: <4bdf16$i4c$1@mhadf.production.compuserve.com>
Source record: 86880

Rob,
I once saw the 1450xld in a Sears catalog! So, surely some such machines
do exist - and I'd love to have one!
It was supposedly available to order when I inquired at the time.
David Cline

4359. Need Keyboard for Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-22 00:00:00 UTC
From: leonchur@freenet.columbus.oh.us
Message-ID: <4bdgsm$19s@acme.freenet.columbus.oh.us>
Source record: 86881

I am looking for a keyboard for an Atari 400 (original with the touch pad keys) would prefer a real Keyboard I know that several aftermarket companies produced them.

--
Growing Trees in Concrete Jungles.

4360. WTB: All old Video games

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-22 00:00:00 UTC
From: stever@on-ramp.ior.com
Message-ID: <stever.1175.0002E1A0@on-ramp.ior.com>
Source record: 86882

SteveR's Classic Carts

We are now looking to increase our cartridge inventory.
We are looking for ALL Old Video game cartridges.

Atari 2600, 5200, 7800, 400/800
ColecoVision, Intellivision, Odyssey
Vectrex, Arcadia 2001, Astrocade, Channel F
Sega, Aquarius, MicroVision, Spectravision,
and old LED Hand-Held Games.
Old Electronic Games Magazines (1984 and before)

Paying $1-$50 for EACH Cartridge
depending on rarity of the title.
Please E-mail with cartridge list that you
are interested in selling.

-=-

Atari Games 2600/5200/7800 $1.00 Each and up
ColecoVision Games $1.50 Each and up
Intellivision Games $1.00 Each and up
Odyssey 2 0.50c Each and up
Vectrex Games $3.00 Each and up
Vectrx MACHINE $20.00
Channel F games $1.00 Each and up
Channel F MACHINE $20.00
Bally's AstroCade games $1.00 Each and up
AstroCade MACHINE $20.00
Emersons Arcadia 2001 games $1.00 Each and up
Arcadia MACHINE $20.00
HandHelds $3.00 Each and up
-=-
Atari 2600 Most Wanted games
2 pak carts by HES $5
32 in One $5
64 in One $20
Acid Drop $5
Action Force $5
ALL ADULT TITLES $10 each
ALL Xonox DoublerEnders $5
ALL Titles by 'BOMB' $10 or more
ALL Starpath Cassettes $5
Assault by BOMB $10
Atari Video Cube $5
Bachelor Party/Gigolo $20 its a 2 in 1 cart

Base Attack $10
Boing! $10
Bumper Bash $15
CakeWalk $25
Chase the ChuckWagon $25
Coke Wins $50
Color Bar Generator $10
Condor Attack $10
Crazy Climber $20
Demolition Herby $5
Eli's Ladder $20
Exocet $5
Frogger II $5
Gas Hog $20
Gauntlet $15
Glib $30
Great Escape by Bomb $15
LochJaw $30
Marine Wars $15
Motorodeo $20
Mr Do's Castle $10
The Music Machine $40--
Out of Control $10
Q-Bert Qubes $25
Quadrun $20
Rescue Terra 1 $20
River Patrol $20
Rubiks Cube $20
Space Chase $10 (Must be the Monogrammed version)
Spy Hunter $5
Spider Kong $10
Star Gunner $5
SteepleCahse $5
Strategy X $5
StrongHold $30
Stuntman $10
Submarine Commander $10
Subterranea $5
SwordQuest:WATERWorld $30
Tapper $5
Texas Chainsaw Massacre $10
Tooth Protector $20
Video Life $25
Wall Defender $25
X-Men $50-- Adult title
Z-tank $20

Atari 5200 Most Wanted
Meteorites $15
Frogger 2 $5

Atari 7800 Most Wanted
Tank COmmand $10
Water Ski $10

ColecoVision Most Wanted
Aqua Attack $10
Jungle Hunt $20
MotorCross Racer $10
Q-Bert Qubes $20

Intellivision Most Wanted
Congo Bongo $5
Body Slam Wreslting $5
Demo Carts $10
Fathom $10
Super Cobra $40--
Test Cart $20
Tutankham $40--

Odyssey 2 Most Wanted
Frogger $10
Popeye $25
Q-Bert $25
Super Cobra $25

Fairchild Channel F
Checkers $20
Demo Carts $10

Vectrex
3D-Imager $50

Bally's AstroCade
Astrology $25
Bally Basic $5
Coloring Book $10 MUST have the Light Pen
Treasure Cover $5
Demo Unit $30

HAND HELD GAME MACHINES
Coleco MiniArcades $10 each
these include Pac-man, Donkey Kong, Galaxian
Frogger, Ms. Pac-man, and DK:Junior
-THESE MUST BE IN WORKING CONDITION!!-
Coleco MiniArcade ZAXXON $25
Galaga by Epock $40
Adventure Vision $25 Must have Defender Cart

-=-
ALL prices are ONLY for Cartridges in GOOD Condition,
which means, NO Label Tears, NO Screw Holes, No Missing labels, Etc
If the above cartridges have these I will still trade 50% of the
above value

http://www.ior.com/~stever (Classic Video Game Page)
SteveR@on-ramp.ior.com
Atari 2600/5200/7800 Atari 400/800 ColecoVision Intellivision
E-mail for COMPLETE Price/Trade list
Prowler's DOMAIN bbs 509-327-8922 6-lines 12.0+Gigs

4361. Atari 8-bit Software / Parts and Books

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-23 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <4bfqsl$5bg@ixnews2.ix.netcom.com>
Source record: 86883

American Techna-Vision has a huge stock of 8-bit material at Super
Close Out Prices. Examples:

Replacement transformer for 1050 / 800 / 1200XL etc. . . $4.00 ea.
Serial I/O cables (13 Pin) 3 ft. $1.50 ea or (10) for $10.00
Alternate Reality the Dungeon $5.00
Pac-Man Cartridge . . . $2.50
Donkey Kong Cart. . . . $2.50
Missile Command Cart. . $2.50

Shipping $6.00.

Much, much more. For a free catalog Email us you Name and Street
Address or phone 510-352-3787.

We are located in San Leandro, Calif. and accept MasterCard and Visa
Our firm was established in 1973.

4362. Classics forsale (Intv II, Atari 1200, C64c, TI)

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-23 00:00:00 UTC
From: jap5r@virginia.edu
Message-ID: <DK0qz4.CtI@murdoch.acc.Virginia.EDU>
Source record: 86884
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.ti,comp.sys.cbm,comp.sys.atari.8bit

I have the following systems to sell.

Intv II with 10 carts (some with boxes, docs overlays), includes a genuine Mattell Intellivision II power supply. One of the numbers on the keypads is missing, but it works does come with some overlays, and the cords are are little stretched, $30

Atari 1200XL with power supply, $20

Commodore C64c (the white one) with power supply, and 1541 disk drive with serial cable connect to the commodore. Will also include some disk software and some misc floppies, $40.

TI 99/4a beige model, with brown vinyl protective cover, power supply, video modulator, two joysticks (attached to one cable), voice synth unit, 10 modules and Best of 99'er book, also includes some manuals/docs/misc books/etc..., $30

TI Extended Basic with manual, $8
I may also have some spare power supplies and modulators for the TI, ask or make an offer if you want one.

Tandy CoCo items (see webpage for list)

All systems only include what is listed with them, don't assume that it includes something if it isn't stated. When responding, please include your zip code so that I can tell you how much shipping will be.

Joe
jap5r@virginia.edu
http://watt.seas.virginia.edu/~jap5r

4363. Re: Rainbow Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-23 00:00:00 UTC
From: rwilmott@mars.superlink.net
Message-ID: <rwilmott-2212952202030001@p23.superlink.net>
Source record: 86885

In article <4bckq0$g8a@crl.crl.com>, ctorlins@crl.com (Christoph Torlinsky) wrote:

> Can someone be so kind and email me the atari 800xl rom code
> so I can use my Rainbow Emulator on the mac?> its only 16k big.
> Thanks.
>

I'll send it - just want to check on one thing. You want the *XL* ROM? I ask only because the demo version works only with the original 800 ROM. To use the XL ROM, you need to get the registered version.

But if you do indeed need the XL ROM, let me know and I'll attach it.

-Ray

4364. Need Alternate Reality Songs

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-23 00:00:00 UTC
From: pfuchs@dimensional.com
Message-ID: <pfuchs-2312950245220001@p23.pm-1.dimensional.com>
Source record: 86886

Howdy. My friend Brian and I are a low-fi band named the Eupeptics, and for our next CD, we want to do the songs from Alternate Reality: The City, and maybe The Dungeon. However, here's the problem. Neither of us still has our Atari 800s (aargh,) and so we can only remember bits and pieces of the songs. So anyway, here is my plea, directed towards any Good Atari Samaritans out there. If anyone could tape the songs and transcribe the lyrics to (definitely)
The City and (if possible) The Dungeon, I would be eternally grateful. I would be willing to give whoever did this $20 to cover the tape and time - it ain't much, I know, but we're trying to save up for a little studio mixing time. I
would also give whoever did this 10 copies of the album, as well as profuse thanks in the liner notes.
Anyway, if you can help, please respond soon. I'm leaving to go record with him on January 4th, and so if I could get it by then, that would be great.

Thanks,
Jesse Fuchs

--
H. Paul Fuchs
Denver, Colorado
pfuchs@dimensional.com

The opinions expressed here are not my own. I am still trying to determine whose they are.

4365. Cycle Knight

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-23 00:00:00 UTC
From: prince2@wwa.com
Message-ID: <4bgd88$qj8@kirin.wwa.com>
Source record: 86887

Does anybody remember an atari computer game called "cycle knight"? where u drive around a castle on a motor cycle shooting surfs and dealing with people.it was totally different than anything i ever played..the company that put it out was called artworx

4366. [--- DOS Boot; DRIVE! DRIVE! DRIVE! <* WHOOP!, WHOOP!, WHOOP! *> ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-23 00:00:00 UTC
From: winston@merk.com
Message-ID: <DK16pu.3y0@merk.com>
Source record: 86888

On Tuesday, December 19, 1995 at 20:41:08 GMT (3:41pm EST ?),
kkinna@fn1.freenet.edmonton.ab.ca () wrote:

k> My girlfreind dug out her old 800 machine and is having trouble getting
k> it to boot up. 'Boot Error' keeps coming up when the boot disk is used.
k> Atari notepad comes up without it. Should the BASIC cartridge be used
k> when the DOS diskette is used..
k>
k> Atari inept in Edmonton..KK

Boot Error
Boot Error
Boot Error
...

...when the drive is spinning, usually implies that DOS is not being
loaded off of the floppy (provided that the power-up sequence is observed,
drive, then CPU). Possibly your DOS disk could have become corrupted.
Another possible cause might be a faulty connecting cable. Make sure that
the connector is pressed in firmly on both sides so that it is flush
against the port and doesn't "wiggle". Try using another disk with DOS on
it, or another cable, another drive, or even plug a datasette in to test
that the SIO port is functional. Having the BASIC cartridge in place
shouldn't matter. The drive will spin and then the screen will say
"READY". Maybe there is a problem trying to read the BASIC cartridge.
Perhaps the contacts on the cartridge have tarnished. Trying booting of
the disk drive without the BASIC cartridge installed. As DOS is a binary
program, it should load! If it loads, then you should next try cleaning
the oxidation off the ends of your BASIC cartridge connector. Good Luck!

4367. Re: Help w/BobTerm file transfers...

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-23 00:00:00 UTC
From: winston@merk.com
Message-ID: <DK1813.48z@merk.com>
Source record: 86889

On 17 December 17, 1995 at 12:06:45 -0800,
chambera@cs.pdx.edu (Alex Chamberlain) wrote:

AC> Hi everyone... Ok, I know this is a VVVFAQ (Very Very Very Frequently
AC> Asked Question 8-), but can somebody tell me how to get XModem or
AC> YModem transfers to work between BobTerm 1.2 and my Unix host?
AC>
AC> With XModem, I'm using -b to force binary mode.

I believe that binary transfers are assumed unless the "-a" flag is
used. This --IS-- XMODEM we are talking about, not FTP. XMODEM was
--DESIGNED-- as a binary transfer protocol from the beginning. I don't
know what you use a "-b" flag for....

AC> The transfer goes OK for the first 16 blocks, then I get repeated
AC> "Bad Block #" errors on the 17th block, until BobTerm gives up.

If "0" is the first block send, then "F" is the 16th block. "17"
would be when "F" rolls over. It looks like the counters aren't
synchronized within the packet.

AC> With YModem, it doesn't even get past the first block--I get "Duplicate
AC> Block #" errors over and over on block 1, until BobTerm gives up.

It sounds like your CRCs aren't matching up. The "-b" flag might be
forcing a 32-bit CRC. Try using the "-o" flag for a 16-bit CRC. Also, add
the "-k" flag to limit the packet size to a non-streaming 1024 bytes. If
you do this than everything should be "-ok". Okay? If you are sending
ASCII text and need to ranslate between UNIX <LF> and Epson <LF><CR> pairs,
then add an "-a" flag and everything will be "-aok". Is that ay-okay with
you?

AC> If it makes any difference, I'm using a direct-connect SX212 at 1200bps
AC> with a stock 800XL, and my provider's version of sx is 2.12 or
AC> thereabouts, I think.
AC>
AC> Please help! I'd really like to download some stuff from UMich!

Good Luck!

P.S. My problem is that I get duplicate terminator blocks when I upload via
YModem (but that is another story... I do not know if a "-b" switch would
help me in that instance).

4368. Re: AR - I have a cracked copy

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-23 00:00:00 UTC
From: The Nameless One <hopkins@smartlink.net>
Message-ID: <4bgm8s$f0l@frodo.smartlink.net>
Source record: 86890

I would be interested in an unprotected Copy. I bought the original Alternate Reality: The City along with The Dungeon. Copy protection takes forever to boot up (no joke, all the bad sectors and stuff add about 45 seconds onto the boot process).

Anyway, It would be NICE to have a backup since the product is now over 10 years old. I've already lost (or somewhat lost) a game called TALE OF BETA LYRAE, made by the same folks who made AR:City (Paradise Programming) the disk was protected and I could not copy it and now the first level of the game is munched!

4369. Wanted : UNPROTECTED Tale of Beta Lyrae

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-23 00:00:00 UTC
From: The Nameless One <hopkins@smartlink.net>
Message-ID: <4bgmkh$f6s@frodo.smartlink.net>
Source record: 86891

I bought a game way back when (1983 I think) called TALE OF BETA LYRAE.
We played that thing to death. Anyway, I tried to boot it up the other
day and it no longer works. The disk was copy-protected so I was never
able to make a backup and now I'm stuck with the game as just a memory.

Anyway, I was wondering if any of you have an UN-COPYPROTECTED copy of
Tale of Beta Lyrae OR and original disk that you would not mind giving up
and/or selling to me.

Thanks,
hopkins@smartlink.net

4370. Re: AR - I have a cracked copy

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-23 00:00:00 UTC
From: The Nameless One <hopkins@smartlink.net>
Message-ID: <4bgm9b$f0m@frodo.smartlink.net>
Source record: 86892

I would be interested in an unprotected Copy. I bought the original Alternate Reality: The City along with The Dungeon. Copy protection takes forever to boot up (no joke, all the bad sectors and stuff add about 45 seconds onto the boot process).

Anyway, It would be NICE to have a backup since the product is now over 10 years old. I've already lost (or somewhat lost) a game called TALE OF BETA LYRAE, made by the same folks who made AR:City (Paradise Programming) the disk was protected and I could not copy it and now the first level of the game is munched!

4371. Re: AR - I have a cracked copy

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-23 00:00:00 UTC
From: The Nameless One <hopkins@smartlink.net>
Message-ID: <4bgm9b$f0n@frodo.smartlink.net>
Source record: 86893

I would be interested in an unprotected Copy. I bought the original Alternate Reality: The City along with The Dungeon. Copy protection takes forever to boot up (no joke, all the bad sectors and stuff add about 45 seconds onto the boot process).

Anyway, It would be NICE to have a backup since the product is now over 10 years old. I've already lost (or somewhat lost) a game called TALE OF BETA LYRAE, made by the same folks who made AR:City (Paradise Programming) the disk was protected and I could not copy it and now the first level of the game is munched!

4372. Re: AR - I have a cracked copy

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-23 00:00:00 UTC
From: The Nameless One <hopkins@smartlink.net>
Message-ID: <4bgmad$f0r@frodo.smartlink.net>
Source record: 86894

I would be interested in an unprotected Copy. I bought the original Alternate Reality: The City along with The Dungeon. Copy protection takes forever to boot up (no joke, all the bad sectors and stuff add about 45 seconds onto the boot process).

Anyway, It would be NICE to have a backup since the product is now over 10 years old. I've already lost (or somewhat lost) a game called TALE OF BETA LYRAE, made by the same folks who made AR:City (Paradise Programming) the disk was protected and I could not copy it and now the first level of the game is munched!

4373. Wanted : UNPROTECTED Tale of Beta Lyrae

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-23 00:00:00 UTC
From: The Nameless One <hopkins@smartlink.net>
Message-ID: <4bgmhq$f0s@frodo.smartlink.net>
Source record: 86895

I bought a game way back when (1983 I think) called TALE OF BETA LYRAE.
We played that thing to death. Anyway, I tried to boot it up the other
day and it no longer works. The disk was copy-protected so I was never
able to make a backup and now I'm stuck with the game as just a memory.

Anyway, I was wondering if any of you have an UN-COPYPROTECTED copy of
Tale of Beta Lyrae OR and original disk that you would not mind giving up
and/or selling to me.

Thanks,
hopkins@smartlink.net

4374. Re: AR - I have a cracked copy

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-23 00:00:00 UTC
From: The Nameless One <hopkins@smartlink.net>
Message-ID: <4bgm7o$f06@frodo.smartlink.net>
Source record: 86896

I would be interested in an unprotected Copy. I bought the original Alternate Reality: The City along with The Dungeon. Copy protection takes forever to boot up (no joke, all the bad sectors and stuff add about 45 seconds onto the boot process).

Anyway, It would be NICE to have a backup since the product is now over 10 years old. I've already lost (or somewhat lost) a game called TALE OF BETA LYRAE, made by the same folks who made AR:City (Paradise Programming) the disk was protected and I could not copy it and now the first level of the game is munched!

4375. 8-bit games wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-23 00:00:00 UTC
From: Joe.Blenkle@1657.gigo.com
Message-ID: <74d_9512230703@gigo.com>
Source record: 86897

```
#WANTED - Atari 8-bit computer (400/800/800XL/XE type) game carts/disks
in particularly the following:

River Raid
Kaboom
Pengo
Megamania
Donkey Kong
Donkey Kong Jr.
PacMan
Pitfall
Pitfall II
Agent USA
Ms. PacMan
Centipede
Choplifter
Millipede
Miner 2049er
Miner 2049er 2: Bounty Bob's Revenge

Please leave mail back or to joe.blenkle@726.gigo.com

... Two most common elements in the universe: Hydrogen & Stupidity.

___ Blue Wave/QWK v2.20 [NR]
--
: Fidonet: Joe Blenkle 1:203/1657 .. speaking for only myself.
: Internet: Joe.Blenkle@1657.gigo.com
```

4376. Re: WTB: All old Video games

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-23 00:00:00 UTC
From: jrm8248@cc.utah.edu
Message-ID: <4bhi8h$k@news.cc.utah.edu>
Source record: 86898
Cross-posted to: comp.sys.atari.8bit,rec.videogames.classic

SteveR (stever@on-ramp.ior.com) wrote:
: SteveR's Classic Carts
:
: We are now looking to increase our cartridge inventory.
: We are looking for ALL Old Video game cartridges.
:
: Atari 2600, 5200, 7800, 400/800
: ColecoVision, Intellivision, Odyssey
: Vectrex, Arcadia 2001, Astrocade, Channel F
: Sega, Aquarius, MicroVision, Spectravision,
: and old LED Hand-Held Games.
: Old Electronic Games Magazines (1984 and before)
:
: Paying $1-$50 for EACH Cartridge
: depending on rarity of the title.
: Please E-mail with cartridge list that you
: are interested in selling.
:
: -=-
:
: Atari Games 2600/5200/7800 $1.00 Each and up
: ColecoVision Games $1.50 Each and up
: Intellivision Games $1.00 Each and up
: Odyssey 2 0.50c Each and up
: Vectrex Games $3.00 Each and up
: Vectrx MACHINE $20.00
: Channel F games $1.00 Each and up
: Channel F MACHINE $20.00
: Bally's AstroCade games $1.00 Each and up
: AstroCade MACHINE $20.00
: Emersons Arcadia 2001 games $1.00 Each and up
: Arcadia MACHINE $20.00
: HandHelds $3.00 Each and up
: -=-
: Atari 2600 Most Wanted games
: 2 pak carts by HES $5
: 32 in One $5
: 64 in One $20
: Acid Drop $5
: Action Force $5
: ALL ADULT TITLES $10 each
: ALL Xonox DoublerEnders $5
: ALL Titles by 'BOMB' $10 or more

: ALL Starpath Cassettes $5
: Assault by BOMB $10
: Atari Video Cube $5
: Bachelor Party/Gigolo $20 its a 2 in 1 cart
: Base Attack $10
: Boing! $10
: Bumper Bash $15
: CakeWalk $25
: Chase the ChuckWagon $25
: Coke Wins $50
: Color Bar Generator $10
: Condor Attack $10
: Crazy Climber $20
: Demolition Herby $5
: Eli's Ladder $20
: Exocet $5
: Frogger II $5
: Gas Hog $20
: Gauntlet $15
: Glib $30
: Great Escape by Bomb $15
: LochJaw $30
: Marine Wars $15
: Motorodeo $20
: Mr Do's Castle $10
: The Music Machine $40--
: Out of Control $10
: Q-Bert Qubes $25
: Quadrun $20
: Rescue Terra 1 $20
: River Patrol $20
: Rubiks Cube $20
: Space Chase $10 (Must be the Monogrammed version)
: Spy Hunter $5
: Spider Kong $10
: Star Gunner $5
: SteepleCahse $5
: Strategy X $5
: StrongHold $30
: Stuntman $10
: Submarine Commander $10
: Subterranea $5
: SwordQuest:WATERWorld $30
: Tapper $5
: Texas Chainsaw Massacre $10
: Tooth Protector $20
: Video Life $25
: Wall Defender $25
: X-Men $50-- Adult title
: Z-tank $20

:
: Atari 5200 Most Wanted
: Meteorites $15
: Frogger 2 $5
:
: Atari 7800 Most Wanted
: Tank COmmand $10
: Water Ski $10
:
: ColecoVision Most Wanted
: Aqua Attack $10
: Jungle Hunt $20
: MotorCross Racer $10
: Q-Bert Qubes $20
:
: Intellivision Most Wanted
: Congo Bongo $5
: Body Slam Wreslting $5
: Demo Carts $10
: Fathom $10
: Super Cobra $40--
: Test Cart $20
: Tutankham $40--
:
: Odyssey 2 Most Wanted
: Frogger $10
: Popeye $25
: Q-Bert $25
: Super Cobra $25
:
: Fairchild Channel F
: Checkers $20
: Demo Carts $10
:
: Vectrex
: 3D-Imager $50
:
: Bally's AstroCade
: Astrology $25
: Bally Basic $5
: Coloring Book $10 MUST have the Light Pen
: Treasure Cover $5
: Demo Unit $30
:
: HAND HELD GAME MACHINES
: Coleco MiniArcades $10 each
: these include Pac-man, Donkey Kong, Galaxian
: Frogger, Ms. Pac-man, and DK:Junior
: -THESE MUST BE IN WORKING CONDITION!!-
: Coleco MiniArcade ZAXXON $25

: Galaga by Epock $40
: Adventure Vision $25 Must have Defender Cart
:
:
: -=-
: ALL prices are ONLY for Cartridges in GOOD Condition,
: which means, NO Label Tears, NO Screw Holes, No Missing labels, Etc
: If the above cartridges have these I will still trade 50% of the
: above value
:
:
: http://www.ior.com/~stever (Classic Video Game Page)
: SteveR@on-ramp.ior.com
: Atari 2600/5200/7800 Atari 400/800 ColecoVision Intellivision
: E-mail for COMPLETE Price/Trade list
: Prowler's DOMAIN bbs 509-327-8922 6-lines 12.0+Gigs

Why do I have the feeling that this is gonna get flamed?

4377. WTB: SC1224 flyback transformer #154-120A or KF4825G & resistor block

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-23 00:00:00 UTC
From: as195@cleveland.Freenet.Edu
Message-ID: <4bi51c$rl3@madeline.INS.CWRU.Edu>
Source record: 86899

I have a CA-3 Chassis.
Leave price & Email address. Thanks.

4378. #atari8 reminder

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-23 00:00:00 UTC
From: cmwagner@gate.net
Message-ID: <4biars$9di@hopi.gate.net>
Source record: 86900

Just wanted to let folks know that an IRC channel does exist, and has existed for about a year, for the discussion of Atari 8-bit computers. If you have access to a Unix host then you should be able to get to irc by typing irc at your shell prompt and jumping on an EFnet server (irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there, and join #atari8 (and hope your on EFnet, :).

If you are using SLIP/PPP then download a client (for Windows users, download mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if they have gotten that far -- are familiar with IRC, :) and select one of the servers and join #atari8. There is many IRC servers on EFnet, chances are the one your on is on EFnet.

--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

4379. Cycle Knight

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-23 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <30DCD6DF@syrinx.dyess.af.mil>
Source record: 86901

On 23 Dec 1995, prince2@wwa.com said:

> Does anybody remember an atari computer game called "cycle knight"? where
> u drive around a castle on a motor cycle shooting surfs and dealing with
> people.it was totally different than anything i ever played..the company
> that put it out was called artworx

Yeah! That was one of the strangest game concepts I've ever encountered.
It was like a cross between a motorcycle game, an RPG, and Zaxxon. <g>
Even if it had been well-programmed (which it wasn't entirely) it would
have been a hard sell. As it was, I think people just said "HUH?"

Oh well.

Speaking of Artworx... anyone here NOT remember Strip Poker? Geez,
imagine if they had had ColorView technology back then!

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | //////////// M A T H

4380. Re: where to get .XFD files

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-23 00:00:00 UTC
From: sup8pdct@brisnet.org.au
Message-ID: <4bi0o7$2od@gateway1.brisnet.org.au>
Source record: 86902

In <4asmmm$1tb@nuke.csu.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes:
>No no no!!! Darek! Don't tell me the Pool DIsk CD is full of XFD's!!!!
>That sucks!!!!
>
True it has got XFD's. But it also has the same files as ATR's as well. Also heaps of other stuff for
pc and some for st for the 8bit eg xformer, sio2pc ape etc.
There is also over 700 ams files on it as well........

4381. Ultimate Gamer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-24 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <30DCF55C@syrinx.dyess.af.mil>
Source record: 86806

Anyone who into unreleased/prototype Atari stuff, check out this month's issue of "Ultimate Gamer" (it's a videogaming mag). There's a fantastic article on unreleased 2600 and 5200 stuff, including the Mind Link, all those Disney titles, and Tempest! Actual screen shots of 2600 Tempest! It's playable, too. Good lord.

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | /////////// M A T H

4382. Re: Favorite Synapse Games

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-24 00:00:00 UTC
From: keitai@usa.pipeline.com
Message-ID: <4bj1c5$kg3@news1.usa.pipeline.com>
Source record: 86807

On Dec 24, 1995 04:26:22 in article <Favorite Synapse Games>,
'glennng@rain.org (Glenn Gabrielson)' wrote:

> Does anyone remember their favorite games from Synapse? The ones
>I loved were Drelbs, Picnic Parinonia, Shamus 1 and 2, Salmon Run, and
>most of all Alley Cat.
>
> Synapse games seemed to have that extra edge in quality that made
>them stand out. Zepplin is another one that comes to mind. What about
yours?
>
>
> By the way, did Shamus have an end?
>
>.

Synapse really knew how to make quality 8-bit games.
My favorite was Blue Max, a smooth shooter with
a Zaxxonesque perspective.

I don't remember if Synapse is the publisher, but
Necromancer was one of the best adventure games
I've ever played.

As for Shamus, I suck at the game so I never got
far enough to see if there was an ending.

-- Keita
****
Keita Iida
keitai@usa.pipeline.com

4383. Re: 1400 and 1450?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-24 00:00:00 UTC
From: keitai@usa.pipeline.com
Message-ID: <4bj22a$l68@news1.usa.pipeline.com>
Source record: 86808

On Dec 22, 1995 05:17:26 in article <Re: 1400 and 1450?>, 'David Cline
<102113.3441@CompuServe.COM>' wrote:

>Rob,
>I once saw the 1450xld in a Sears catalog! So, surely some such machines
>do exist - and I'd love to have one!
>It was supposedly available to order when I inquired at the time.
>David Cline

David,

A friend of mine showed me a 1450XLD that he has.
It's in perfect working condition, too!

I don't know if it was ever commercially released, but
I doubt that he would be willing to part with it.

Take care,

-- Keita
****
Keita Iida
keitai@usa.pipeline.com

4384. Does 1040ST run old 800 or XLs' games?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-24 00:00:00 UTC
From: cps@glink.net.hk
Message-ID: <4bje8j$k2a@unix2.glink.net.hk>
Source record: 86809

Does Atari 1040st run old 400,800,XL series games and software? I'll
appriciate that anyone can tell me!!:>

Saron

4385. SALE/AUCTION: Take my Atari! (Please!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-24 00:00:00 UTC
From: macguy@ionet.net
Message-ID: <macguy-2412950352260001@tsip08.ionet.net>
Source record: 86810

Atarians:

Ok, I'm finally (after lo, these many years) getting rid of my much loved, but lately unused Atari and extras.

Whoever wishes to acquire some of these antiquated, dare I say, classic artifacts, make an offer. Best (or soonest or only) gets his/her pick of:

Atari 130XE
In original box! Wow, and the original manual! Runs great except that the cheaply-designed keyboard is finally going out. Actually, it just needs the plastic contact sheet inside the keyboard replaced. Cords and 2 power supplies.

3 Joysticks
Wico ball-topped
Wico standard
Suncom Tac-3 (like a flight simulator joystick)

1050 Drive
Still running strong. Cords/power supply included)

300 baud modem
Supra Atari modem (in box) Connects to joystick port

Cartridges
PacMan
Defender
Centipede
Gateway to Apshai
Basic

Plus, 180-odd disks of games, utilities, and the usual miscellanous junk.

And for what it's worth, a box-load of old Compute, Antic, and Analog magazines. Egads, I can't believe I still have these :P

Offers on all or parts. We can work out shipping/payment arrangements later.

Thanks!
simon
---
simons@mail.utexas.edu
macguy@ionet.net

4386. Can Atari Output S video?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-24 00:00:00 UTC
From: LMNC01A@prodigy.com
Message-ID: <4bjt47$12rc@usenetw1.news.prodigy.com>
Source record: 86811

Is there a way to convert the output of an Atari 800 to S video?

4387. Re: Help needed with 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-24 00:00:00 UTC
From: LMNC01A@prodigy.com
Message-ID: <4bjtd8$1442@usenetw1.news.prodigy.com>
Source record: 86812

I also have an Atari 800 that will not boot. It works fine otherwise.
My problem is not the disk. I used my original system disk that will
boot by 800XL. I have tried different cables as well. I may need to
make some adjustment somewhere on the main board, but do not know where.

4388. Re: WANTED: Some documentation .

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-24 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <149113@cup.portal.com>
Source record: 86813

I'll give the manuals my best shot, the disk is a may be a little tougher.
When we had that storm on the West Coast, part of my roof blew off & it
resulted in a lot of wet disks. If I don't send an NAK via email, that
will mean something is coming.
Rick

4389. Re: Favorite Synapse Games

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-24 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <4bkje1$qvb@stratus.skypoint.net>
Source record: 86814

Glenn Gabrielson (glenng@rain.org) wrote:
: Does anyone remember their favorite games from Synapse? The ones
: I loved were Drelbs, Picnic Parinonia, Shamus 1 and 2, Salmon Run, and
: most of all Alley Cat.

: Synapse games seemed to have that extra edge in quality that made
: them stand out. Zepplin is another one that comes to mind. What about yours?

My favorites are Fort Apocalypse, Survivor, and Drelbs (definitely an original). Synapse titles were generally very good - original, imaginative, and with a good mix of cool sound/graphics and involving gameplay.

What ended up happening to them?

4390. Where can I buy these Epyx games?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-24 00:00:00 UTC
From: mgfrank@acsu.buffalo.edu
Message-ID: <4bid7s$987@azure.acsu.buffalo.edu>
Source record: 86903

Does anyone know where I can buy the Marc Russell Benioff series of Epyx games, namely King Arthur's Heir, Escape from Vulcan's Isle, Crypt of the Undead, and The Nightmare? Best, B&C, and Discount Video Too don't have them.

For that matter, if anyone has a good source for the earlier Dunjonquest and Starquest Epyx games in general, please let me know!

And while I'm at it, I might as well ask about a couple of non-Epyx items too:

Where can I get back issues of Creative Computing magazine?

Were Reptilian and Slamball by Synapse ever released? I've seen entries for them in Synapse catalogs, but don't recall ever having seen them in stores. Reptilian in particular looked like it had pretty nifty box art; I'd sure like a copy of the box or a poster, even if the game wasn't released. :-)

Thanks!

--
Marc G. Frank
mgfrank@acsu.buffalo.edu

4391. Favorite Synapse Games

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-24 00:00:00 UTC
From: glenng@rain.org
Message-ID: <4bikpe$lbp@news.rain.org>
Source record: 86904

Does anyone remember their favorite games from Synapse? The ones
I loved were Drelbs, Picnic Parinonia, Shamus 1 and 2, Salmon Run, and
most of all Alley Cat.

Synapse games seemed to have that extra edge in quality that made
them stand out. Zepplin is another one that comes to mind. What about yours?

By the way, did Shamus have an end?

4392. Super Pac-Man from B&C

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-24 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <30DCDE39@syrinx.dyess.af.mil>
Source record: 86905

On Wed, 20 Dec 1995, landon@netcom.com (Landon Dyer) said:
Subject: Super Pac-Man from B&C
To: Atari8@netcom.com

> At one point in development DK was 20K, far too big to fit. I spent
> a few weeks scrunching it; my roommate was always amused when I would
> come home and triumphantly announce "I saved twenty bytes today!".

What features (if any) did you end up having to drop? I was impressed that the "jumping around on the girders" and "how high can you get" bits made it in. Looked as though Kong's animations could have stood some double-buffering though. Oh well. Have you ever seen 7800 Donkey Kong? ARGH!! My GOD is it bad!

> There were five bytes left in the ROM at the end. There is one easter
> egg: You *can* get my initials to come up, but it's really hard and it's
> not really very exciting anyway.

Like the little dot in 2600 Adventure was exciting? Come on, give it up!

> (it seemed). I helped my officemate Judy Bogart write the Robotron
> cartridge (she did most of the work, I just gave her little pushes,

Ugh. No offense, but Robotron's animation was so lo-rez, I almost thought it was running in character mode. Ever played a Robotron clone called Arena 3000? Proves you can do MUCH better on the 8-bits.

> if you remember them). Super Pac was still a loser of a title, but I

Hey now! <g> Super Pacman is actually my favorite sequel. A lot more innovative than Midway's "more of the same" sequel, Ms. Pacman.

> falling apart, nobody was really tracking what was going on, so I got
> a solid nine months to work on the game and managed to (I believe) put
> in some polish.

It only took you 9 months?!? Egad-- Defender 2000 took Jeff Minter over a year, and that's considered quick. What would it take to get you into Jag development?

> The character mode graphics were a lark. I thought they'd work out
> better than mode $E, and they did, and they let me add another color
> to the screen.

Plus it let you avoid Ms. Pacman's (and Jr. Pacman's... another unreleased goodie) hideous flickering ghosts, and devote all the PMGs to "Super" Pacman.

> A public-domain Centipede rip-off called Myriapede, early '82. The
> released version has a bug with the old 'B' revision ROMs, so I'm not
> sure if how widely it spread. The guy who wrote Atari's own cartridge
> version of Centipede [Dave Getreu] said that Myriapede was better than
> his own effort, and then hired me....

I've seen Myripede. It's a nice piece of work. And I've seen Centipede.
It's... not. Fortunately I've got a port of the 5200 version of Centipede,
which is about a million times better. I don't suppose you had a hand in
that?

> They just don't design computers like those 8-bitters anymore. I'd
> like to write PC games, but the VGA is just too putrid for words.

Jaguar, Jaguar, Jaguar!

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | /////////// M A T H

4393. Re: Does 1040ST run old 800 or XLs' games?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-25 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DK4JvI.6wx@iglou.com>
Source record: 86815

In article <4bje8j$k2a@unix2.glink.net.hk>,
Cheng Pui Suen <cps@glink.net.hk> wrote:
>
> Does Atari 1040st run old 400,800,XL series games and software? I'll
>appriciate that anyone can tell me!!:>
>
It can by using the ST Xformer emulator. The author of that program,
Darek Mihocka (brasoft@halcyon.com) posted in this newsgroup just a few
days ago. You can download ST Xformer from his web page
http://www.halcyon.com/brasoft
The name Brasoft doesn't refer to women's underwear, it's short for
Branch Always Software, as you'll see on the web page.

--
"Oh various day! Cartoon! Cathay!"

4394. Re: Can Atari Output S video?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-25 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DK4JBo.6Ay@iglou.com>
Source record: 86816

In article <4bjt47$12rc@usenetw1.news.prodigy.com>,
Anthony Venticinque <LMNC01A@prodigy.com> wrote:
>Is there a way to convert the output of an Atari 800 to S video?
>
It's been my understanding that the luma/chroma outputs on an Atari are
compatible with S-video; you just need to find or make the proper connector.
I don't know the pinout of the S-video connector, but I'm sure someone
here does.

--
"Oh various day! Cartoon! Cathay!"

4395. Re: Help needed with 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-25 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DK4K5o.774@iglou.com>
Source record: 86817

In article <4bjtd8$1442@usenetw1.news.prodigy.com>,
Anthony Venticinque <LMNC01A@prodigy.com> wrote:
>I also have an Atari 800 that will not boot. It works fine otherwise.
>My problem is not the disk. I used my original system disk that will
>boot by 800XL. I have tried different cables as well. I may need to
>make some adjustment somewhere on the main board, but do not know where.
>
Does it say "BOOT ERROR", or does it do something else when you try to boot?
The 800, unlike the XL and XE models, is made of several circuit boards.
Over the years it may have developed a loose connection somewhere. You
might open it up and check that all the boards are plugged together;
maybe unplug them and put them back in (disconnect the power first!).

--
"Oh various day! Cartoon! Cathay!"

4396. Re: Super Pac-Man from B&C

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4blbro$id9@nuke.csu.net>
Source record: 86818

Halliwell E Sra 436TS/TAC (halliwee@ts436.dyess.af.mil) wrote:

: Ugh. No offense, but Robotron's animation was so lo-rez, I almost
: thought it was running in character mode. Ever played a Robotron
: clone called Arena 3000? Proves you can do MUCH better on the 8-bits.

Odd. :) I happen to love Robotron 2084 on the XL. :) Buuuut... where can
one get "Arena 3000"???? :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/
Merry Holidays

4397. Re: Favorite Synapse Games

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-25 00:00:00 UTC
From: sunspot@well.com
Message-ID: <4bn3ut$j4d@nkosi.well.com>
Source record: 86819

sydtech@skypoint.com (Scott Butler) wrote:

>Glenn Gabrielson (glenng@rain.org) wrote:

>: Synapse games seemed to have that extra edge in quality that made
>: them stand out. Zepplin is another one that comes to mind. What about yours?

>My favorites are Fort Apocalypse, Survivor, and Drelbs (definitely an
>original). Synapse titles were generally very good - original,
>imaginative, and with a good mix of cool sound/graphics and involving
>gameplay.

>What ended up happening to them?

They were bought by Broderbund back around 1987. Too bad, really,
since Broderbund never released any titles which were half as
inventive as, say, Alley Cat. I'd love to see a CD-ROM version of
that game - the graphics and sound could be hysterical.

4398. Re: Can Atari Output S video?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-25 00:00:00 UTC
From: sunspot@well.com
Message-ID: <4bn4gv$jiu@nkosi.well.com>
Source record: 86820

LMNC01A@prodigy.com (Anthony Venticinque) wrote:

>Is there a way to convert the output of an Atari 800 to S video?

Yeah, I've done it. You have to be using an Atari 8-bit that produces true "S-Video" (some don't). The 800 did. Below is my crude diagram of the 800's monitor jack, a 5-pin DIN port.

3 1
5 4
2

I'm using a True-Type font in my newsreader, so the alignment may be a little off. Anyhow, pin 1 is the composite luminance, pin 2 is ground, pin 3 is the audio output, pin 4 is the composite video and pin 5 is composite chroma. The "S-Video" pins are the chroma and luma pins. Standard composite video comes from pin 4.

In order to build a cable, I got a 5-pin DIN connector from Radio Shack, and used Nintendo's S-Video connector for the SNES for the cable/S-Video plug. I just hacked off the custom Nintendo end of the cable and wired in Radio Shack's 5-pin DIN connector. Of course, this was several years ago, when S-Video cables were hard to find. These days, I'd imagine Radio Shack stocks those as well.

I found that the video quality improved quite a bit with S-Video, the sharpness of the image in particular, however, my friend's old 800 had some sort of fault in its video system which was only evident thru the S-Video connection - some sort of color noise that would come and go. I had seen the same thing, years before, on another friend's 800, but on that machine it could also be seen thru standard composite video. On this machine, the standard composite video was clean.

I've been told that the 800XL produces the cleanest S-Video of all the 8-bits, but have never been able to test it. Good luck if you do decide to build the cable. Looks like Atari was 10 years ahead of its time in this feature as well . . .

4399. Re: Super Pac-Man from B&C

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-25 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <4bn5c9$e87@nntp3.news.primenet.com>
Source record: 86821

The mortal Halliwell E Sra 436TS/TAC wrote:
: I've seen Myripede. It's a nice piece of work. And I've seen Centipede.
: It's... not. Fortunately I've got a port of the 5200 version of Centipede,
: which is about a million times better. I don't suppose you had a hand in
: that?

The only problem with it is its lack of support for the trackball
(perportionate mode). I got John Harris to agree to patch it but he
never did get to it. Eventually I'd like it if SOMEONE patched it for
the trakball. It's so sad that Missile Command (and Slime?) is the only
game that supports it.

4400. Re: Favorite Synapse Games

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-25 00:00:00 UTC
From: bigrex@primenet
Message-ID: <4bmbfh$nvo@nntp3.news.primenet.com>
Source record: 86822

I agree 100%, I liked Drelbs as well. Necromancer was hard but awsome graphics, Pharoh's curse, Ft Apocalypes, Shadow World, and Protector II were some of my favorites. Blue Max was just so so but I guess in broke some new ground as a 3D scroller instead of just horizontal scrolling.

In article <4bikpe$lbp@news.rain.org>, glenng@rain.org says...
>
> Does anyone remember their favorite games from Synapse? The ones
>I loved were Drelbs, Picnic Parinonia, Shamus 1 and 2, Salmon Run, and
>most of all Alley Cat.
>
> Synapse games seemed to have that extra edge in quality that made
>them stand out. Zepplin is another one that comes to mind. What about
yours?
>
>
> By the way, did Shamus have an end?
>

--
Bigrex@Primenet.com
(Bob Nixon)

4401. Re: 1400 and 1450?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-25 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <4bn64m$epd@nntp3.news.primenet.com>
Source record: 86823

The mortal Robert Pinnegar wrote:
: Sorry if this topic's been raised before, but does anyone remember these
: two pieces of vaporware, the Atari 1400XL and 1450XLD? I was leafing
: through some old issues of Compute! a few months back and ran across a
: reference to them. Were either of them ever actually made available to
: the public? (Any inside story, Landon?)

Yes, they were sold mostly as motherboards only after the Warner demise.
A surprising number of motherboards survived--probably several hundred by
my uneducated guess. Most of them, however, were plowed under for
tax-writeoff purposes. From today's perspective, the only thing these
machines had that would be considered unique today is the speech chip.
And as far as I can tell, it was integrated poorly into the motherboard
(no speed or tone controls possible). Everything else they could do can
be done by any XL/XE today if properly upgraded. They were, however, the
best overall 8-bit from the factory in that they had the best keyboard
(1200 variety), Basic builtin (revision B--yeck), true XL OS, PBI
(incompatible with the Black Box unfortunately), and a now-useless 300
baud modem accessed through the T: devicename. These machines are often
improperly grouped with the 1200XL. They look like them, but they are
essentially true XLs in a 1200's case.

I have a 1400XL myself and if I'd use it as my main machine if I could
trust someone to give it a RAM upgrade and if I could get the PBI to work
right.

4402. Readings Atari disks on the PC directly

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-25 00:00:00 UTC
From: vdayal@castle.net
Message-ID: <4bn16h$5g1@arther.castle.net>
Source record: 86824

Can someone post or E-mail the DOS program(s) which read the atari disks on the PC? It is impossible to get into umich.... it's always busy.

vdayal@castle.net

4403. 8-bit games wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-25 00:00:00 UTC
From: Joe.Blenkle@1657.gigo.com
Message-ID: <d6c_9512260031@gigo.com>
Source record: 86825

```
#WANTED - Atari 8-bit computer (400/800/800XL/XE type) game carts/disks
in particularly the following:

River Raid
Kaboom
Pengo
E.T. Phone Home
Megamania
Donkey Kong
Donkey Kong Jr.
PacMan
Pitfall
Pitfall II
Agent USA
Ms. PacMan
Centipede
Choplifter
Millipede
Miner 2049er
Miner 2049er 2: Bounty Bob's Revenge

Please leave mail back or to joe.blenkle@726.gigo.com

... Two most common elements in the universe: Hydrogen & Stupidity.

___ Blue Wave/QWK v2.20 [NR]
--
: Fidonet: Joe Blenkle 1:203/1657 .. speaking for only myself.
: Internet: Joe.Blenkle@1657.gigo.com
```

4404. Re: Super Pac-Man from B&C

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-26 00:00:00 UTC
From: landon@netcom.com
Message-ID: <landonDK67M9.4Eo@netcom.com>
Source record: 86826

Glenn Saunders (krishna@primenet.com) wrote:
: The mortal Halliwell E Sra 436TS/TAC wrote:
: : I've seen Myripede. It's a nice piece of work. And I've seen Centipede.
: : It's... not.
:
: The only problem with it is its lack of support for the trackball
: (perportionate mode). I got John Harris to agree to patch it but he
: never did get to it. Eventually I'd like it if SOMEONE patched it for
: the trakball. It's so sad that Missile Command (and Slime?) is the only
: game that supports it.

Heck, I'll just post the source code for Myriapede. I picked up a
1050 at B&C on Friday, and to my delight, these 13-year-old disks
appear to be readable. It'll take a couple of days to get this stuff
transferred.

Be forwarned: this was my first game, written when I was in college,
using a 32K Atari 400 and the Assembler/Editor cartridge. It's a
putrid, chaotic and virtually uncommented spaghetti-ball of assembly.
[There's little incentive to add comments when you're plinking away on
one of those membrane keyboards.... :-)]

Patching the binary might be easier. At least binaries don't lie.

--

landon@netcom.com wwwwwWWWWWHHHOOOOOOOOOOSSSSSHH!!!!!
R1100GS, R100GS, TransAlp (sound of low-flying pig)
DoD #1475
"Everybody thinking, thinking pretty hard...." -- Thomas Dolby

4405. Lemmings

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-26 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4bo2b2$9bs@nuke.csu.net>
Source record: 86827

I'making a break from SeaFight (since there's nothing more I can do with it
at the moment - hopefully I'm not running out of memory too quickly, either!)
and started working on "Punks", a Lemmings clone.

The only Lemmings thing I've seen for the Atari 8-bit is the A.R.G.S. demo
called "Lemmings". I know there's "The Brundles", but I've never seen it,
I believe it's commercial, and I've never seen any screen shots (HINT HINT).

To be honest, I forget exactly all of the types of Lemmings there are.
Diggers (left/right digging), Burrowers (downward digging), Stoppers (deflect
other lemmings), normal lemmings, ... what else?

Anyone with some ideas (or who remembers what else the original Lemmings has)
please e-mail me! (kendrick@zippy.sonoma.edu) :)

Thanx!

Happy Holidays, btw!

-bill! (didn't get any Atari stuff for Christmas <:^( )
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

4406. Re: Readings Atari disks on the PC directly

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-26 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4bo1ma$9bs@nuke.csu.net>
Source record: 86828

Virender Dayal (vdayal@castle.net) wrote:
: Can someone post or E-mail the DOS program(s) which read the atari
: disks on the PC? It is impossible to get into umich.... it's always
: busy.

Try ftp amiga.archive.umich.edu.

Be careful with "cd", though. Only 1 subdir at a time. Trying more, or
trying to "cd .." will return you to the root FTP dir.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

4407. Making Atari 800/XL/XE emulators a little easier ...

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-26 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4bprvr$laj@nuke.csu.net>
Source record: 86829
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

Getting sick of typing when you want to load a game or program on your
(emulated or real) Atari ??

Want a program that lists what programs and subdirectories are available
and lets you navigate them and load the programs with one keypress?

Then get "File Selector v.0.1" for MyDOS!

Features:

Lists files and directories and lets you simply select what you want
using the arrow keys or a joystick
Quick selection of all 9 drives (press [1]-[9])
Quick selection of files by first-letter (press [A]-[Z])
MyDOS subdirectory support (it even remembers where the selector was when
you "come back out" of a directory)
Atari Peripheral Emulator (APE) "PC Mirror" subdirectory support!
Sort files by name or file extension
Filter the listing by file extension (list only executables "EXE", "COM")
Setup file lets you set screen colors, listing title, sorting mode, and
filter mask for each directory
Built-in 40 column ATASCII text file reader

So with this, you can have a huge (up to 16MB under MyDOS 4.53!) game disk
with lots of subdirectories, and easily navigate through them. You can read
the docs to a program before loading it, without ever leaving "File Selector".
You may even be able to quickly determine which category (subdirectory) you're
in by the screen's color scheme (and of course by the screen's title).

Make this your number-one autorun!

Thanks to Michael Kling for suggestion I write this program.

It will be available at UMICH FTP (atari.archive.umich.edu/8bit) or
e-mail me and I'll send you a UUencoded copy! (Please specify if you'd
like the single ".ARC" or the executable and documents seperately).
(If you don't, I'll assume you want the "ARC" (which, BTW, comes with source))

Have fun!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

4408. FREE:Atari 8bit hardware

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-26 00:00:00 UTC
From: bv021@FreeNet.Carleton.CA
Message-ID: <DK7K3C.8rL@freenet.carleton.ca>
Source record: 86830
Cross-posted to: comp.sys.atari.8bit,tor.forsale

I have some Atari stuff kicking around that's underfoot - free to a good
home, but you have to retreive it yourself (it is currently residing in
Burlington, Ontario) I'd prefer to give it to a community-type organisation
or a user group.

Leave a detailed voice-mail at 613-781-1151, I will be picking up messages.

Atari 810 disk drive
Atari 1020 print/plotter (inoperable, but probably fixable)
R:Link serial interface.
Star Raiders game
4-5 related books.

thx.
--
--
David Howard
bv021@freenet.carleton.ca

4409. #atari8 reminder

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-26 00:00:00 UTC
From: snyder10@rs1.tcs.tulane.edu
Message-ID: <4bnmtp$je6@rs10.tcs.tulane.edu>
Source record: 86831

Quoting cmwagner@gate.net

c >Just wanted to let folks know that an IRC channel does exist, and has existed
c >for about a year, for the discussion of Atari 8-bit computers. If you have
c >access to a Unix host then you should be able to get to irc by typing irc
c >at your shell prompt and jumping on an EFnet server (irc.portal.com,
c >irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

What really needs to happen is a date and time need to be set... Right not
folks just pop in, see no one's at home and log out. It's been fun in
the past, we just need to get a good group together.

Mike
---
* PabQwk 2.0 #9 * "Are you pondering the same thing I am Pinkey..."

4410. Re: 1400 and 1450?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-26 00:00:00 UTC
From: snyder10@rs1.tcs.tulane.edu
Message-ID: <4bnmtp$je8@rs10.tcs.tulane.edu>
Source record: 86832

Quoting krishna@primenet.com

k >Yes, they were sold mostly as motherboards only after the Warner demise.
k >A surprising number of motherboards survived--probably several hundred by
k >my uneducated guess. Most of them, however, were plowed under for

Oddly, I'd never seen either a 1400 or 1450 until I got my hands on
the 1450 motherboard...now it seem every time I take a road trip I
run into someone else who has one (never yet seen a complete 1450xld out
side of the one Bob Brodie had a Glendale show many years back).

k >I have a 1400XL myself and if I'd use it as my main machine if I could
k >trust someone to give it a RAM upgrade and if I could get the PBI to work
k >right.

I'd love to try the ram upgrade for the 1450 that I downloaded a while
ago...but I think I'll hold off for now. As far as the PBI goes...only
way is to remove the two onboard devices...the R: device is the main
conflict on the MIO and the BB just uses everything in sight!

Had ICD followed the 1090 spec (and you can see that mostly did) the MIO
would have had no problems working on the 14xx series machines. If I
recall from when I was playing with all this, the MIO's R: device conflicts
with the V: device and part of the T: device...

Mike

---
* PabQwk 2.0 #9 * That last TagLine was an in-joke (tm)

4411. hard drive duplicates

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-26 00:00:00 UTC
From: cooley@nevada.edu
Message-ID: <4boeu4$s54@pioneer.nevada.edu>
Source record: 86833

hello all. tryin to clean up my hard drive. i have some files that are on there multiple times. need to trash them. not important files..just some text ones. any program for Atari that would do the trick of comparing drives and stripping the files that are duplicated? pease reaply..thanks

4412. Re: 1400 and 1450?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-26 00:00:00 UTC
From: nrg299@aol.com
Message-ID: <4bpaug$b09@newsbf02.news.aol.com>
Source record: 86834

Speaking of the PBI, where can I get some good technical info on interfacing to this bus? I was thinking about making some custom interfaces and would prefer to use this bus instead of SIO, PIA, or the cartridge port.

4413. Looking for Nick Kennedy

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-26 00:00:00 UTC
From: lmull@skypoint.com
Message-ID: <4bpdjh$ndn@stratus.skypoint.net>
Source record: 86835

I am interested in purchasing Nick Kennedy's SIO2PC interface. Does anyone know his email address? Thanx.

--

4414. Re: Favorite Synapse Games

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-26 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <4bpfh8$ecp@news1.halcyon.com>
Source record: 86836

My favorites were Necromancer, Alley Cat, and Drelbs. Rainbow Walker was fun too, but there were a few annoying bugs. That's the only Synapse game I ever finished; after level 20 there's (if I remember correctly) a variation on the usual Atari rainbow effect and the game ends.

I never understood the attraction of Pharoah's Curse. I couldn't get into that one at all.

James Hague
junkster@halcyon.com

4415. MEGA ST SYSTEM FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-26 00:00:00 UTC
From: sanskrit@tx.technion.ac.il
Message-ID: <DK7JML.46A@discus.technion.ac.il>
Source record: 86837

```
THE following items are on sale:

MEGA ST 4
MEGAFILE 20
MEGAFILE 30
2 MONOCHROME MONITORS
1 COLOR MONITOR
SLM-804 LASER PRINTER

All are in excellant condition, please make offers\
for the entire system or each item, I am currently
out of the US, but will be back in march. I will
correspond with all replies and try to go with
the best offer. More information about the systems
is available on the ST section.

--
** WARNING **
Please make sure that the address contains "tx" after the "@"
so the address should be sanskrit@tx.technion.ac.il
*************
```

4416. Gauntlet rules

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-26 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4bpr51$laj@nuke.csu.net>
Source record: 86838

I was playing "Gauntlet", that cool shareware space game, and wanted to say two things:

(1) This game rules. Why don't we have more games like this? (I mean with COOL enemies :)) If you've not played it and are into space games and/or games with really smart nasties, GET THIS.

(2) Does the author still exist - when was this game written? Can I still get the registered version (with more enemies, levels and weapons) ?? Hehe - did anyone ever win that $1000 contest of his? (And where did this guy get all that money? :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/
GET FILESELECTOR v.0.1!

4417. Re: Favorite Synapse Games

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-26 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4bpqlq$laj@nuke.csu.net>
Source record: 86839

James Hague (junkster@coho.halcyon.com) wrote:

: I never understood the attraction of Pharoah's Curse. I couldn't get
: into that one at all.

Aww man. It's just fun. It's a typical "old game". Some Players wandering around (as best they can) on strange playfield terrain (compare to say, Super Mario Bros for NES), that bird that takes you randomly anywhere, the strange connections between rooms, the random music at the title, the nasty traps.

It's become one of my favorites. Still can't beat it. I'm sure it has as good an ending <yawn> as you say "Rainbow Walker" does.

I say a game should either have NO ending (Asteroids, Pac Man) or a GOOD ending (Super Mario Bros 2 and MegaMan 2 for NES have neat endings).

:)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

4418. File Selector 0.1

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-26 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4bpqvp$laj@nuke.csu.net>
Source record: 86840

Well, I took a break from Lemmings (which was a break from SeaFight (which was a break from MUX stuff)).

Whew. I think I need a break! :)

Anyway... I dug up (as if it was hidden somewhere) the source code to my "MyDOS File Selector" and enhanced it quite a bit!

Here are the NEW features:

Ability to sort directory listings (by name or extension) (SORT addition to FILESEL.DAT command list)
Joystick control (not total - still need keyboard to get out of subdirectories or choose new drives or exit to DOS, of course)
APE PC Mirror Subdirectory support
Built-in page-by-page 40 column text file reader (with joystick control)
FILESEL.DAT setup files are looked for every time you change a directory or drive (not just loaded from D1: when you first start)

Version 0.1 will be up at UMICH, including the executable, the DOCs (hey, try reading them from the program! :)), and the Action! sourcecode.

Have fun!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

4419. S-Video cables

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-26 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <4bpp6d$r0@sirius.cs.pdx.edu>
Source record: 86841

Speaking of S-Video cables, you may want to check if you can get a
Macintosh ADB keyboard cable cheaper--the connectors are exactly the same
and all the pins are connected straight through.

---Alex Chamberlain
chambera@cs.pdx.edu

4420. MYCOPIER? Where?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-26 00:00:00 UTC
From: naslund@ridgecrest.ca.us
Message-ID: <DK7HzL.4qA@ridgecrest.ca.us>
Source record: 86842

I saw a post a week or so ago where someone recommended a program for disk copying that handled ATR and XFD files, too. I think it was called MYCOPIER. I looked through all of the directories at UMICH but found nothing (BTW, I "gopher" to UMICH and always get through using: gopher.archive.umich.edu:7055/11/atari/8bit). Anywhere else I should look? Thanks, Howard

4421. Re: Favorite Synapse Games

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-26 00:00:00 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <DK77wE.12C@zumdick.rhein-main.de>
Source record: 86843

Scott Butler (sydtech@skypoint.com) wrote:
: Glenn Gabrielson (glenng@rain.org) wrote:
: : Does anyone remember their favorite games from Synapse? The ones
: : I loved were Drelbs, Picnic Parinonia, Shamus 1 and 2, Salmon Run, and
: : most of all Alley Cat.

: : Synapse games seemed to have that extra edge in quality that made
: : them stand out. Zepplin is another one that comes to mind. What about yours?

: My favorites are Fort Apocalypse, Survivor, and Drelbs (definitely an
: original). Synapse titles were generally very good - original,
: imaginative, and with a good mix of cool sound/graphics and involving
: gameplay.

: What ended up happening to them?
My favorite Synapse games were Fort Apocalypse (albeit too short!),
Drelbs and of course Shamus. It did have an ending. In the final stage
you confronted the 'thing' and shot through a moving hole in the wall
if you were'nt fast it would get you. Then the screen lit up with some
CPU rainbow graphics and that was it.

Synapse developed some kickass business software for Atari, but was
screwed over royally by the Tramiels when they bought the company.
Synapse was in deep financial problems.

Synapse was then bought by Broderbund. William Mataga (author of Zeppelin (yes))
and Shamus (yes yes yes) and another guy made then a apparently not all
that successful "Infocombeater". I got one of the games, (I'd buy anything
made by Mataga:) were you were cruising thru other peoples mind. I think
it was called Mindwheel. I like it a lot.

Yes Synapse games were the best!

If anyone knows, what happpened to Mataga, please lemme know.

Nat!
--

Bang that bit that doesn't bang!

4422. Re: 1400 and 1450?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-26 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.951226204332.5614A-100000@moose.erie.net>
Source record: 86844

On 26 Dec 1995, Mike Todd wrote:

> Quoting krishna@primenet.com
>
> Oddly, I'd never seen either a 1400 or 1450 until I got my hands on
> the 1450 motherboard...now it seem every time I take a road trip I
> run into someone else who has one (never yet seen a complete 1450xld out
> side of the one Bob Brodie had a Glendale show many years back).

How about the even rarer Atari 1055 3/.5" disk drive! These were
only made in prototype form with a METAL case, but a few of them "escaped"
from the factory. They were basically a 1050 (single-sided, single and
"enhanced" density) with a 3.5" mechanism.

I think the 1055's are almost as rare as the 1090 expansion cards.

4423. Re: SpartaRead

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-26 00:00:00 UTC
From: cooley@nevada.edu
Message-ID: <4bqir8$vt0@pioneer.nevada.edu>
Source record: 86845

so what you are saying is that when i take the file that is perfect on my atari, transfer it to my pc using SR, then SR changes it to atascii format? ok i'll try umich..thanks

4424. Re: AR - I have a cracked copy

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-26 00:00:00 UTC
From: Acidtech@cris.com
Message-ID: <4bqqpg$326@spectator.cris.com>
Source record: 86846

On 18 Dec 1995 16:49:55 GMT, sysop@hitec.com wrote:

>I have a cracked copy of AR the City, Cracked by Doc of DW Associates. I should be recieving my emulator
>cable shortly, so I can make a disk image of it. Would anyone else like to take a look at it?
I'm interested in getting a cracked copy of AR:C & AR:D to run w/ an
emulator on a Pc if its not too much trouble.

>Actually, I've had it for years...never had the original (I was a bad boy back then), but I DID buy the original
>(several times) later on in life (a hope for atonement) in addition to the dungeon <g>
>--Steve

I had an 800 and a 1040st ver of AR:C. That was a long time ago and I
sold the 800 & the st's Monitor died..

Thanks

Kevin

4425. .ATR / .XFD file format

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-26 00:00:00 UTC
From: keithyer@IntNet.net
Message-ID: <4bpcc7$oh4@mercury.IntNet.net>
Source record: 86847

Does anyone here know how these files are encoded? I know this much:
The 8-bit stores data using the one's compliment. Ie. in binary 1=0,
0=1. I know that one of these formats is a raw dump, and the other has a
header. (16 or 12 bytes, I believe)-How is that header constructed?

What I'm looking for is this: Does the .ATR/.XFD format (the raw dump)
get converted (one's compliment) or no? Are the sectors written in
"natural" order?

Would some kind and gracious soul be so generous as to mail me dcmtoatr
dsktoatr (I think those are the filenames).

4426. Re: Favorite Synapse Games

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-27 00:00:00 UTC
From: dalessio@manatee.cig.mot.com
Message-ID: <dalessio.820095198@manatee>
Source record: 86756

keitai@usa.pipeline.com(Keita Iida) writes:

>On Dec 24, 1995 04:26:22 in article <Favorite Synapse Games>,
>'glennng@rain.org (Glenn Gabrielson)' wrote:
>
>
>> Does anyone remember their favorite games from Synapse? The ones
>>I loved were Drelbs, Picnic Parinonia, Shamus 1 and 2, Salmon Run, and
>>most of all Alley Cat.

My favorite was Pharaoh's Curse. GREAT game.

Mario

```
************************************************************
* ___ ____ ____ *
* /o o\ //oo\\ ( oo ) Mario D'Alessio __/\__ *
* \_O_/ \__/ \__/ dalessio@cig.mot.com \RUSH/ *
* WooWoo Work: (708) 632-2323 |/\| *
* Woo 9am to 6pm Central Time *
* *
************************************************************
```

4427. Re: .ATR / .XFD file format

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4bsdm0$9vo@nuke.csu.net>
Source record: 86757

Keith Hyer (keithyer@IntNet.net) wrote:
: Does anyone here know how these files are encoded? I know this much:
: The 8-bit stores data using the one's compliment. Ie. in binary 1=0,
: 0=1. I know that one of these formats is a raw dump, and the other has a
: header. (16 or 12 bytes, I believe)-How is that header constructed?

Check the documents to SIO2PC. It has the exact format of the ATR file.
So far as I know, the XFD file is identical except it's missing the useful
16-byte header (ie, the disks size is determined by when the EOF is reached).

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

4428. Black Box and ZIP Drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-27 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <4bs87e$heu@news.umbc.edu>
Source record: 86758

Anybody tried out their Black Box with the SCSI version of the Iomega
100Meg ZIP Drive?

If so, were you successful and did it recognize the embedded SCSI option
from the HDFMT.COM file??

Tom

--
-=-
Thomas Drake |From an 80-column Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

4429. Re: #atari8 reminder

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-27 00:00:00 UTC
From: joneil@infi.net
Message-ID: <4bskfv$klg@news.infi.net>
Source record: 86759

snyder10@rs1.tcs.tulane.edu (Mike Todd) wrote:

>Quoting cmwagner@gate.net

>c >Just wanted to let folks know that an IRC channel does exist, and has existed
>c >for about a year, for the discussion of Atari 8-bit computers. If you have
>c >access to a Unix host then you should be able to get to irc by typing irc
>c >at your shell prompt and jumping on an EFnet server (irc.portal.com,
>c >irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

>What really needs to happen is a date and time need to be set... Right not
>folks just pop in, see no one's at home and log out. It's been fun in
>the past, we just need to get a good group together.

>Mike
I second that motion! Let's hear some ideas on a good meeting time.
My vote is for Saturday afternoons around 2 pm or maybe Sunday
evenings around 8 pm. Just my 2 cents.

4430. Re: WTB: All old Video games

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-27 00:00:00 UTC
From: clay@supra.com
Message-ID: <4bskve$on7@v_mail.supra.com>
Source record: 86760

In article <4bhi8h$k@news.cc.utah.edu>
jrm8248@cc.utah.edu (J Manazer) writes:

>: Vectrx MACHINE $20.00
>: Chase the ChuckWagon $25
>
> Why do I have the feeling that this is gonna get flamed?

Probably 'cause carts like Chase the Chuckwagon can fetch upwards of
$125 in any condition and Vectrex machines generally run upwards of
$100, for example. :-) I got a smile out of it anyway... Hell, I'll
pay *$25* for Vectrex machines... *grin*

-Clay

Clayton N. Cowgill Supra Corporation clay@supra.com
Product Development Manager http://www.supra.com

http://www.worldaccess.com/~cowgilc
"My opinions. Not Supra's. Not Diamond's. Mine, mine, mine!"

4431. Weird old Atari stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-27 00:00:00 UTC
From: clay@supra.com
Message-ID: <4bsl5q$on7@v_mail.supra.com>
Source record: 86761

Hi folks...

I just wound up with a bunch of "weird" old Atari 8-bit stuff. A lot of it is probably only for the serious collector. Atari 1090XL expansion bay, complete source code (DOS, some others.) E-mail me if you're interested.

-Clay

Clayton N. Cowgill Supra Corporation clay@supra.com
Product Development Manager http://www.supra.com

"My opinions. Not Supra's. Not Diamond's. Mine, mine, mine!"

4432. Re: Gauntlet rules

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-27 00:00:00 UTC
From: Joe Walsh <ransom@connect.iconnect.net>
Message-ID: <Pine.BSD/.3.91.951227195341.21403B-100000@connect.iconnect.net>
Source record: 86762

On 26 Dec 1995, William Kendrick wrote:

> I was playing "Gauntlet", that cool shareware space game, and wanted to say
> two things:
>
> (1) This game rules. Why don't we have more games like this? (I mean
> with COOL enemies :)) If you've not played it and are into space
> games and/or games with really smart nasties, GET THIS.

It does indeed rule. It's quite a game. I tried to contact the
author about a year ago, by posting inquiries here, CI$ and Delphi, but
to no avail. I'd gladly pay for the complete version.

>
> (2) Does the author still exist - when was this game written? Can I still
> get the registered version (with more enemies, levels and weapons) ??
> Hehe - did anyone ever win that $1000 contest of his? (And where did
> this guy get all that money? :))

If you find the author, please let me know.

-Joe

Joseph E. Walsh | Atari 8-Bit User and Programmer Since 1982
ransom@iconnect.net | Classic Traveller Referee Since 1983
Stuck in the '80's | Microsoft-Free and Loving It! :)

4433. -- For Sale List -- Trade list --

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-27 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A32.3.91.951219095501.228765F-100000@freenet.edmonton.ab.ca>
Source record: 86763
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

This is my current ------- SALE LIST ------ which contains the following

==========
ATARI 2600 (86) VIC-20 CARTS (21)
ATARI 5200 (5) VIC-20 CASSETTES (10)
ATARI 7800 (2) APPLE II (2)
COLECOVISION (20) DRAGON (COCO) (5)
C64 CARTS (3) ATARI ST (22)
INTELLIVISION (21) ATARI 400/800 disks (35)
HANDHELDS (6) ATARI 400/800 cassettes (14)
LEISURE VISION (Emerson Arcadia) (2)

Please note that many Cartriges and Software titles are limited to 1 copy
in stock. Prices are all in US $ ----- Shipping is Extra ----
"Trades" --- Please send me your current trade list ---
Or --- See Way down below for my Current Want list ---
:) :)
##########
ATARI 2600
##########
Laaser Voley (Taiwan) ER CIB +40.00
^Rare spelling error^

Freeway (Taiwan) ER C +30.00
Frontline (Taiwan) ER C +30.00
Gremlins ER C +30.00
Laser Volley (Taiwan) ER CIB +20.00
Ocean City Defender (Taiwan) ER CIB +20.00
Q*Bert CX26150 ER C +5.00
Star Wars The Arcade Game ER C +20.00
Riddle of the Sphinx ?? C +10.00
^- 5 languages -^
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California Games R C +5.00
Crackpots R C +10.00
Dolphin R C +5.00
Donkey Kong Jr. R C +5.00
Frostbite R C +10.00
Gyruss "NT" written on cart R C +10.00
Midnight Magic R C +5.00
Millipede R C +5.00
Oink R C +8.00
Othello R C +8.00
Plaque Attack R C +7.00

Pressure Cooker R C +12.00
Robot Tank R C +4.00
Seaquest R C +4.00
Sky Jinks R C +3.00
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Stampede R C +3.00
Summer Games R C +5.00
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Wizard Of Wor R C +5.00
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Commando (sticker on box) U CB +8.00
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^- end label missing -^
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Space War U C +3.00

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Zaxxon U C +5.00
Demon Attack C C +3.00
MS. Pac-Man CIB C +3.00
Pitfall C C +3.00
Space Jockey C C +3.00
Star Wars The Empire strikes Back C +4.00
Super Challenge Baseball C C +3.00
Tennis C C +4.00
Venture (coleco) C C +6.00

##
ATARI 5200 - Untested -
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Centipede ?? C +3.00
Galaxian ?? C +4.00
Pac-Man ?? C +2.00
Space Invaders ?? C +3.00
Super Breakout ?? C +2.00

##
ATARI 7800
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Ms. Pac-Man (rough shape) ?? C +5.00
Pole Position II ?? C +2.00

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COLECOVISION
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Buck Rogers Planet Of Zoom R C +6.00
Defender R C +6.00
Super Cobra small tear on label R C +20.00
Ken Ustom Blackjack/Poker U C +6.00
Pepper II U C +6.00
Time Pilot U C +6.00
Cabbage Patch Kids A.I.T.P. C C +7.00
Carnival C C +4.00
Cosmic Avenger C C +4.00
Donkey Kong Jr. C C +4.00
Lady Bug C C +4.00
Mouse Trap with 1 overlay C CIB +5.00
Mr. Do C C +6.00
Popeye "W" marked on cart C C +4.00
Q*Bert C C +4.00
Rocky Super Action Boxing C C +5.00

Smurf Rescue in Gargamels Castle C C +4.00
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Venture C C +5.00
Zaxxon C C +4.00

Adam computer with 2 data cassette drive (Untested), comes with donkey
kong cartrige, 1 controller, Printer, Manual, Smartbasic.
(This system requires the Coleco Vision system) I've tested the Keyboard
and printer. Shipping on this package is ($16-$24)

Adam Computer +25.00

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COMMODORE 64
##
Clowns (Cart) ?? C +3.00
International Soccer (Cart) ?? C +3.00
Kids on Keys (Cart) ?? C +5.00

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INTELLIVISION
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Championship Tennis ER C +10.00
Chip Shot Super Pro Golf ER C +10.00
Melody Blaster ER CBIO +20.00
Mind Strike ER C +10.00
Mr Basic Meets Bits & Bytes ER CBIO +10.00
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World Cup Soccer ER C +10.00
Beamrider R C +10.00
Dreadnaught Factor R CBIO +8.00
Math Fun R CBIO +4.00
Word Fun R CBIO +5.00
AD + D Treasure of Tarmin U SW +6.00
Burgertime with 1 overlay U CBIO +3.00
Dragonfire U C +4.00
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Microsurgeon U C +4.00
Mission X U CBIO +5.00
Carnival C CBI +4.00

Intellivoice Package Deal (2 games and Voice Synthesis/pkg deal)
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B-17 Bomber U \
Space Spartans U / +13.00
Voice Synthesis Module U /

Intellivision Package (6 games/pkg deal)
Box and Instructions are in French
~~~~~~
Astrosmash/L'Astrosmash \

Boxing/La Boxe \
Frog Bog/Marecage A Grenouilles \
Night Stalker/Le Chasseur De Nuit / $15.00
Skiing/Le Ski /
Space Armada/La Flottte E L'espace /

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Handheld - LCD handheld
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Pac-Man (takes 2 AA batteries) --Grey Case-- +6.00
Pac-Man (takes 2 AA batteries) --Black Case-- +6.00
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Mattel Electronics Hockey "78" Battery cover missing +5.00
Mattel Electronics Football I +5.00
Star Wars Return of the Jedi by Micro Games of America +8.00

###
Leisure-Vision (Compatible with Emerson Arcadia)
###
Americain Football (Leisure-Vision) #14 CB +15.00
Baseball (Leisure-Vision) #15 CBI +8.00

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Vic - 20 - Not Tested -
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Avenger (Cart) ?? C +3.00
Choplifter (Cart) ?? C +4.00
Clowns (Cart) ?? C +3.00
Cosmic Cruncher (Cart) ?? C +3.00
Garden Wars (Cart) ?? C +3.00
Gorf (Cart) ?? C +3.00
Hes Writer (Cart) ?? C +5.00
Home babysitter (Cart) ?? C +3.00
Jupiter Lander (Cart) ?? C +3.00
Omega Race (Cart) ?? C +3.00
Personal Finance (Cart) ?? C +3.00
Pin Ball (Cart) ?? C +4.00
Pole Position (Cart) ?? C +5.00
Radar Ratrace (Cart) ?? C +3.00
Raid On Fort Knox (Cart) ?? C +3.00
Sargon II Chess (Cart) ?? C +3.00
Sea Wolf (Cart) ?? C +4.00
Terraguard (Cart) ?? SW +5.00
The Count (Cart) ?? C +3.00
The Sky is Falling (Cart) ?? C +3.00
Visible Solar System (Cart) ?? C +3.00

3D Maze (Cassette) ?? +2.00
Arcadia (Cassette) ?? with case +2.00
Catcha Snatcha (Cassette) ?? with case +2.00
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Frantic (Cassette) ?? with case +2.00
Neutron Zapper (Cassette) ?? with case +2.00
New York Blitz (Cassette) ?? +2.00
Vegas Jackpot (Cassette) ?? +2.00
Vic Planets (Cassette) ?? +2.00
Wacky Waiters (Cassette) ?? with case +2.00

****
Apple II Disks - Untested -
****
Compu-Spell SW +2.00
The Snapper (Disk and instructions) +2.00

****
Unknown all from (Dragon Data Limited) - Untested -
****
Dragon Mountain (Cassette with Instructions) +2.00
Madness & Minotaur (Cassette with Instructions) +2.00
Mansion of Doom (Cassette with Instructions) +2.00
Quest (Cassette with Instructions) +2.00
Stalag/Eno (Cassette with Instructions) +2.00
(Now believed these Dragon Tapes are for the CoCo system)

****
Atari St -- All are 3 1/2 Disk (Shrinkwrapped)
****
Armour-Geddon SW +5.00
Artura SW +8.00
Bard's Tale SW +9.00
Death Bringer SW +9.00
East vs. West Berlin 1948 SW +5.00
Heroes of the Lance SW +9.00
Hillsfar SW +9.00
Immortal SW +5.00
Justice Machine (the) SW +5.00
Khalaan SW +5.00
King's Quest SW +6.00
King's Quest III OPENED +5.00
Leisure Suit larry (looking for love) SW +6.00
Match Point OPENED +6.00
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Questron II SW +5.00
Roadwar 2000 SW +5.00
Shadowgate SW +7.00
Sinbad and the Throne of the Falcon SW +5.00
The Hunt For Red October SW +8.00
Ultima III SW +9.00
Viking Child SW +9.00

****
Atari 400/600XL/800/800XL/1200XL/1400XL Disks - Untested -

(Mainly for 400/800 computers)
****

Bill Budge (disk only) 48K +2.00
Bishop's Square/Maxwell's Demon (complete)48K +3.00
Bug Off (complete) +3.00
Caverns of Mars (complete) 16K +3.00
Chicken (shrinkwrapped) 16K +5.00
Cohen's Towers (complete) +3.00
Compu-Math Decimals (complete) 48K +2.00
Dsembler (complete) 24K +3.00
Gorf (complete) 24K +3.00
Graphic Generator (complete) 32K +3.00
Graphics Machine (complete) 48K +3.00
Home Filing Manager (shrinkwrapped) +5.00
Jeepers Creepers (complete) 32K +3.00
Juno First (complete) 32K +3.00
Jump Man (disk only) +3.00
Kid Grid (shrinkwrapped) 16K +4.00
Page Flipping (complete) 32K +3.00
Phoenix Lair (complete) 48K +3.00
Player Missile Graphics (complete) 24K +3.00
Programmable Sound Generator (Chip with instructions) +10.00
^- Note this is not a disk -^

Rainbow Walker (disk only) +2.00
Rebel Chare at Chickamauga (shrinkwrapped) 48K +5.00
Rescue at Rigel (Epyx) (complete) 32K +4.00
Shape N Color (complete) +3.00
Simon Sez (complete) +3.00
Sneakers (complete) 48K +3.00
Space Eggs (complete) 48K +3.00
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Star Fleet I (shrinkwrapped) 48K +7.00
Supersort (complete) 24K +3.00
Tax Dodge (complete) 32K +3.00
Teletari (shrinkwrapped) 32K +3.00
The Memory Map Tutorial (complete) 32K +3.00
Threshold (complete) 40K +4.00
Track Attack (complete) 32K +3.00
==========
Atari 400/800 Cassettes - Untested -
==========

An Invitation to Programming (complete) 8K +2.00
Anti-Sub Patrol (complete) +2.00
Arena 3000 (complete) +2.00
Black 'Em (complete) +2.00
Black Jack Tutor (complete) +2.00
Bug Off (shrinkwrapped) +2.00
Bumper Ball (complete) 16K +2.00

Compu-Math Decimals (shrinkwrapped) 32K +2.00
Intruder (complete) 16K +2.00
Juggles' House (complete) 16K +2.00
Juggles' Rainbow (shrinkwrapped) 16K +2.00
Mailing List (shrinkwrapped) 24K +2.00
Salmon Run (complete) 16K +2.00
States & Capitals (complete) 16K +2.00

Send E-Mail's to pepper@freenet.edmonton.ab.ca

thanks :)

Want List

[ ] 2 Pak Special: Alien Force/Hoppy . . . . . HES
[ ] 2 Pak Special: Cavern Blaster/City War . . . . . HES
[ ] 2 Pak Special: Challenge/Surfing . . . . . HES
[ ] 2 Pak Special: Dolphin/Pigs N Wolf . . . . . HES
[ ] 2 Pak Special: Dungeon Master/Creature Strike . . . . . HES
[ ] 2 Pak Special: Motocross/Boom Bang . . . . . HES
[ ] 2 Pak Special: Space Voyage/Fire Alert . . . . . HES
[ ] 2 Pak Special: Star Warrior/Frogger . . . . . HES
[ ] 2 Pak Special: Wall Defender/Planet Patrol . . . . . HES
[ ] 4 in One . . . . . SpaceVision
[ ] 5 Games Pack: R Raid/Gr Prix/Sky Jinks/Fish Derby/Checkers HES
[ ] 64 in One "Fantastic Game" . . . . . Taiwan C
[ ] 8 in One "Fantastic Game" . . . . . Taiwan C
[ ] A Game of Concentration . . . . . Atari
[ ] A-Team . . . . . Atari
[ ] Action Pak: Breakout/Othello/Dodge 'Em . . . . . Atari
[ ] Adventures on GX-12 . . . . . Telegames
[ ] Air Raid . . . . . Men-A-Vision
[ ] Air Wolf . . . . . Taiwan A
[ ] Alice's Abenteuer . . . . . StarSoft
[ ] Arcade Golf . . . . . Sears
[ ] Artillery Duel/Ghost Manor . . . . . Xonox
[ ] Assault . . . . . Bomb
[ ] Asterix . . . . . Atari
[ ] Asteroid Belt . . . . . StarSoft
[ ] Astro War . . . . . Dimax
[ ] Astro War/Star Master . . . . . Taiwan D
[ ] Atlantis . . . . . HES
[ ] BMX Airmaster . . . . . Atari
[ ] BMX Airmaster . . . . . HES
[ ] Bachelor Party/Gigolo . . . . . Playaround
[ ] Base Attack . . . . . Homevision
[ ] Beam Em & Eat Em/Lady in Wading . . . . . Playaround
[ ] Beamrider . . . . . HES
[ ] Berenstain Bears . . . . . Coleco
[ ] Bermuda . . . . . SunTek
[ ] Bi! Bi! . . . . . Rainbow Vision

[ ] Bionic Breakthrough . . . . . Atari
[ ] Black Hole . . . . . Taiwan B
[ ] Bobby is Going Home . . . . . CDC
[ ] Bobby is Going Home . . . . . Puzzy/Bit
[ ] Bobby is Going Home . . . . . Taiwan D
[ ] Boom Bang . . . . . Rainbow Vision
[ ] Boxing . . . . . HES
[ ] Bugs Bunny . . . . . Atari
[ ] Bump N Jump . . . . . HES
[ ] Burning Desire/Bachelorette Party . . . . . Playaround
[ ] Cakewalk . . . . . CommaVid
[ ] California Games . . . . . HES
[ ] Cannon Man . . . . . Sears
[ ] Carnival . . . . . CBS Games
[ ] Catch Time . . . . . Rainbow Vision
[ ] Challenge . . . . . Funvision
[ ] Challenge . . . . . HES
[ ] Chess . . . . . Sears
[ ] Chess . . . . . Taiwan D
[ ] Chopper Command . . . . . HES
[ ] Chuck Norris Superkicks . . . . . Xonox
[ ] Chuck Norris Superkicks/Spike's Peak . . . . . Xonox
[ ] Coke Wins . . . . . Atari
[ ] Col 'N' . . . . . HomeVision
[ ] Color Bar Generator . . . . . Videosoft
[ ] Commando . . . . . HES
[ ] Commando . . . . . Salu
[ ] Condor Attack . . . . . Ultravision
[ ] Confrontation . . . . . Answer
[ ] Cosmic Ark . . . . . HES
[ ] Cosmic Corridor . . . . . Zimag
[ ] Cosmic Swarm . . . . . CommaVid
[ ] Crab Control . . . . . ???
[ ] Crazy Climber . . . . . Atari
[ ] Criminal Pursuit . . . . . ???
[ ] Cross Force . . . . . Taiwan D
[ ] Cubicolor . . . . . Imagic
[ ] Curtiss . . . . . Rainbow Vision
[ ] Dancing Plate . . . . . Taiwan D
[ ] Dancing Plates . . . . . Puzzy/Bit
[ ] Deadly Discs . . . . . Telegames
[ ] Death Trap . . . . . Avalon Hill
[ ] Decathlon . . . . . HES
[ ] Demolition Herby . . . . . Telesys
[ ] Der Hungrige Panda . . . . . StarSoft
[ ] Der VielfraB . . . . . StarSoft
[ ] Diagnostic Cartridge . . . . . Atari
[ ] Dice Puzzle . . . . . Panda
[ ] Die Hungrigen Froesche . . . . . StarSoft
[ ] Dishaster . . . . . Zimag

[ ] Donald Duck's Speedboat Race . . . . . Atari
[ ] Donkey Kong . . . . . CBS Games
[ ] Donkey Kong . . . . . Taiwan A
[ ] Donkey Kong Jr . . . . . CBS Games
[ ] Double Dragon . . . . . Salu
[ ] Dragon Defender . . . . . Taiwan D
[ ] Dragon Stomper . . . . . Starpath
[ ] Dschungel Boy . . . . . Quelle
[ ] Dukes of Hazzard . . . . . Atari
[ ] Dumbo's Flying Circus . . . . . Atari
[ ] Eishockey-Fieber . . . . . StarSoft
[ ] Eli's Ladder . . . . . Simage
[ ] Enduro . . . . . Salu
[ ] Enduro . . . . . Taiwan D
[ ] Exocet . . . . . Panda
[ ] Exocet . . . . . Sancho
[ ] Fancy Car . . . . . Taiwan D
[ ] Farmyard Fun . . . . . ???
[ ] Fatal Run . . . . . Atari
[ ] Fighter Pilot . . . . . Activision
[ ] Fire Bug . . . . . Emag
[ ] Fire Burg . . . . . Taiwan D
[ ] Fire Spinner . . . . . Emag
[ ] Flying Saucer . . . . . ???
[ ] Foot Ball . . . . . Taiwan C
[ ] Forest . . . . . Sancho
[ ] Frog Pond . . . . . Atari
[ ] Frogger . . . . . HES
[ ] Frogger . . . . . Taiwan D
[ ] Frogger, The Official . . . . . Starpath
[ ] Front Line . . . . . CBS Games
[ ] Frostbite . . . . . Salu
[ ] Galactic . . . . . SunTek
[ ] Gauntlet . . . . . Answer
[ ] Gefecht Im All . . . . . StarSoft
[ ] Ghostbusters . . . . . HES
[ ] Ghostbusters II . . . . . Salu
[ ] Ghost Manor . . . . . Xonox
[ ] Gigolo . . . . . Mystique
[ ] Glacier Patrol . . . . . Sunrise
[ ] Glib . . . . . Selchow&Richter
[ ] Glutton . . . . . Taiwan D
[ ] Go For Gold Pak . . . . . HES
[ ] Gravitar, silver label . . . . . Atari
[ ] Great Escape . . . . . Bomb
[ ] Great Escape/Wall Defender . . . . . Bomb
[ ] Guardian . . . . . Apollo
[ ] H.E.R.O. . . . . Salu
[ ] Harbor Escape . . . . . Panda
[ ] Hey! Stop! . . . . . Rainbow Vision

[ ] Hole Hunter . . . . . ???
[ ] Holey Moley . . . . . Atari
[ ] Hot Action Pak: Ghostbusters/Tennis/Plaque Attack/R Raid . HES
[ ] I Want My Mommy . . . . . Zimag
[ ] IQ 180 . . . . . Homevision
[ ] Ikari Warriors . . . . . Atari
[ ] Immies and Aggies . . . . . Emag
[ ] Impossible Game, The . . . . . Telesys
[ ] International Soccer . . . . . Telegames
[ ] Jawbreaker . . . . . Tigervision
[ ] Jump Ice . . . . . Taiwan D
[ ] Jumping Jack . . . . . Dynamics
[ ] Jungle Fever . . . . . Mystique
[ ] Kampf Im Asteroiden-GFCrtel . . . . . StarSoft
[ ] Kara Sea . . . . . Taiwan C
[ ] Karate . . . . . Ultravision
[ ] Keystone Kapers . . . . . HES
[ ] Keystone Kapers . . . . . Salu
[ ] Killer Satellites . . . . . Star Path
[ ] King Author . . . . . Rainbow Vision
[ ] King Kong . . . . . Tigervision
[ ] Knight on the Town/Jungle Fever . . . . . Playaround
[ ] Kung Fu Master . . . . . Salu
[ ] Labyrinth . . . . . Quelle
[ ] Landung In Der Normandie . . . . . StarSoft
[ ] Lochjaw . . . . . Apollo
[ ] London Blitz . . . . . Avalon Hill
[ ] Lost Luggage (Blue Label) . . . . . Apollo
[ ] MagiCard . . . . . CommaVid
[ ] Magic Puzzle . . . . . HomeVision
[ ] Malagai . . . . . Answer
[ ] Mangia . . . . . Spectravision
[ ] Marauder . . . . . Tigervision
[ ] Mariana . . . . . Rainbow Vision
[ ] Marine Wars . . . . . Konami
[ ] Marine Wars . . . . . Gakken
[ ] Master Builder . . . . . Quelle
[ ] Master Builder . . . . . Spectravision
[ ] Maze Craze . . . . . Taiwan D
[ ] Maze Mania . . . . . Sears
[ ] Mega Fun Pak: Pac-Man/Planet Patrol/Skeet Shoot/Gorf . . . HES
[ ] Mines of Minos . . . . . CommaVid
[ ] Missile Control . . . . . Video Gems
[ ] Mission 3000 . . . . . Puzzy/Bit
[ ] Mission Survive . . . . . Video Gems
[ ] Monster Cise . . . . . Atari
[ ] Moonsweeper . . . . . Activision
[ ] Moonsweeper . . . . . Salu
[ ] Motocross . . . . . StarSoft
[ ] Motocross Racer . . . . . Xonox

[ ] Motorodeo . . . . . Atari
[ ] Mouse Trap . . . . . CBS Games
[ ] Mr. Do! . . . . . CBS Games
[ ] Mr. Gobbler . . . . . Taiwan D
[ ] Mr. Postman . . . . . Brasar
[ ] Mr. Postman . . . . . Puzzy/Bit
[ ] Mr. Postman . . . . . Taiwan D
[ ] Mr. T . . . . . StarSoft
[ ] Music Machine, The . . . . . Sparrow
[ ] My Golf . . . . . Salu
[ ] My Way . . . . . Quelle
[ ] My Way . . . . . Taiwan D
[ ] Mysterio Azteca/Agente Super . . . . . HAL
[ ] Mysterious Thief, A . . . . . Emag
[ ] Netmaker . . . . . Rainbow Vision
[ ] Night Stalker . . . . . Telegames
[ ] Nightmare . . . . . Sancho
[ ] Nightmare Manor . . . . . Atari
[ ] Nuts . . . . . Techovision
[ ] Obelix . . . . . Atari
[ ] Octopus . . . . . US Games
[ ] Off Your Rocker . . . . . Amiga
[ ] Open, Sesame! . . . . . Goliath
[ ] Open, Sesame! . . . . . Puzzy/Bit
[ ] Out of Control . . . . . Avalon Hill
[ ] Pac-Kong . . . . . Rainbow Vision
[ ] Pac-Kong . . . . . StarSoft
[ ] Panda Chase . . . . . HomeVision
[ ] Parachute . . . . . HomeVision
[ ] Paris Attack . . . . . Taiwan C
[ ] Party Mix . . . . . Starpath
[ ] Peek-A-Boo . . . . . Atari
[ ] Pele's Championship Soccer . . . . . Atari
[ ] Pele's Soccer . . . . . Taiwan A
[ ] Phantom Tank . . . . . Goliath
[ ] Pharoah's Curse . . . . . Technovision
[ ] Philly Flasher/Cathouse Blues . . . . . Playaround
[ ] Pick 'N Pile . . . . . Salu
[ ] Pigs 'N Wolf . . . . . HES
[ ] Pink Panther . . . . . Probe 2000
[ ] Pitfall! . . . . . Salu
[ ] Pitfall! . . . . . Taiwan D
[ ] Pitfall/Super Invaders . . . . . Taiwan D
[ ] Plate Mania . . . . . HomeVision
[ ] Polaris . . . . . Tigervision
[ ] Polo . . . . . Atari
[ ] Pooyan . . . . . Gakken
[ ] Pooyan . . . . . Quelle
[ ] Popeye . . . . . Taiwan A
[ ] Puzzled World . . . . . Taiwan D

[ ] Pyramid War . . . . . Quelle
[ ] Pyramid War . . . . . SunTek
[ ] Q*bert's Qubes . . . . . Parker Bros
[ ] Quadrun . . . . . Atari
[ ] Quest for Quintana Roo . . . . . Sunrise
[ ] Rabbit Transit . . . . . Starpath
[ ] Racing Pak: Indy 500/Driving Controller/Street Racer . . . Atari
[ ] Rad Action Pak: Kung-Fu /Frostbite/Freeway/Chopper Command HES
[ ] Raiders Lost Ark . . . . . Atari
[ ] Ram It . . . . . Telesys
[ ] Rambasen Attacke . . . . . StarSoft
[ ] Rampage . . . . . Salu
[ ] Raumpatrouille . . . . . StarSoft
[ ] Realsports Volleyball . . . . . Taiwan D
[ ] River Patrol . . . . . Tigervision
[ ] River Raid . . . . . Taiwan D
[ ] River Raid II . . . . . HES
[ ] River Raid II . . . . . Salu
[ ] Robin Hood . . . . . StarSoft
[ ] Robin Hood . . . . . Xonox
[ ] Roc N Rope . . . . . CBS Games
[ ] Room of Doom . . . . . CommaVid
[ ] Rubik's Cube . . . . . Atari
[ ] Rush Hour . . . . . CommaVid
[ ] S.O.S. . . . . Taiwan C
[ ] Save Our Ship . . . . . Technovision
[ ] Scuba Diver . . . . . Panda
[ ] Sea Hawk . . . . . Panda
[ ] Sea Hawk . . . . . Sancho
[ ] See Monster . . . . . Quelle
[ ] SeeSaw . . . . . Taiwan A
[ ] Sentinel . . . . . Atari
[ ] Serpents . . . . . Taiwan C
[ ] Shootin' Gallery . . . . . Imagic
[ ] Shooting Arcade . . . . . Atari
[ ] Signal Tracing Cartridge . . . . . Atari
[ ] Sinistar . . . . . Atari
[ ] Sir Lancelot . . . . . Xonox
[ ] Skate Boardin' . . . . . Activision
[ ] Ski Hunt . . . . . RJPG
[ ] Ski Run . . . . . Taiwan C
[ ] Skin Diver . . . . . Sancho
[ ] Sky Alien . . . . . HomeVision
[ ] Sky Scraper . . . . . Taiwan C
[ ] Slock . . . . . Taiwan B
[ ] Smash Hit Pak: Frogger/Stampede/Seaquest/Skiing . . . . . HES
[ ] Smurf: Rescue in Gargamel's Castle . . . . . CBS Games
[ ] Smurfs Save the Day . . . . . Coleco
[ ] Snail Against Squirrel . . . . . Puzzy/Bit
[ ] Sneak Attack . . . . . Taiwan D

[ ] Snowplow . . . . . Sunrise
[ ] Space Canyon . . . . . Panda
[ ] Space Chase, "monogrammed" . . . . . Apollo
[ ] Space Monster . . . . . Funvision
[ ] Space Robot . . . . . Dimax
[ ] Space Tunnel . . . . . ???
[ ] Spider . . . . . Taiwan A
[ ] Spider Kong . . . . . Ultravision
[ ] Spike's Peak . . . . . Xonox
[ ] Sports Action Pak: Enduro/Ice Hockey/Fish Derby/Dragster . HES
[ ] Springer . . . . . Tigervision
[ ] Spy Hunter . . . . . Sega
[ ] Star Gunner . . . . . Telesys
[ ] Star Warrior . . . . . HES
[ ] Steeplechase . . . . . Video Gems
[ ] Strategy X . . . . . Gakken
[ ] Strategy X . . . . . Konami
[ ] Stronghold . . . . . CommaVid
[ ] Stuntman . . . . . Panda
[ ] Subterranea . . . . . Imagic
[ ] Summer Games . . . . . HES
[ ] Super Action Pak: Pitfall/Gr Prix/Laser Blast/Barnstorming HES
[ ] Super Challenge Baseball . . . . . Telegames
[ ] Super Challenge Football . . . . . Telegames
[ ] Super Hit Pak: R Raid/G Prix/Fish Derby/Sky Jinks/Checkers HES
[ ] Super Ray . . . . . ???
[ ] Surfer's Paradise . . . . . Video Gems
[ ] Survival Island . . . . . Starpath
[ ] Sword of Saros . . . . . Starpath
[ ] Tank Brigade . . . . . Panda
[ ] Tanks But No Tanks . . . . . Zimag
[ ] Tapper . . . . . Sega
[ ] Tennis . . . . . Salu
[ ] Tennis . . . . . Taiwan D
[ ] Texas Chainsaw Massacre . . . . . Wizard Video
[ ] Title Match Pro Wrestling . . . . . Activision
[ ] Tomarc the Barbarian . . . . . Xonox
[ ] Tomboy . . . . . SunTek
[ ] Tomcat F-14 . . . . . Activision
[ ] Tomcat F-14 Simulator . . . . . Salu
[ ] Tooth Protectors . . . . . DSD/Camelot
[ ] Top Gun . . . . . Quelle
[ ] Traffic . . . . . RJPG
[ ] Treasure Below . . . . . Video Gems
[ ] Tuby Bird . . . . . Rainbow Vision
[ ] Ungeheuer Der Tiefe . . . . . StarSoft
[ ] Up N Down . . . . . Sega
[ ] Venture . . . . . CBS Games
[ ] Video Jogger . . . . . Exus
[ ] Video Life . . . . . CommaVid

[ ] Video Reflex . . . . . Exus
[ ] Vulture Attack . . . . . K-Tel Vision
[ ] Wachroboter Jagt Jupy . . . . . StarSoft
[ ] Wall Ball . . . . . Avalon Hill
[ ] Wall Defender . . . . . Bomb
[ ] Wall Defender . . . . . HES
[ ] Westward Ho/General Re-Treat . . . . . Playaround
[ ] Wing War . . . . . Imagic
[ ] Winter Games . . . . . Salu
[ ] World End . . . . . HomeVision
[ ] World End . . . . . Taiwan A
[ ] X-Man . . . . . Universal Gamex
[ ] Xevious . . . . . Atari
[ ] Z-Tack . . . . . Bomb
[ ] Zaxxon . . . . . CBS Games
[ ] Zoo Fun . . . . . HomeVision

[ ] 128 in 1 System . . . . . Taiwan D
[ ] Columbia Home Arcade . . . . . CBS Games
[ ] CompuMate . . . . . Spectravideo
[ ] Copy Cart SET . . . . . Vidco
[ ] Copy Cart . . . . . Vidco
[ ] Cosmic Command Controller Packaged with Survival Run . . Milton Bradley
[ ] Flight Commander Controller Packaged with Spitffire Attack Milton Bradley
[ ] Foot Craz Controller Packaged with Video Jogger and Video life Exus
[ ] GameLine Master Module CVC
[ ] Game Selex . . . . . Starplex
[ ] Goliath Game System . . . . . Goliath
[ ] Kid Vid Controller . . . . . Coleco
[ ] Personal Game Programmer 1 . . . . . Answer
[ ] Sears Telegames Arcade II . . . . . Sears

End of Want List

4434. atr8000

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-27 00:00:00 UTC
From: sup8pdct@brisnet.org.au
Message-ID: <4br992$k8n@gateway1.brisnet.org.au>
Source record: 86764

Help. i need the rom code for the atr8000. mine has died and i need to burn a new one
Can any body help?? You can uuencode to me if you like.

MANY Thanks in advance

4435. Re: 1400 and 1450?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-27 00:00:00 UTC
From: p_keller@conan.ids.net
Message-ID: <4bqgad$lg8@paperboy.ids.net>
Source record: 86848

Glenn Saunders (krishna@primenet.com) wrote:
: They were, however, the
: best overall 8-bit from the factory in that they had the best keyboard
No way! The 400 had absolutely the coolest keyboard! Remember, the membrane
one?! (~:|

--
- Peter Keller -
p_keller@conan.ids.net

4436. Re: Help w/BobTerm file transfers...

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-27 00:00:00 UTC
From: rwilmott@mars.superlink.net
Message-ID: <rwilmott-2612952123160001@p11.superlink.net>
Source record: 86849

> Hi everyone... Ok, I know this is a VVVFAQ (Very Very Very Frequently
> Asked Question 8-), but can somebody tell me how to get XModem or YModem
> transfers to work between BobTerm 1.2 and my Unix host?
>

Had this trouble a couple months back when trying to use my unix account
to get files transferred to my Mac for use with Rainbow. Unfortunately, I
don't recall the *exact* solution. But I did have problems as you describe
when trying to send a single file at a time using xmodem. I know the
solution involved using "Y-modem (Batch)" on Bobterm's end; I forget the
proper accompanying unix syntax ("rx -k *" ?). Anyway, it did finally
work.

-Ray

4437. Re: Favorite Synapse Games

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-27 00:00:00 UTC
From: rwilmott@mars.superlink.net
Message-ID: <rwilmott-2612952126110001@p11.superlink.net>
Source record: 86850

In article <4bikpe$lbp@news.rain.org>, glenng@rain.org (Glenn Gabrielson) wrote:

> Does anyone remember their favorite games from Synapse? The ones
> I loved were Drelbs, Picnic Parinonia, Shamus 1 and 2, Salmon Run, and
> most of all Alley Cat.

2 questions :

Did anyone ever beat Necromancer? (what's the ending like?)

Has anyone gotten Shamus to work with Rainbow? (it's one of the few that
locks up on me)

4438. Re: Favorite Synapse Games

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-27 00:00:00 UTC
From: hog@aqu.bekkoame.or.jp
Message-ID: <19951227.86326E8.849A@aqu.bekkoame.or.jp>
Source record: 86851

In article <4bn3ut$j4d@nkosi.well.com> sunspot@well.com (Dan Flanery) writes:

> >What ended up happening to them?
>
> They were bought by Broderbund back around 1987. Too bad, really,
> since Broderbund never released any titles which were half as
> inventive as, say, Alley Cat. I'd love to see a CD-ROM version of
> that game - the graphics and sound could be hysterical.

My copy of Alley Cat has just died on me :(((Does anyone know of a
shop that still has one in stock?

Anyways, another favorite of mine is Necromancer. I'd go as far as to
say that Bill Williams is the best "one-man-show" coder... I wonder
what he is doing nowadays.
--
// }{idehiko ()gata "Reality is just what we tell each other it is."
\X/ /\miga /\rtist - In the Mouth of Madness

4439. Re: hard drive duplicates

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-27 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DK8G55.4BF@iglou.com>
Source record: 86852

```
In article <4boeu4$s54@pioneer.nevada.edu>,
DEBORAH COOLEY <cooley@nevada.edu> wrote:
>hello all. tryin to clean up my hard drive. i have some files that are
>on there multiple times. need to trash them. not important files..just
>some text ones. any program for Atari that would do the trick of
>comparing drives and stripping the files that are duplicated? pease
>reaply..thanks
>
Are you using Spartados or Mydos? If you're using TOS, you're in the
wrong newsgroup (go to comp.sys.atari.st).

--
"Oh various day! Cartoon! Cathay!"
```

4440. Re: where to get .XFD files

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-27 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.951227094025.25518A-100000@moose.erie.net>
Source record: 86853

On 23 Dec 1995, James Bradford wrote:

> In <4asmmm$1tb@nuke.csu.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes:
> >No no no!!! Darek! Don't tell me the Pool DIsk CD is full of XFD's!!!!
> >
> True it has got XFD's. But it also has the same files as ATR's as well. Also heaps of other stuff for
> pc and some for st for the 8bit eg xformer, sio2pc ape etc.
> There is also over 700 ams files on it as well........

Where can I get the Pool Disk CD?

4441. Re: SpartaRead

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-27 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4bs41q$cl@nntp3.news.primenet.com>
Source record: 86854

In article <4bqir8$vt0@pioneer.nevada.edu>,
DEBORAH COOLEY <cooley@nevada.edu> wrote:
>so what you are saying is that when i take the file that is perfect on my
>atari, transfer it to my pc using SR, then SR changes it to atascii format?

No, the file is perfect after you transfer it to the PC using SR. The
problem is that the PC and the Atari interpret characters in a slightly
different manner. More specifically, the character the Atari uses to
represent a carraige return happens to look like a 'cents' sign on the PC.
So, what you have to do is run the file through a program that will take
these sorts of differences between the Atari and the PC and make the
appropriate conversions.

--

Oscar Fowler
oscar@primenet.com | oscar@cs.arizona.edu | oscar@rightfax.com
http://www.primenet.com/~oscar

4442. 400/800 to XL/XE Translator

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-27 00:00:00 UTC
From: msaurman@legend.akron.oh.us
Message-ID: <msaurman.2lzz@legend.akron.oh.us>
Source record: 86855

Could someone by chance give me a 400/800 to XL/XE Translator disk? I accedentally screwed mine up and now I can't run half my programs!! :(I'll pay for postage if you want me to. Thanks!

---Mark

4443. Re: WTB: All old Video games

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-28 00:00:00 UTC
From: jrm8248@cc.utah.edu
Message-ID: <4bstof$2mc@news.cc.utah.edu>
Source record: 86765

```
Clay Cowgill (clay@supra.com) wrote:
: In article <4bhi8h$k@news.cc.utah.edu>
: jrm8248@cc.utah.edu (J Manazer) writes:
:
: >: Vectrx MACHINE $20.00
: >: Chase the ChuckWagon $25
: >
: > Why do I have the feeling that this is gonna get flamed?
:
: Probably 'cause carts like Chase the Chuckwagon can fetch upwards of
: $125 in any condition and Vectrex machines generally run upwards of
: $100, for example. :-) I got a smile out of it anyway... Hell, I'll
: pay *$25* for Vectrex machines... *grin*
:
He did say that he would pay $1.00 and up for atari carts...so I have
about 2000 combats that I could sell him...
```

4444. Re: .ATR / .XFD file format

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-28 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <DKA3MH.on@freenet.carleton.ca>
Source record: 86766

Keith Hyer (keithyer@IntNet.net) writes:
> Does anyone here know how these files are encoded? I know this much:
> The 8-bit stores data using the one's compliment. Ie. in binary 1=0,
> 0=1.

It may be stored by the disk drive that way, but it is delivered as
normal readable data to the SIO device. Basically just the data you
want stored sent in sector sized, CRC checked chunks.

> I know that one of these formats is a raw dump, and the other has a
> header. (16 or 12 bytes, I believe)-How is that header constructed?

The .XFD format has no identifier or format data, its just a raw blob of
sectors. The .ATR format does have a 16 byte header that in a rather
bizzare way describes the size for the disk. Its documented in the
SIO2PC.ZIP archive.

The .PRO images Ive designed use much more extensive tagging information,
and I may make the specs for it public in the next release of APE.

> What I'm looking for is this: Does the .ATR/.XFD format (the raw dump)
> get converted (one's compliment) or no?

No, the .ATR and .XFD format store data as it is delivered to the SIO devices,
in its 'natural' 8 bit form.

> Are the sectors written in "natural" order?

Depends on what you mean by this. In .XFD and .ATR files they are stored
sequentially 1-720 (or higher). The .PRO format allows for the sectors
to be stored pretty much anywhere in the image.

> Would some kind and gracious soul be so generous as to mail me dcmtoatr
> dsktoatr (I think those are the filenames).

APE (http://www.nacs.net/~classics) has a built in DCM->ATR converter, but
the other tools are available by gopher @ gopher://gopherblue.umich.edu
in the Software Archives/Atari/8Bit section.

Steve

4445. Re: where to get .XFD files

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-28 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <DKA3pt.up@freenet.carleton.ca>
Source record: 86767

Dennis McGuire (mcguired@moose.erie.net) writes:
> On 23 Dec 1995, James Bradford wrote:
>
>> In <4asmmm$1tb@nuke.csu.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes:
>> >No no no!!! Darek! Don't tell me the Pool DIsk CD is full of XFD's!!!!
>> >
>> True it has got XFD's. But it also has the same files as ATR's as well. Also heaps of other stuff for
>> pc and some for st for the 8bit eg xformer, sio2pc ape etc.
>> There is also over 700 ams files on it as well........
>
>
> Where can I get the Pool Disk CD?

*** Area: COMP.SYS.ATARI.8BIT Date: 2 Nov 95 2:49:53
*** From: "ernest.r.schreurs"
*** To : All
*** Subj: 2000 ATR PD/Shareware images for use w

From: "Ernest.R.Schreurs" <ernest@pi.net>

We are happy to announce the availability of the "POOLDISK" CD-rom
for the Atari XL/XE computer. This CD contains the contents of
over 2000 diskettes. Everything is stored in the ATR format as used
by SIO2PC and APE. This is also compatible with the format used by
the Xformer. There are some 250 Megabytes of ATR images on the CD.
To accomodate the Atari ST users, all images are also stored in the
XFD format as used by the ST-Xformer. This occupies another 250 Mb.
These disks include over 250 diskettes from ABBUC, and over 330 from
the BELLCOM PD library. There are also lots of disks from usergroups,
magazines and disk magazines. The Umich.edu 8-bit archive has also
been converted to the ATR format and is now stored in over 500 disk
image files. There are also some files not in ATR format on the disk,
for those that want to try and write an ISO-9660 driver for the XL/XE.
Until someone manages that, you need a PC or an Atari ST to act as
a server for your Classic Atari, or one of the emulators. The
remaining 100 meg of the CD is filled with 165 pictures from various
Atari 8-bit systems and peripherals. This CD is now available from us
for US $ 35, which includes shipping by the cheapest possible rate,
which may take over two weeks. Send a check drawn on an US bank to:
Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
Make checks payable to Ernest R. Schreurs. Do not fotget to mention

the mailing address, so we know where to send the CD to.
If you cannot send a check, US $ 35 in cash is acceptable too, but then
it is your own risk. If the money does not arrive, we will not know
that you sent any. If the check or the money gets here, we will ship
the CD as soon as possible. A few notes: some of the disks are in
German, Polish or Dutch. As far as we know, everything on the disk is
Public Domain or Shareware, except for the Pokey Magazines and the
Mega-Magazines, which are on the CD by permission, and are restricted
from further copying. You are responsible for whatever is copied off
the CD, if we accidentally placed anything on the CD that is not PD.
If the Jewel box cracks during shipping, this is your own risk. After
all, a new one costs under $1.
If you have any questions, send an E-mail to ernest@pi.net

END of message...

I hope this will help you....

_
/_) |/
/_)ernard |\ok ////
(o o)
+-------------------------oOO--(_)--OOo-------------------------+
| PMN : 17:200/100.3 DAN : 55:100/121.3 WARP : 137:8/103.3 |
| NLA : 14:102/100.3 GFX : 98:101/100.3 FIDO : 2:280/315.3 |
| ERO : 68:311/416.3 AMY : 39:150/200.3 AGA : 171:103/200.3 |
| Internet : bernard@twilight.xs4all.nl |
+---+
.---.
| -=> The TWiLiGHT Zone BBS <=- -=> +31-(0)-20-6764584 <=- -=> 24 Hrs <=- |
| -=> Modules Heaven! <=- -=> 9600 to 14400 Baud <=- -=> /\MIG/\ Only <=- |
`---'
-- Via Xenolink 1.97, XenolinkUUCP 1.1

4446. Re: .ATR / .XFD file format

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-28 00:00:00 UTC
From: cmwagner@gate.net
Message-ID: <4btnt2$1d34@seminole.gate.net>
Source record: 86768

In article <4bpcc7$oh4@mercury.IntNet.net>,
Keith Hyer <keithyer@IntNet.net> wrote:
>Does anyone here know how these files are encoded? I know this much:
>The 8-bit stores data using the one's compliment. Ie. in binary 1=0,
>0=1. I know that one of these formats is a raw dump, and the other has a
>header. (16 or 12 bytes, I believe)-How is that header constructed?

One's compliment is at the MFM encoding level, ATR has a 16-byte header.

>What I'm looking for is this: Does the .ATR/.XFD format (the raw dump)
>get converted (one's compliment) or no? Are the sectors written in
>"natural" order?

Nothing is encoded in MFM format, they are at the natural binary format,
decoded as you would see them via a sector editor.

>Would some kind and gracious soul be so generous as to mail me dcmtoatr
>dsktoatr (I think those are the filenames).

DSKTOATR, afaik, does not have the source code available. But DCMTOATR,
since it is available for Unix, Mac, and the PC, does have the source
code available, you can ftp from ftp.gate.net and look in
/pub/users/cmwagner/dcmtoatr and you will find the source code to dcmtoatr
and other utilities, another place to hunt is Preston Crow's ftp site,
ftp.cs.dartmouth.edu and look in /pub/crow/atari, there you will find
the latest versions to binload and atr2unix (both for PC and Unix), and you
should also find those two on my ftp site.

If you have any question drop me a line, I will try and help.
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

4447. Re: MYCOPIER? Where?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-28 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4bu4n2$4qo@news.tcd.net>
Source record: 86769

I am setting up a CD-Rom, and saw the MYCOPIER on one of the
disks. The CD-Rom should be available soon.

4448. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-28 00:00:00 UTC
From: Depeche <depeche@rtd.com>
Message-ID: <DK9u7u.MKr@ncrcae.ColumbiaSC.ATTGIS.COM>
Source record: 86770

Arguing about whether or not copying old Atari software,
especially from companies that no longer exist, is complete and
utter CRAP!

When you can buy a CD/Tape with all of Mozarts songs on them,
and anybody can produce a CD with practically any Bach, Mozart,
etc... They're DEAD. They got to be as appreciated in life for
their music as they could possibly be.

Same with old Atari software. The original companies either no
longer exist (Datasoft), or are completely in different markets
now anyway (Electronic Arts, Atari)... Hopefully, Philip Price
(whom I worship the bytes and ground that man walked on) got his
due from AR:The City and AR:The Dungeon. It's unfortunate that
no more were ever produced, and it's strange how so many of us
played AR years ago, but still love that old game today. I
highly doubt there is suddenly going to become a HUGE
underground market for Pirated Copies of AR, and most of us who
DO own a legitimate copy wouldn't be able to get it running with
XFormer on our monster PCs unless we actually HAD a "cracked"
copy of AR in the first place.

(I wouldn't even know where to start trying to get it from my
original disks to my 486 anyway.)

At any rate, Philip Price, who has been seen around this
newsgroups, probably still swells with pride at all the people
who did play AR, and loved AR years ago.. and still do today.
(Especially considering that electronic games pre '86 or so were
suffering from the coorporate "We will have no programmers names
mentioned with this game" idea. It was neat to be able to see
who the game could most be attributed to. :)

So, if anybody did have a working copy of AR that would work on
XFormer, I'd like to be able to run it myself. (The IBM version
of AR just doesn't do AR justice..) (Or Rainbow, or whatever.)
(Old Atari died a horrible death, BTW..)

Dep

>==========Ray Wilmott, 12/21/95==========
>In article <4b8f8l$t46@news1.halcyon.com>,
>brasoft@coho.halcyon.com (Darek
>Mihocka) wrote:
>> JESUS H. CHRIST PEOPLE!!!!! A few weeks ago I made an off the cuff
>> remark about how Atari users were pirates....

>>[etc]
>>And the rest of you sit by and tolerate it instead of putting
>an end to it.
>
>No, I'm not looking to start a flame war, but this just made me
wonder...
>Put an end to what? As a former Atari 8-bitter, I ask - are there any
>producers of commercial Atari 8-bit products left? I would
>imagine they're
>all gone by now. In 1990, when I put my Atari aside, the only I knew of
>were a very few in Europe; and 3 or 4 mail-order suppliers of imports,
>used/refurbished/excess inventory stuff (ie - B&C, Toad...that's all I
>can recall). While I am currently against rampant piracy of currently
>available titles, what the heck difference can it possibly make anymore
>if people trade old Atari programs that haven't been on the market for
>10 years? Again, I'm not looking for flames - I'm asking in a
>serious tone.
>
>
>> everyone is back to bitching about PC Xformer and telling me
>> how they could all do a better job (ok folks, I challenge anyone to
>> write a better Atari 8-bit emulator)
>
>I think someone did. It's called Rainbow, and there's *very* few
>things I've
>found so far that won't work with it. (True, some have choppy
>sound, and it
>doesn't run so great on slow machines; but you can play stuff
>like Alternate
>Reality just fine on it...provided you have a cracked copy, of
course :-)
>
>-Ray

4449. Re: #atari8 reminder

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-28 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <Lqp4wksjYpac088yn@IBM.NET>
Source record: 86771

In article <4bskfv$klg@news.infi.net>, joneil@infi.net (John O'Neil) wrote:
>snyder10@rs1.tcs.tulane.edu (Mike Todd) wrote:
>>What really needs to happen is a date and time need to be set... Right not
>>folks just pop in, see no one's at home and log out. It's been fun in
>>the past, we just need to get a good group together.
>
>>Mike
>I second that motion! Let's hear some ideas on a good meeting time.
>My vote is for Saturday afternoons around 2 pm or maybe Sunday
>evenings around 8 pm. Just my 2 cents.

But at 8 pm on Sunday is the Simpsons!! How about 9 pm on Sundays? (I
can't really do IRC until our local internet provider get's hooked up,
and that won't be until January 15th.)

--

Ryan 'Gozar' Collins rlcolli@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

4450. Re: #atari8 reminder

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-28 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4bucc7$j65@charm.magnus.acs.ohio-state.edu>
Source record: 86772

In article <Lqp4wksjYpac088yn@ibm.net>,
Ryan 'Gozar' Collins <RLCOLLI@IBM.NET> wrote:
>In article <4bskfv$klg@news.infi.net>, joneil@infi.net (John O'Neil) wrote:
>>My vote is for Saturday afternoons around 2 pm or maybe Sunday
>>evenings around 8 pm. Just my 2 cents.
>
>But at 8 pm on Sunday is the Simpsons!! How about 9 pm on Sundays? (I

Two words: time zones.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

4451. Re: #atari8 reminder

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-28 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4bu294$3ol@news.xmission.com>
Source record: 86773

John O'Neil (joneil@infi.net) wrote:

: I second that motion! Let's hear some ideas on a good meeting time.
: My vote is for Saturday afternoons around 2 pm or maybe Sunday
: evenings around 8 pm. Just my 2 cents.
:

I vote for Sundays around 8:00pm MST or 6:00pm EST

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

4452. Re: Black Box and ZIP Drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-28 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <4buk67$5pt@ns.mcs.kent.edu>
Source record: 86774

drake thomas (phd posi) (tdrake1@umbc.edu) wrote:
: Anybody tried out their Black Box with the SCSI version of the Iomega
: 100Meg ZIP Drive?

If you check out the Iomega ZIP Drive FAQ, you'll see that
there are some people out there who do have the ZIP Drive working
perfectly fine with their Atari 8bit.
I dont remember the exact URL, but its listed in my hotlinks
off my main homepage, http://nimitz.mcs.kent.edu/~clisowsk, with my
8Bit page at http://nimitz.mcs.kent.edu/~clisowsk/8bit.html.

--Craig
--
"We the willing, lead by the ungrateful, are doing the impossible with nothing.
We have done so much, with so little, for so long that we are now qualified to
do anything with nothing."

4453. WTB: XF551

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-28 00:00:00 UTC
From: kdegroff@rainbow.rmii.com
Message-ID: <4bv3n5$1se@natasha.rmii.com>
Source record: 86775

Anybody out there want to get rid of an XF551? Mine died and I need another one. Please reply via e-mail.

Thank,
Kent

--

4454. A message to OS/DOSdevelopers

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-28 00:00:00 UTC
From: CONRADUS@plearn.edu.pl
Message-ID: <951227.183659.CET.CONRADUS@PLEARN.EDU.PL>
Source record: 86776

A message to Operating Systems/Disk Operating Systems developers.

Dear developer!

We are pleased to present you a preliminary document about our IDE hard drive interface for Atari 130XE (and compatible) computers. As existing Disk Operating Systems aren't able to use all the capabilities we provided, we are kindly asking you to upgrade the latest versions of your work and implement the specific IDE features, those have been described below. The four general problems we found trying to use any of the existing DOSes, are as follows:

1) All DOSes we tested, i.e. SpartaDOS 3.2g, SpartaDOS X 4.20, MyDOS 4.53 and BWDOS 1.10, when they have been executed, seem to force the DUNIT (0301) value to 01. Such action is not necessary, because the DUNIT is already set by the XL OS's RESET routines, and is obnoxious, because, as a result, the DOS is unable to read its config files, when the system has been started from a partition other, than D1:.
2) All the DOSes we tested are unable to read/write 512-byte sectors, so they are unable to work in the IDE native mode (see below). The interface provides the emulation mode to handle 256-byte sector operations, but, as a result, the drive is unable to reach its full speed. Especially any writes to the hard drive are very slow. The implementation of the 512 byte allocation units may also be profitable in the future, if we decide to add support for DMA transfers.
3) All the DOSes we tested are unable to handle big partitions (i.e. over 16 MB limit). The implementation of the 512 byte allocation units may solve this problem in a part (the limit would be 32 MB per partition then), but, if you decide to implement big partitions handling, we advise you to consider about using the 23-bit sector addressing in conjuntion with the larger allocation units (see below for details).
4) All the DOSes we tested are unable to handle disks D10-D15.

Operating Systems developers please note, that there is no necessity to set the DUNIT value in the OS BOOT routine, as the DUNIT is already set by previous RESET routines.

We hope, that you will take these problems into consideration, decide to support the features described below and don't hesitate to send us your comments, if any.

Regards

Konrad Kokoszkiewicz
E-mail: conradus@plearn.edu.pl
S-mail: ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
POLAND

***

IDE Hard Drive Interface v.1.0 - a preliminary document

Copyright (c) 1995-1996 by Jacek Zuk and Konrad Kokoszkiewicz

Made in Poland

***

The IDE package contains:

1) the IDE interface
2) a power supply
3) a cable to connect the interface with a drive
4) utilities disk with MyDOS 4.53
5) this document

Index rerum

I. Introduction
II. Capabilities overview
III. How to make it work (step by step)
IV. Keystrokes
V. Write-protection feature
VI. Executing non-DOS software
VII. Dual drive configuration
VIII. Software development information
IX. Memory usage
X. Error messages

I. Introduction

Seven years ago, when I first heard about hard drives for the Atari 8-bit, a 20 MB SCSI device's price was over 600 USD and, of course, was out of reach for people in a country on the wrong side of the Iron Courtain, where wages were about 20 USD per month. The 1050 floppy drive was a dream - what would I say about the hard one...?

Over the next six years many things have been changed. Among others, the Iron Courtain got rusty, we have started earning more money, got some new Atari computers and, simultaneously, the prices of hard drives have gone down dramatically... and one day I realised, that it is possible to obtain an IDE hard drive for the beloved 8-bit Atari with very reasonable price! But there still was no documentation and the only one, that I knew, was a

theory about writing 'new device' handlers for the XL operating system...

The most important thing on my "way to the hard drive" has happened, when a friend of mine has found a "Technical Reference Manual" for a Caviar WDAC2200. I read this paper very carefully, then went to Jack - a person, who looks to know everything about wires and other strange gadgets, those have been fixed inside and seem to make it work. About a week later Jack said, that there was no objections (contraindications, as we used to say) to build an interface - so the project started.

The last year we spent thinking, talking, building the hardware (Jack), writing the software (me), testing, fixing bugs, catching incompatibilities, and learning, learning, learning. We have discovered a lot of strange things about Ataris and IDE hard drives (some of them have been mentioned below). Finally, we are pleased to present you our results - we tried to make them as professional, as it have been allowed by the limited (2k) ROM space, not very "elastic" operating system and not very great processing power of the Atari 8-bit computer. I hope you will agree, that we did a good job.

II. Capabilities overview

The Interface's internal software provides two modes: native and emulation. The native mode uses a 512 byte physical block as a logical data sector, the emulation mode uses the physical block to store two 256 byte logical data sectors. ALL existing DOSes require the emulation mode to work properly.

Maximum drive capacity: 8388607 physical blocks on each device.
Maximum number of partitions: 15
Maximum capacity of a partition: 8388607 logical sectors
Logical sector length: 256 or 512 bytes (larger blocks will be implemented in the future)
Average speed: 58 kilobytes per second (native mode, R/W)
32 kilobytes per second (emulation mode, reading)
7 kilobytes per second (emulation mode, writing)
Booting from any partition
Write protection capability
8 jumpers to set the device number for the operating system

Note, that ALL existing DOSes limit the partition size to 16 MB.

III. How to make it work (step by step)

1) Make sure, that the power on your computer is turned off.
2) Insert the interface to the connector at the back side of the computer.
3) Connect the interface and a 3,5" IDE drive with the cable. Caution: You may damage the drive if the interface cable is not connected properly. Make sure, that pin 1 on the cable (red line)

is connected to pin 1 on the drive and on the interface (red dot).
4) Connect the power supply and the drive.
5) Insert the utilities disk into drive 1.
6) Turn on the power on the hard drive and on the computer holding down the SHIFT key. Make sure, if the drive is spinning up properly. If not, turn the power off, check the connections and try again. Note, that some very old drives need A LOT of power, so our power supply may not be sufficient.
7) Be patient - the Interface waits some seconds when the drive is spinning up.
8) When the MyDOS is ready to use, execute the FDISK.COM file.
9) A menu should appear. If you see a message like "Device not found" instead, please turn the power off, check the connection between the interface and the computer, then try again. Check the jumper position.
10) Select the "Surface test" from the main menu. Your drive will be tested for bad sectors. If the test finishes without any message, the drive is in good condition - no bad sectors have been found.
11) Select the "Partitioning" from the main menu. "Total" will indicate you total amount of 512 byte sectors, that have been found on the drive, "Remain" - total amount of sectors, that haven't been allocated yet, "Specs" will show a number of cylinders, heads and sectors per track.
12) Use arrows to select a drive you want to be a partition.
13) Press the RETURN key and type in a number of sectors, that you want to be allocated to the partition. Note, that it is a number of real, 512 byte sectors, so if you specify 32767, the DOS partition will have 65534 logical, 256-byte sectors.
14) Press RETURN to confirm the number of sectors or press ESC key to cancel.
15) If you want to have more partitions, repeat the last three steps as many as you want.
16) Press the TAB key and select a partition, that you want to be the BOOT partition. If you are the SpartaDOS X user and you want to have the CONFIG.SYS on the hard drive, the BOOT partition must be D1:, so you should change the physical number of your floppy drive to D2: or another.
17) Press RETURN key to set the BOOT partition.
18) Press the TAB key to move the cursor to the menu at the bottom right corner of the screen.
19) Select the "Opts" option.
20) Select the boot type according to your system configuration:
- "control", if you want to boot up MyDOS (or another DOS) from other partition than D1: The interface will take full control over the boot process.
- "pass", if you want to boot up MyDOS (or another DOS) from D1: The interface will pass the control over the boot process to the operating system. Select this option, if you have any troubles

with the "controlled" boot up - the interface, taking the control over the boot process, uses some hints that may not work with some DOSes, cartridges or upgraded (customized) operating systems. You MUST select this option, if you are the SpartaDOS X user.
21) Press ESC to exit the "Options" menu
22) Select the "Write" option to write the new partition table to the drive.
23) Press ESC to return to the main menu
24) Select the "Soft format" option from the menu. The FDISK will attempt to build new directories on the attached partitions. Note, that the SpartaDOS 3.2 does not provide such action - to do it, you must use a separated formatter, as the P_FORMAT.COM.
25) Exit the FDISK.
26) Write the DOS file(s) to the BOOT partition. If you are the MyDOS user, select the "H" option from the DUP menu. If you are the SpartaDOS 3.2 user, copy the DOS to the BOOT partition and use the BOOT command to make the disk bootable.
27) Press SELECT/RESET to cause the cold boot. The DOS will load itself from the drive - the installation process is completed.

Some IDE drives used to clear the BUSY and assert the READY bits in their internal status registers *before* the spin-up process is finished - the drive looks to be ready, but isn't ready in fact and cannot execute any commands (very strange, by the way...). To prevent such troubles during power up, the internal software waits about 5 seconds before taking any action with the IDE controller. This delay is not necessary during the cold boot, that has been caused by pressing SELECT/RESET or via OS entry RESETCD (�E477). In such case the internal software uses a fast initialization method. However, if you turn the power switch off and on very quickly, the initial routines may not recognize this boot process as a real power up. As a result, the boot process will crash. To prevent such problems, after turning the power off, you should always wait 10-15 seconds before turning it on again. This time should be sufficient to invalidate internal flags, that have been located in RAM.

IV. Keystrokes

SHIFT/RESET disables the drive. The drive will remain spinning, but the partitions will not respond to operating system requests (error 138). To enable it again just press the RESET key. SELECT/RESET forces the cold boot.

V. Write-protection feature

The IDE hard drive interface provides the write-protection feature to minimize a risk of accidental data damage caused by viruses, damaged software or children. When a partition is locked, there's NO POSSIBILITY to write data to this partition or

unlock it by asserting commands, causing a cold boot or turning the power off and on. Damaging a write-protected partition by writing accidental data to random memory locations is also *practically* impossible - the risk is very small.

VI. Executing non-DOS software with the hard drive

Some software, especially games and demos, have their own disk formats and cannot be copied to a partition. However, the IDE software provides limited capabilities to execute such programs.

If you selected the "controlled" hard drive boot when partitioning the drive and your BOOT partition is not the D1:, you may run the non-DOS disk from the floppy drive. To do it, insert the disk into the floppy disk drive then press SELECT and RESET keys holding down the SHIFT key. The internal software of the IDE Interface will pass its initialization routines and your computer will boot up from the floppy. The hard drive will be "invisible" for the system.

If you want to execute such software from the hard drive, you must provide a small partition to use it in such manner. Though the D10-D15 partitions are invisible for existing operating systems and cannot be accessed by DOS, they may be booted as well. When you are partitioning your drive, create a small (up to 520 physical blocks) disk, for example D10:. When you complete the installation and make the drive work, execute the FHCOPY.COM file from the utilities disk, then copy your floppy to the D10:. Now execute the FDISK, select the "Partitioning" option from the main menu, then press the TAB key twice to move the cursor to the menu at the bottom right corner of the screen. Select the "Opts" option, then set the "Drive redirection" to D10:. If the "controlled" boot-up has been selected, you must change it now to the "pass" mode. Write new partition table, exit the FDISK and reboot the system - the non-DOS program will load itself from the hard drive. To return to the previous configuration, insert the utilities disk to your floppy disk drive, reboot the system holding down the SHIFT key, then execute the FDISK, reset the "Drive redirection" to D1: and "Boot type" to its previous state, write the new partition table, exit the FDISK and reboot the system.

VII. Dual drive configuration

The IDE drive interface is able to handle two IDE devices configured as master and slave drives (please refer the drive manual to connect it and set up properly). However, some drives, when they are configured to work as the slave device, used to wait some seconds before they start spinning. For this reason, the Interface DOES NOT INITIALIZE the slave drive during power up or reset. It would make little sense, because the drive is not spinning (i.e. is not ready) at that time. As a result, the slave

drive remains not initialized, even if the boot process has been finished and the system looks to be ready to use.

If the slave drive have finished the spin-up process, there are two ways to make it work properly:
1) assert the ALL RESET command (see next section), or
2) force the system to read a sector from any partition, that have been allocated to the slave drive - if the drive is ready, it will be recalibrated automatically.

Please DO NOT start the operating system from the slave drive partitions.

VIII. Software development information

The IDE drive partitions operate as normal floppy drives or ramdisks and can be accessed via OS DISKINT (�E453) and SIOINT (�E459) routines. All the partitions recognize the following commands:

1) Standard subset

R - read a sector - this command reads a specified logical sector from a specified partition. It reads ALWAYS THE WHOLE LOGICAL SECTOR, i.e. 256 or 512 bytes, according to the current mode and regardless of the DBYT value. The sector number is a 24-bit value, the most significant byte (now called DAUX3) is located at �0307 (this byte was unused by the XL OS). Sector numbers less than �000001 or greater than maximum sector number for the specified partition are invalid and will cause the error 144.

P - put a sector - writes data to a specified logical sector on a specified partition. There are the same restrictions, as mentioned above. This command will return status 144 when attempting to execute on a write-protected partition.

W - write a sector - the same, as "P" command.

S - read status block - transfers the 4-byte disk status to the memory. The bit of the first byte are as follows:
7 - not used by the hard drive
6 - write protection enabled
5 - double density drive (always 1)
4 - master present (usually 1)
3 - slave present
2 - not used by the hard drive
1 - not used by the hard drive
0 - not used be the hard drive
The second byte provides reversed (eor'ed with �FF) value of the IDE controller error register. The bits are as follows:
7 - BBD - Bad block detected
6 - ECC - Error correction code (uncorrectable error)

5 - NUL - unused, always 1
4 - IDNF - ID not found (target sector could not be found)
3 - NUL - unused, always 1
2 - AC - Aborted command
1 - TK0 - Track 0 error (unable to find a valid track 0)
0 - DAMNF - Data address mark not found
The normal (default) value of this byte is $FF. The next byte has a dummy value $E0. The last byte of the status block holds the number of retries for the software IDE handler in ROM.

N - read configuration - reads the 12-byte PERCOM block to the memory. The values returned by a partition are as follows:
0 - number of tracks (always 1)
1 - revision number ($10 = 1.0)
2 - total number of logical sectors, the middle byte
3 - total number of logical sectors, the low byte
4 - total number of logical sectors, the high byte
5 - additional information:
bit 3 - IDE hard drive partition (always 1)
bit 2 - double density drive (always 1)
bit 1 - 8 inch floppy disk drive (always 0)
6 - number of bytes per logical sector, high byte
7 - number of bytes per logical sector, low byte
8 - unused, always $FF
9 - value $49
10 - value $44
11 - value $45
The last three bytes contain an identifier of the hard drive type ("IDE").

2) Specific ones

$E6 - sleep drive - stops the drives and deactivates their internal controllers. See ALL RESET command for the DCB variables details.

$E7 - all reset - resets, recalibrates and reinitializes both hard drives. It is the only way to exit the Sleep mode. This command needs the number of any partition stored to the DUNIT ($0301). The master drive must be present while asserting this command, otherwise the timeout error will occur.

$EC - identify drive - transfers the 512 bytes of data, that specify the drive's parameters. The fields are as follows (F = fixed value, V = variable, R = reserved, should be zero):
0 - vendor specific information, bits are as follows:
15 - 0, reserved for non-magnetic devices (F)
14 - vendor specific (F)
13 - vendor specific (F)
12 - vendor specific (F)
11 - vendor specific (F)

10 - vendor specific (F)
9 - vendor specific (F)
8 - vendor specific (F)
7 - removable media device, if 1 (F)
6 - removable controller and/or device, if 1 (F)
5 - vendor specific (F)
4 - vendor specific (F)
3 - vendor specific (F)
2 - vendor specific (F)
1 - vendor specific (F)
0 - reserved (R)
2 - number of cylinders (F)
4 - reserved (R)
6 - number of heads (F)
8 - vendor specific
10 - vendor specific
12 - number of sectors per track (F)
14 - vendor specific
16 - vendor specific
18 - vendor specific
20-39 - serial number, ASCII characters (F)
40 - vendor specific
42 - vendor specific
44 - number of ECC bytes transferred on LONG operations (F)
46-53 - firmware revision, ASCII characters (F)
54-93 - controller model number, ASCII characters (F)
94 - numbers of sectors/interrupt R/W multiples, bits:
15-8 - vendor specific
7-0 - $00 = READ/WRITE MULTIPLE not implemented (F)
$01-$FF = maximum number of sectors that can be
transferred per interrupt on READ/WRITE MULTIPLE commands (F).
96 - reserved (R)
98 - capabilities, bits:
15 - reserved (R)
14 - reserved (R)
13 - 1 = standard standby timer values are supported
0 = standby timer values are vendor specific (F)
12 - reserved (R)
11 - 1 = IORDY supported (F)
0 = IORDY may be supported (F)
10 - 1 = IORDY can be disabled (F)
9 - 1 = LBA supported (F)
8 - 1 = DMA supported (F)
7-0 - vendor specific (F)
100 - reserved (R)
102 - PIO data transfer cycle timing (F)
104 - DMA data transfer cycle timing (F)
106-511 - reserved
All values are in standard low/high convention. Some parameters

are defined as a string of ASCII characters. For the string "Copyright", the character "C" is the first byte, "o" is the second byte etc. When such fields are transferred, the order of transmission is:
- the 1st character ("C") is on bits 15 through 8 of the 1st word
- the 2nd character ("o") is on bits 7 through 0 of the 1st word
- the 3rd character ("p") is on bits 15 through 8 of the 2nd word
- the 4th character ("y") is on bits 7 through 0 of the 2nd word
etc.
Note, that the DMA transfers, although may be supported by the drive itself, may not be supported by the current version of the interface's hardware. Please also refer the SLEEP DRIVE command to get an information about the DCB variables.

$EE - force media change - forces the interface to re-read the partition table from the drive.

All other commands will cause error 139 (negative acknowledge). Note, that the software does not provide a FORMAT DISK command - it hasn't been implemented to prevent an accidental data damage. The drive must be formatted using a separated program.

Operating system developers should note, that the internal software of the IDE Interface changes the DUNIT ($0301) to the BOOT partition number during boot up.

IX. Memory usage

The Interface's internal software uses the following RAM locations: $01 and $34-$3C. The PDVMSK ($0247), PDVRS ($0248) and DCB variables (especially DAUX3 $0307) should be used only in their proper functions (please DO NOT use them as temporary data registers!). The $0400-$06FF area should also remain intact during the cold boot.

X. Error messages

You can get the following error reports from the IDE drive:

138 - Timeout error - attempting to read or write data to a partition, that is physically allocated to the slave drive, while the slave drive is busy, not ready or does not exist at all; or attempting to assert the ALL RESET command, while the master drive is not present. It may occur, if you accidentally disconnect the master drive or disconnect the slave drive without reconfiguring your system. It may also indicate a damaged partition table - please reboot your system. If this action doesn't cause any effect, you must use the FDISK to repair the partition table. See also section VII. - "Dual drive configuration".

139 - Invalid command

144 - Device done error:
1) the software attempted to write data to a write-protected
partition.
2) the software attempted to read or write data outside of the
limits, those are valid for the partition.
3) there is a bad sector on the partition. Please assert the "S"
command to get the value of the internal IDE error register.
4) the interface's software is unable to handle your drive.
Please run the FDISK and select the "Surface test" from the main
menu. If the test fails and you know, that your drive is in good
condition (no bad blocks) for sure, please assert the IDENTIFY
DRIVE command (from a BASIC, for example), copy the buffer to a
file and send the file to us.

Konrad M.Kokoszkiewicz (KMK)
E-mail: conradus@plearn.edu.pl

** Ea natura multitudinis est:
** aut servit humiliter, aut superbe dominatur. (Livius)
****

4455. Pondering About Max's

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-28 00:00:00 UTC
From: Hidoplog World Wide Web Sheen <hplace@tiac.net>
Message-ID: <4buubv$5uo@sundog.tiac.net>
Source record: 86777

Anyone know anything about the game "Pondering About Max's"? I seem to remember some ads for it in Antic, but I'm not quite sure.

Is it good? Is it smelly? Thanks!

4456. Re: #atari8 reminder

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-28 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <149229@cup.portal.com>
Source record: 86778

James, unless the earth started rotating the other way & I just plain didn't catch it, you should probably just list the one time zone you're in. That or list all 24 <g>.
Rick

4457. Re: #atari8 reminder

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-28 00:00:00 UTC
From: bernard@twilight.xs4all.nl
Message-ID: <bernard.079y@twilight.xs4all.nl>
Source record: 86779

Hello John,

In a message of 27 Dec 95 John wrote to All:

JON> From: joneil@infi.net (John O'Neil)

>> c >Just wanted to let folks know that an IRC channel does exist, and has
>> existed c >for about a year, for the discussion of Atari 8-bit computers.
>> If you have c >access to a Unix host then you should be able to get to irc
>> by typing irc c >at your shell prompt and jumping on an EFnet server
>> (irc.portal.com, c >irc.eskimo.com, dewey.cc.utexas.edu) and joining
>> #atari8.

>> What really needs to happen is a date and time need to be set... Right
>> not folks just pop in, see no one's at home and log out. It's been fun in
>> the past, we just need to get a good group together.

>> Mike
JON> I second that motion! Let's hear some ideas on a good meeting time. My
JON> vote is for Saturday afternoons around 2 pm or maybe Sunday evenings
JON> around 8 pm. Just my 2 cents.

What time zone is that ??? So I can check with my local time ?

_
/_) |/
/_)ernard |\ok ////
(o o)
+-------------------------oOO--(_)--OOo-----------------------+
| PMN : 17:200/100.3 DAN : 55:100/121.3 WARP : 137:8/103.3 |
| NLA : 14:102/100.3 GFX : 98:101/100.3 FIDO : 2:280/315.3 |
| ERO : 68:311/416.3 AMY : 39:150/200.3 AGA : 171:103/200.3 |
| Internet : bernard@twilight.xs4all.nl |
+---+
.---.
| -=> The TWiLiGHT Zone BBS <=- -=> +31-(0)-20-6764584 <=- -=> 24 Hrs <=- |
| -=> Modules Heaven! <=- -=> 9600 to 28800 Baud <=- -=> /\MIG/\ Only <=- |
`---'

-- Via Xenolink 1.97, XenolinkUUCP 1.1

4458. Re: #atari8 reminder

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-29 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4bvm0f$ir0@news.xmission.com>
Source record: 86780

Rick_Michael_Cortese@cup.portal.com wrote:
: James, unless the earth started rotating the other way & I just plain
: didn't catch it, you should probably just list the one time zone you're
: in. That or list all 24 <g>.
: Rick

Yeah, I got the timezones reversed. How about this: 8:00pm EST, 6:00pm
MST? <grin>

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

4459. FS: Atari stuff cheap

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-29 00:00:00 UTC
From: NEKU72A@prodigy.com
Message-ID: <4c0249$2a5i@usenetp1.news.prodigy.com>
Source record: 86781

I'm selling the following Atari items. POSTAGE IS EXTRA. In a lot of cases the postage will probably exceed the cost of any hardware purchased.

IMPORTANT - Everything is sold "as is". Any known defects are listed.

ATARI HARDWARE - All hardware items include all of the neccesary items needed to hook it up (Cables, power packs, etc.) unless otherwise noted.

ATARI 130XE Computer $15
ATARI 1027 printer $5 defective - 1st 40 columns print normal 2nd 40 columns are scrambled.
ATARI 1020 Color Printer $10 - missing manual, needs new color pens. You may still be able to get the pens from Radio Shack as their color printer uses the same pens.
ATARI 400 with 32K no power pack or accessories. $3
It should still work, but there is no way for me to test it.
ATARI 800XL defective $3
Has power pack, but is missing other accesories. Screen turns green when it is turned on.
ATARI 800XL defective $4
Same as above, but it has all the accesories.
ATARI 810 Disk Drive defective $10
Drive doesn't work. It spins but doesn't read.
ATARI 520ST defective $20
Computer boots up, but can't communicate with the disk drive. I don't know if the problem is with the drive or the electronics in between. Also, missing power pack.

MPP-1150 Parallel Printer Interface $5
Connects Atari 400, 800, 600XL & 800 XL to a parallel printer using the 36-pin Centronics standard. It also worked with my 130XE.

ATARI ST SOFTWARE - All software includes the original packaging and runs on the 520ST.
$4 each or $3 each if you buy 7 or more.

Dungeon Master
Dungeon Master Chaos Strikes Back
Time Bandit
Shadowgate
Bard's Tale 1
Arctic Fox
Paladin
Day of the Viper
BoulderDash Construction Kit
Moebius

Night Hunter
Bubble Ghost
Shanghai
Puffy's Saga
Populous
Bloodwych
Questron II
Demon's Winter
Phantasie III: THe Wrath of Nikademus
AD&D Hillsfar
AD&D Heroes of the Lance

GFA BASIC 3.0 $5

PUBLIC DOMAIN ST SOFTWARE - Approximately 30 disks of PD software, mostly
from Bre Software and Accusoft. $10 for all

MAGAZINES: 50c each
ST LOG
1988 May Jun Jul Aug Sep Oct Nov Dec
1989 Jan Feb Mar Apr May Jun Jul Aug Sep
ANALOG - Each issue includes a 32(?)-page ST LOG pullout magazine.
1986 Apr May Jun Jul Aug Sep Oct Nov Dec
START
1989 Sep Dec
1990 Mar Apr May Jun Dec
1991 Jan Feb Apr
ATARI INTERFACE Aug 1990, Feb, Mar, Jul 1991
ATARI EXPLORER Jul 1992
ST X-PRESS Oct 1989
ST FORMAT (British) Nov 1993

ATARI 8-Bit software - $10 for all of the following.
Ballblazer, Lords of Conquest, Gauntlet, Micro League Baseball, Galaxian
cartridge (no box or manual)

-
E-mail replys to:
BRIAN MUNROE NEKU72A@prodigy.com

4460. Re: SALE/AUCTION: Take my Atari! (Please!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-29 00:00:00 UTC
From: halfnote2@aol.com
Message-ID: <4c04e4$n8m@newsbf02.news.aol.com>
Source record: 86782

How much do you want for your 1050 drive?

Halfnote2@aol.com

4461. Re: Readings Atari disks on the PC directly

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-29 00:00:00 UTC
From: halfnote2@aol.com
Message-ID: <4c04e5$n8q@newsbf02.news.aol.com>
Source record: 86783

If you find out this information please pass it on!! I have many file to transfer to my PC.

Thanks! Halfnote2@AOL.COM

4462. IDE Drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-29 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9512290104591.DLITE.bjcorr@delphi.com>
Source record: 86784

And on the heels of Konrad's post about his IDE interface project...

Well I promised to keep people advised about the internal IDE drive project of Bob Wooley's that I have been playing with, so....
I built his interface and got it running with a little 2.5" Toshiba 42meg drive. I then mounted the drive and interface inside the 1200XL case and followed Bob's instructions on how to hook up a beefier power supply (Bob ended up mounting an ST supply for me.) The whole rig worked fine, but we needed a safe place to put the IDE code so it wouldn't get stepped on. Bob has a hack for putting D6xx-D7xx into ram, so it got put there. It worked, but the code still got hosed and more work on the code was needed. That was the state of things last time I piped up.
I just got the 1200 back from Bob with a new twist. In addition to the original 800XL OS ROM that had been mounted at the beggining of this project, there is now a smart socket with 32k of SRAM in there that will hold another OS. Writing to the SRAM can be disabled/enabled with a switch and you can boot from it or the ROM with a flick of a second switch. The SRAM now holds a modified os (just the IDE code added to D6xx-D7xx, a JSR $D600 inserted at $C95B to point to the IDE code and a byte reserved at $FCB8 for the head selection) and works fine. I even hosed the SRAM once already and restored the modified OS easily. OS mods are now a snap. There are preconfigured partitions for the drive in the IDE code area that can be selected easily and even reconfigured to any size you wish (within DOS limitations!) It runs with all the 2.0 variants (I use MyDos) so far, Bob said he will work on Sparta. You can select any one of the first 4 partitions to be drive 1 with a control-F2 keystoke, the current drive selected being reflected in the L1 and L2 LED's, the Power light will double as a HD access light (still working on this one.) Bob hopes to eliminate all switches in the next prototype and make all OS switching, write enabling/disabling selectable by software. This will allow loading a new OS from disk a 1 step process.
In the next (or current!) issue of AC Bob goes through the installation of the smart socket and SRAM and I beleive will eventually outline this whole project, so those interested, get that subscription to AC in the mail! I am having a blast with this toy! from power on to the MyDos screen completly painted, 7 seconds. Oh, and we tried it with a sweet-16 installed, no problemn. Now, add 512k of SRAM memory for the sweet-16 and.....wow!

Ben
bjcorr@delphi.com

4463. Re: #atari8 reminder

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-29 00:00:00 UTC
From: cmwagner@gate.net
Message-ID: <4c0gnf$1qo0@hopi.gate.net>
Source record: 86785

In article <Lqp4wksjYpac088yn@IBM.NET>,
Ryan 'Gozar' Collins <RLCOLLI@IBM.NET> wrote:
>But at 8 pm on Sunday is the Simpsons!! How about 9 pm on Sundays? (I
>can't really do IRC until our local internet provider get's hooked up,
>and that won't be until January 15th.)

How about Thursdays, around 10PM EST? Like another channel (#classic) does?

Besides I work on the weekends. :)
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

4464. Favorite Synapse Games

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-29 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <30E3B397@syrinx.dyess.af.mil>
Source record: 86786

On 27 Dec 1995, rwilmott@mars.superlink.net (Ray Wilmott) said:

> Did anyone ever beat Necromancer? (what's the ending like?)

I have a couple of times. There's some weird sound effect, a
rainbow pattern on the screen, and that's it.

Of course, unlike most games today, getting to the end isn't
the point. Necromancer is definitely one of the most original,
well-crafted games I've ever played. I *love* the way the
trees are animated.

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | //////////// M A T H

4465. Atari 800XL help

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-29 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <30E3B395@syrinx.dyess.af.mil>
Source record: 86787

On Tue, 26 Dec 1995, Mike Madigan said:

> Got a question someone may be able to help me with. I have an Atari 800XL
> with a 1050 disk drive, and when I try to boot up some games (i.e.
> Choplifter, Wizard of Wor) I get the message, REQUIRES 48K MEMORY, REMOVE
> CARTRIDGE AND REBOOT. This is strange since I have no cartridge in the

Look out Mike, your mailbox is about to explode...

<g>

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | //////////// M A T H

4466. Submit High Scores

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-29 00:00:00 UTC
From: Rick Archer <rick_archer@fcsmpt.mum.edu>
Message-ID: <30E3D942.5713@fcsmpt.mum.edu>
Source record: 86788

The Twin Galaxies Intergalactic Scoreboard is "the Official Scoreboard for the World of Videogame and Pinball Playing."

Since 1982, Twin Galaxies has been compiling scores and organizing contests which have appeared on national shows like ABC-TV's "That's Incredible" and "Entertainment Tonight."

Twin Galaxies' high-score charts were carried by the Guinness Book of World Records in the 1984, 1985, and 1986 editions.

During each of many years since 1982, Twin Galaxies has hosted two major contests: "The Videogame Masters Tournament" is a high-score contest on hundreds of current and classic games; The "North American Videogame Challenge" is an invitation only "player-of-the-year" contest featuring competition between hand-picked players. To be considered as a contestant you must register your scores with Twin Galaxies.

Many magazines, newspapers and news services regularly ask for our high-score charts in order to publish the top scores achieved on today's hottest games. To be included in these top score lists you must register your scores with Twin Galaxies.

To submit your scores on arcade or homegames, fill out the following information and send to:
Twin Galaxies
P.O. Box 1556
Fairfield, Iowa 52556
(515) 472-3882

Player Information: Name, address, birthdate, today's date

Game Information: Name of Game, Name of Arcade, (except if homegame)

e-mail address

All score submissions must include photograph of final screen showing score. Three witnesses must sign the submission verifying that they saw you achieve the score. Also, the attendant of the arcade location must sign, too. These four signatures are imperative for the score to be accepted.

Our Twin Galaxies Web site is now under construction! It will enable you to obtain up-to-date high score charts for any game. Be sure to send us your e-mail address so that we may notify you when the site is up and running! E-mail to walter_day@fcsmtp.mum.edu.

If you would like to be a correspondent for the scoreboard and function as an official witness for high-score attempts in your area, contact Walter Day at Twin Galaxies (515) 472-3882.

4467. Hello!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-29 00:00:00 UTC
From: the_gaming_guru@usa.pipeline.com
Message-ID: <4bvle3$513@news1.usa.pipeline.com>
Source record: 86789

Hello ya'll!!

My Name is Robert Cortese (b4 u ask yes rick is related,, he's
my poppa) ;) Anyways It's been awhile since i've ventured into the atari
world but i still LIKE IT! Also I work for a wholesale distributor so if
anyone ever needs like memory or a cpu or a genuine intel motherboard just
tell me and I'll get it for for no problem. So tell me whats new and
exciting in the atari world?? I heard there was supposed to be a 16 bit
atari called the mars board that never came out, a program called xformer
for emulating a atari on a ibm, and sio to pc. Thats what I know is new
so far, anything I left out???

RC

4468. Re: Alernate Reality on Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-29 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <e6+4wksjYI8U088yn@IBM.NET>
Source record: 86790

In article <DK9u7u.MKr@ncrcae.ColumbiaSC.ATTGIS.COM>,
Depeche <depeche@rtd.com> wrote:
>Arguing about whether or not copying old Atari software,
>especially from companies that no longer exist, is complete and
>utter CRAP!

Is it that time again already?!? (Our annual Piracy thread? And oh
what a subject line!!)

>When you can buy a CD/Tape with all of Mozarts songs on them,
>and anybody can produce a CD with practically any Bach, Mozart,
>etc... They're DEAD. They got to be as appreciated in life for
>their music as they could possibly be.

But you forget, Mozart died in 1791, and by my math, that's over two
hundred years ago. Now, I don't think there will be anyone around that
will care if you pirate Atari 8-bit stuff in 2185! :-) So even under
today's copyright laws, it is not illegal to copy the actual music.
The performances on CD, I'm pretty sure, are copyrighted works of the
performers, so it would not be legal to copy them. Anyway, almost all
Atari software is still copyrighted, since even if the company is
dissolved, the copyright reverts to the author, where it will last
until 50 (75?) years after their death.

Anyway, the easiest way to solve this is by having all the current
companies that sell Atari software to also sell a version, if
available, that will run on all the different emulators.

--

Ryan 'Gozar' Collins rlcolli@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

4469. Re: #atari8 reminder

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-29 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <8D/4wksjYpvU088yn@IBM.NET>
Source record: 86791

In article <4bucc7$j65@charm.magnus.acs.ohio-state.edu>,
rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:
>In article <Lqp4wksjYpac088yn@ibm.net>,
>Ryan 'Gozar' Collins <RLCOLLI@IBM.NET> wrote:
>>In article <4bskfv$klg@news.infi.net>, joneil@infi.net (John O'Neil) wrote:
>>>My vote is for Saturday afternoons around 2 pm or maybe Sunday
>>>evenings around 8 pm. Just my 2 cents.
>>
>>But at 8 pm on Sunday is the Simpsons!! How about 9 pm on Sundays? (I
>
>Two words: time zones.

Whoops! Sorry (and here I thought I could assume that everyone knew
exactly what time zone I lived in! :-). The Thursday timeslot at 10pm
EST, isn't bad either.

--

Ryan 'Gozar' Collins rlcolli@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

4470. Rainbow emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-29 00:00:00 UTC
From: circle <circle@basenet.net>
Message-ID: <4bvrr8$f4@news.accessus.net>
Source record: 86792

Could someone fill me in on the deal with Rainbow??
I have archied in on it and came up with some 8k textfile, and the
only other file I am aware of is the email reader they use one
delphi.

I am using the xformer3.2 and 3.31 and hav e found them to be
satisfactory to excellent , but my curiosity has been aroused
by some comments ive read about the rainbow product.
thanks ahead of time for the info.

circlemaster
john mcconnell
**********nolen bushnell for president>>>>>>>>>>>pong

4471. "Pool" disk

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-29 00:00:00 UTC
From: bosco@yab.com
Message-ID: <4c1ktl$3je@news.yab.com>
Source record: 86793

Why is the Pool CD mostly in ATR format?!? I thought it would be "BBS ready" CD-ROM for use on a BBS so 8bit users can use the disk. FORCING 8bit users to need an ST or IBM to decode the software is rather asinine and short-sighted. I thought it was going to be files on it that were ready to use, but alas, the creators have lost sight about what the CD-ROM should have been about. Our club was planning on ordering it, but I now have urged them to forget it. It isn't worth our time. It's truly a sad day.

The last I looked, Atari 8-bits can use DCM and ARCed files. So far, there isn't any ATR conversion that my 8-bit can do, thus making the Pool CD totally useless to a large portion of Atari 8-bit users. And I thought this was comp.sys.atari.8bit, but it's turning into comp.sys.atari8.atr

Sad.

4472. Re: WTB: All old Video games

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-29 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <149238@cup.portal.com>
Source record: 86794

Well, talk about weird. I was doing one of my tours of surpluss/thrift shops & saw a "Basic Programming for the 2600" cart. I'd heard of these, but this is the first one I've ever seen. Unless they stuck some ram in the cart, you couldn't exactly have a very large program. I wonder if any body ever programmed a data base or spread sheet with one of these<sic>.
Rick

4473. Is it possible to connect a VGA monitor to an 800-XL?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-29 00:00:00 UTC
From: Jan.Boersma@inter.nl.net
Message-ID: <4c1gvd$jo7@altrade.nijmegen.inter.nl.net>
Source record: 86795

I want to connect a VGA monitor to my atari because the T.V. screen is
poor qualitiy. Is there anyone who made some hardware stuff to get
this running. Are there by the way some atari RGB monitors around
still?

Email: Jan.Boersma@inter.NL.net

4474. Does anybody now the specification of an ECI cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-29 00:00:00 UTC
From: Jan.Boersma@inter.nl.net
Message-ID: <4c1gve$jo7@altrade.nijmegen.inter.nl.net>
Source record: 86796

I recently bought an Atari 65XE here in Holland. This machine comes with an Enhance Cartridge Interface (ECI). I wonder how I can use this interface. They say in a small document that it can be used to connect your computer to high-speed peripherals, such as floppy disk drives, hard disk drives, and custom I/O devices. Does anybody now of devices like this!

Email: Jan.Boersma@inter.NL.net

4475. Re: "Pool" disk

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-29 00:00:00 UTC
From: cmwagner@gate.net
Message-ID: <4c1mdb$8ik@hopi.gate.net>
Source record: 86797

In article <4c1ktl$3je@news.yab.com>, <bosco@yab.com> wrote:
>Why is the Pool CD mostly in ATR format?!? I thought it would be "BBS
>ready" CD-ROM for use on a BBS so 8bit users can use the disk. FORCING
>8bit users to need an ST or IBM to decode the software is rather asinine

I am willing to bet there was tons of free space on that CD, as well, so
they could and should have included the original binaries or DCM files.

The only problem with an ATR conversion program for the 8-bit is that you
would need a disk drive that can always hold MORE than what the ATR is,
so for a 90K ATR you need a 1050, for a 130K ATR you need a DD drive... etc

I was starting work on an ATR to DCM encoder for the PC/Unix machines, but
I never got to work on the encoding engine.
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

4476. FS: Misc - Cheap!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-29 00:00:00 UTC
From: Ant <ant@titan.fullerton.edu>
Message-ID: <Pine.SOL.3.91.951229165313.31A-100000@titan>
Source record: 86798

I have a inherited many boxes worth of Atari hardware, software, and manuals. There are far too much software (disks and catridges) to list, but here is the hardware. Make offers. Take a bunch (all?) of it, and I'll give it to you dirt cheap!

E-mail is preferred.

Qty Description
---
3 Disk Drive 810
1 Disk Drive: Percom Data w/ PS
4 Disk Drive: 1050
10 Power Supplies for disk drives, dattasettes, and Atari 800's
2 TV/Game Switch boxes
17 Data cables
3 Parallel printer interface
2 Video to TV converters
2 Video to monitor cables
2 RCA cables for TV
1 16k memory module for 800
3 Datasette 1010
2 Computer power supplies
4 Atari 800 computers
2 Daisywheel printer 1027
1 Atari 800XL computer
3 Atari 850 serial interface
1 Atari 600XL computer
2 Atari 1200XL computer
2 Atari 410 datasettes with p/s and data cable
1 Modem 1030 w/ p/s
2 Hayes smartmodem power supplies (no modem though)

1 Indus GT disk drive

1 Atari 1040ST complete system (computer, disk drive, mouse, MONITOR, cables, and software.)

And then there are mounds of disks, catridges, and manuals. Most is for the 8bit systems, but there is a box full of Atari ST software too.

, Ant@ecs.fullerton.edu | The Bugsoft Org. featuring: Color 64's Version
OOQ Nature Reserve BBS | 128 and Centipede BBS' and the ComLink network
"" 714-828-7296 | "We turn bugs into features!"

4477. Re: Hello!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-29 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Dec29.230251.26244@wariat.UUCP>
Source record: 86799

(Robt. Cortese introduces same.)
What's new? Whatever you're doing. We (the household) got a SEGA
Saturn for Christmas. My 4 year old granddaughter kicks some ass in
'Virtua Fighter II'. I guess she's a 'hand/eye happy video jock'. I
don't even play it, can't get past the first screen in 'Clockwork
Knight'. I can't hack it, maybe when they bring out a keyboard, floppy
and hard drive, I can make a 'cheat' that'll let me see the whole thing
to the end.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

4478. ICD MIO in need of repair

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-30 00:00:00 UTC
From: wesley@indy.net
Message-ID: <4c4d3m$nlp@news.indy.net>
Source record: 86706

I have an old MIO that has died on me and I was wondering if their is anyone out there who can repair it? Also the top of the case has a hole cut in it and I was wondering if anyone has or would sell the top of the case?

Wes

4479. Re: ICD MIO in need of repair

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-30 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Dec30.202918.11933@wariat.UUCP>
Source record: 86707

(Wes wants to repair an MIO.)
Wes, somebody here once said FTE has a box full of MIOs that need repair. I think the point was that the MIO is hard to repair. Perhaps also the parts are hard to get. What I'm saying is that I'm not sure, but I think not even the owner of MIO repairs them, could be wrong. Or, put another way, the cost of repair of MIOs is prohibitive, ie. get a MIO II or BB. Both of mine work. I did send one to ICD once and all my problem turned out to be was the 50 pin ribbon had come undone at some points. As far as just the top of the case..... Maybe Mike at FTE would sell you one if he has a bunch of complete MIOs just sorta sitting around.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
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****

4480. Re: WTB: All old Video games

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-30 00:00:00 UTC
From: Joe Walsh <ransom@connect.iconnect.net>
Message-ID: <Pine.BSD/.3.91.951230192343.27488A-100000-100000-100000@connect.iconnect.net>
Source record: 86708

On 29 Dec 1995 Rick_Michael_Cortese@cup.portal.com wrote:

> Well, talk about weird. I was doing one of my tours of surpluss/thrift
> shops & saw a "Basic Programming for the 2600" cart. I'd heard of these,
> but this is the first one I've ever seen. Unless they stuck some ram in
> the cart, you couldn't exactly have a very large program. I wonder if any
> body ever programmed a data base or spread sheet with one of these<sic>.
> Rick

Back when I originally had my 2600 (80-82), I had the BASIC
Programming cart. I convinced my mom to buy it for me, telling her I
could "write my own games." I really thought I could.
Ha!
The graphics screen was about 10x5, it was terrible!
Later, when I got the Atari 400 and wrote my first real game in
BASIC, I was having a problem. I called Atari's customer service line
(the one where you could get those nifty pamplets sent to you that
explained PMG, character sets, and other subjects) and asked them about
it. It was a graphics-related problem. The woman asked which cartridge
I was using. I told her I was using "The BASIC programming cartridge." The
woman I spoke to said she would have "the programmer" call me. I said OK,
gave her my number, and waited.
The next morning, around 7 AM, the phone rang. I was asleep, so
my dad answered. He woke me up, and told me someone from Atari was on
the phone. I went out to the family room, picked up the receiver, and
spoke to the guy. I explained the problem to him, which was that the
screen was flickering really badly during the game I had made. He asked
what type of game it was. I told him it was a game where you are being
chased by little dot on the screen, and you have to avoid being caught
while traversing ten "rooms," each of which took up a whole screen. He
said, "Well, that's a pretty limited cartridge. It wasn't meant to do
that sort of thing." I said something like, "Huh...?" What did he mean
the BASIC cart wasn't "meant for that?"
Eventually it dawned on me that he thought I was talking about
the 2600 BASIC Progamming cart. I then clarified that I was using an
Atari 400 computer with the BASIC programming language cart. He then
asked how many "Players" I was using. I didn't know what he meant. So,
he said he would send me some information that would help me out.
About a week later, I got a large envelope from Atari. It had
five different packets in it, each one about really neat programming
stuff (or so it struck me at the time) - PMG, character sets, etc.
Of course, none of this helped me at the time. See, not only was
there a misunderstanding about which Atari product I was using, the
nature of the problem was also misunderstood. I, being a beginning
programmer, had written the program somewhat like this:

```
10 X=10:Y=15:A=20:B=15
20 GRAPHICS 3
30 COLOR 1:PLOT X,Y:COLOR 2:PLOT A,B
40 [READ STICK, CHANGE VARIABLES, MOVE BAD GUY APPROPRIATELY]
...
50 GOTO 20
```

Now, the error is obvious, right? :) But at the time, I thought
that computers were much less capable than they are - I thought I had to
tell it which graphics mode to use every time I wanted to PLOT
something. So, the flickering was caused me essentially telling the
computer to set up the display list and clear screen memory every time
through the loop!
Thankfully, I became a better programmer after that. And even
though neither the customer service person nor the programmer understood
how basic of a problem I was having, I have always been grateful for how
far out of their way those two people went to help a 14 year old kid.
By the way, it wasn't until a few days after the conversation
that it dawned on me that I had /talked to the programmer of the BASIC
Programming Language [2600] cart!!/
Years later, when I re-purchased a bunch of 2600 stuff, I got the
BASIC Progamming cart. I was amazed at how good a teaching tool it was,
considering the platform it was running on. You have all kinds of tools
at your disposal there. Quite a feat, considering the limitations of the
2600.

-Joe

Joseph E. Walsh | Atari 8-Bit User and Programmer Since 1982
ransom@iconnect.net | Classic Traveller Referee Since 1983
Stuck in the '80's | Microsoft-Free and Loving It! :)

4481. ice-t and high speed modems

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-30 00:00:00 UTC
From: cooley@nevada.edu
Message-ID: <4c4sqe$h4e@pioneer.nevada.edu>
Source record: 86709

hello. I have been using Ice-T for over a year now, but seem to only be
able to use it at 4800 baud. Any higher baud rate i use garbles the
screen. Has anyone out there found any external R: handlers that may
enhance the display with higher baud rates? I've wondered about manually
switching my modems baud rate with xio commands, but don't know if i could
increment a baud rate between 4800 and 9600. Anyone got any ideas?
please reply..thanks

4482. Pabqwk 2.0

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-30 00:00:00 UTC
From: cooley@nevada.edu
Message-ID: <4c572b$ap1@pioneer.nevada.edu>
Source record: 86710

Anywhere on the net where i can get Pabqwk 2.0? My copies both got trashed. I don't think umich has it..

thanks

4483. Re: "Pool" disk

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-30 00:00:00 UTC
From: mstatz@cei.net
Message-ID: <4c28k8$qf8@ren.cei.net>
Source record: 86800

In article <4c1ktl$3je@news.yab.com>, bosco@yab.com says...
>
>Why is the Pool CD mostly in ATR format?!? I thought it would be "BBS
>ready" CD-ROM for use on a BBS so 8bit users can use the disk. FORCING
>8bit users to need an ST or IBM to decode the software is rather asinine
>and short-sighted. I thought it was going to be files on it that were
>ready to use, but alas, the creators have lost sight about what the
>CD-ROM should have been about. Our club was planning on ordering it, but
>I now have urged them to forget it. It isn't worth our time. It's truly
>a sad day.
>
>The last I looked, Atari 8-bits can use DCM and ARCed files. So far,
>there isn't any ATR conversion that my 8-bit can do, thus making the Pool
>CD totally useless to a large portion of Atari 8-bit users. And I
>thought this was comp.sys.atari.8bit, but it's turning into
>comp.sys.atari8.atr
>
>Sad.
>

Gee - I hate to burst your bubble, but as far as I know there is no way the
Atari can *read* a CD-ROM - you *need* a PC.

APE is inexpensive, and a SIO2PC cable is ridiculously easy to make.

What is the problem?

Statz

4484. Re: #atari8 reminder

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-30 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DKDnMx.70B@freenet.carleton.ca>
Source record: 86801

Ryan 'Gozar' Collins (RLCOLLI@IBM.NET) writes:
> In article <4bskfv$klg@news.infi.net>, joneil@infi.net (John O'Neil) wrote:
>>snyder10@rs1.tcs.tulane.edu (Mike Todd) wrote:
>>>What really needs to happen is a date and time need to be set... Right not
>>>folks just pop in, see no one's at home and log out. It's been fun in
>>>the past, we just need to get a good group together.
>>
>>>Mike
>>I second that motion! Let's hear some ideas on a good meeting time.
>>My vote is for Saturday afternoons around 2 pm or maybe Sunday
>>evenings around 8 pm. Just my 2 cents.
>
> But at 8 pm on Sunday is the Simpsons!! How about 9 pm on Sundays? (I
> can't really do IRC until our local internet provider get's hooked up,
> and that won't be until January 15th.)

Here's a better idea.. why not set up a bot so that the channel is there
all teh time and nobody has to worry about when it's there. I'll bet there
are TONS of people in IRC that would be interested in chatting about their
8-bit computers.

--
Chris Brown ba930@freenet.carleton.ca | "Your God is dead and no one cares
-> Finger for Public Key <- | If there is a hell, I'll see you
=>J e s S T 0 d d ` z S p A C e!<= | there" -|\| | |/|, Heresy
FTPWWWNINROTFLRTFMIRCVGACRTLOLIMHOPGPRSANSANASACIADoDKGBPLOANDMANYOTHERACRONYMS

4485. Re: SpartaRead

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-30 00:00:00 UTC
From: winston@merk.com
Message-ID: <DKEEn4.EGL@merk.com>
Source record: 86802

On Tuesday, December 26, 1995 at 20:42:16 -0800,
cooley@nevada.edu (DEBORAH COOLEY) wrote:

DC> So what you are saying is that when I take the file that is perfect
DC> on my Atari, transfer it to my PC using SR [ed: Sparta Read], then
DC> SR changes it to ATASCII format? OK, I'll try UMich.... Thanks

The problem is that Sparta-Read doesn't do --ANYTHING-- to the text file. It --LEAVES-- it in ATASCII text records. ATASCII (ATARI ASCII) uses a character code of 155 (decimal), also known as a "high ASCII" ESCAPE character, i.e. an <ESCAPE> with the high-bit turned on, i.e. 27+128=155, as a textual END-OF-LINE marker. UNIXes and AMIGA-DOS use a LINE-FEED character code of 10 (decimal) as a textual END-OF-LINE marker. MS-DOS uses a CARRIAGE-RETURN, LINE-FEED character code pair of 13 (decimal) and 10 (decimal) as a textual END-OF-LINE marker (CONTROL-M, CONTROL-J).

Sparta Read doesn't change the 155's at the end of each line, so they show up as Cent Signs. What you need to do is to edit your ATARI end-of-lines so that the ATASCII CARRIAGE-RETURNs are replaced with the ATARI graphics shapes for CONTROL-M and CONTROL-J. This should look like a "snow plow" or a "choo-choo", e.g. -\ and there should be no ATASCII CARRIAGE RETURNs between them, so that the sentences "run on" without a break, such as:
-\Hello there,-\ How are you?-\I'm OK.-\Are you OK?-\ Winston-\

...on the ATARI would read...

Hello there,
How are you?
I'm OK.
Are you OK?
Winston

...on your IBM PC.

Many IBM PC text editors will allow you to "search and replace" edit the Cent Sign by holding down the ALT key and typing 155 and releasing the ALT key. [See "How to enter a character code from the keyboard" in your IBM PC manual.] If you are on a UNIX system, you can translate character codes directly by using the shell command "TR" [See "man tr".] The terminal program BOBTERM for the ATARI 8-bit, will perform ATASCII translation automatically when you hold down the shift key when doing a "select transfer method". Thus, a modem-to-modem connection of your ATARI to your IBM PC via BOBTERM would allow you to send untranslated XMODEM data by entering a "4", but would allow you to send translated XMODEM text by entering a "$". Also, the ATARI text editor TEXTPRO will allow you to edit

ATASCII carriage returns into ASCII CONTROL-M, CONTROL-J snow ploughs.

(I believe that XEDIT, EMACS, and VI can also edit character codes directly
with a little persuading, i.e. "verbose literal quote character code on".)

Good Luck!

4486. Re: #atari8 reminder

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-30 00:00:00 UTC
From: joneil@infi.net
Message-ID: <4c2sd1$k8e@news.infi.net>
Source record: 86803

RLCOLLI@IBM.NET (Ryan 'Gozar' Collins) wrote:

>But at 8 pm on Sunday is the Simpsons!! How about 9 pm on Sundays? (I
>can't really do IRC until our local internet provider get's hooked up,
>and that won't be until January 15th.)

I can understand that! O.K. What say 9 P.M. EST? I thought later on
Sunday night would be cool too but I would guess most folks would have
to work Monday morning.

John O

4487. Re: "Pool" disk

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-30 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <149243@cup.portal.com>
Source record: 86804

Mark's right about you have to start with a PC, so that end is taken care of. He's also right about sio2pc cable since last time I checked my parts list, a fully enclosed 1489 version of the cable is less then $9 in parts at Radio Shack. If you really wanted to go Atari as much as possible, IMHO; the way to got would be an 8 bit hooked up to a cheap PC with a sio2pc cable running APE since it gives better performance. Even then you would run into some problems, number of files in a Atari directory for instance. That's what makes a MS DOS file/hard drive server a good idea.
I haven't done it yet(& probably won't find the time in the next year!) but I'm 90% sure you could convert .ATRs to double density Atari disks & 95% sure you could do the same with .XFDs! People with PCs should really give ANADISK & DEANA.COM if they want to go the other way, real Atari disk to .XFD. It works perfectly for me with double density disks.

Rick

4488. Re: Does anybody now the specification of an ECI cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-30 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DKF3zs.3vp@iglou.com>
Source record: 86805

Watch for the Atari 8-bit Vendors List in this newsgroup. You can
connect the ECI interface with a Black Box from CSS, an old ICD MIO (if you
can find one), or the new FTE MIO II (if/when it's finally released).
The MIO II works with IDE hard drives; the other interfaces work with
SCSI drives or a SCSI-to-MFM adapter card.

--
"Oh various day! Cartoon! Cathay!"

4489. Re: "Pool" disk

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-31 00:00:00 UTC
From: bosco@yab.com
Message-ID: <4c4pqc$e3s@news.yab.com>
Source record: 86711

Mark Statzer (mstatz@cei.net) wrote:
: In article <4c1ktl$3je@news.yab.com>, bosco@yab.com says...
: >
: >Why is the Pool CD mostly in ATR format?!? I thought it would be "BBS
: >ready" CD-ROM for use on a BBS so 8bit users can use the disk. FORCING
: >8bit users to need an ST or IBM to decode the software is rather

: Gee - I hate to burst your bubble, but as far as I know there is no way the
: Atari can *read* a CD-ROM - you *need* a PC.

Note the words above "BBS ready". That should explain what I was talking
about. About *need*ing a PC, I was talking about decoded the files, not
running a CD ROM. It's dumb to have to decode something that shouldn't
need to be decoded in the first place! Encoding on a PC is easy.
Decoding on an Atari 8-bit is IMPOSSIBLE! So, the designers of the CD
have EXCLUDED 8-bit users from using 8-bit disks. Rather short-sighted,
I think. Hopefully they will think about this when they do a second run.

: APE is inexpensive, and a SIO2PC cable is ridiculously easy to make.

How inexpensive? How can you assume what I can or cannot afford. You
don't know me. You also assume that I could do a electronics project.
Again, you don't know me. And you assume I have a PC, when I do not.
A lot of assuming going on here.

: What is the problem?

People who answer messages without really reading them.

: Statz

****
* bosco@host.yab.com * The Northwest Phoenix Atari Connection *
* John Collins * P.O. Box 67511 Phx, AZ 85082 *
* Editor & Librarian * Atari 8-bit (ONLY!) User Group *
****

4490. Re: ice-t and high speed modems

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-31 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <DKFoM8.B69@freenet.carleton.ca>
Source record: 86712

DEBORAH COOLEY (cooley@nevada.edu) writes:
> hello. I have been using Ice-T for over a year now, but seem to only be
> able to use it at 4800 baud. Any higher baud rate i use garbles the
> screen. Has anyone out there found any external R: handlers that may
> enhance the display with higher baud rates? I've wondered about manually
> switching my modems baud rate with xio commands, but don't know if i could
> increment a baud rate between 4800 and 9600. Anyone got any ideas?
> please reply..thanks

What kind of an interface are you using?

If you have a PR or 850 interface, your stuck with the handlers that are
downloaded from the firmware in those devices.

If your using a R:verter type device, I suggest you try the bobverter handler
that comes with the bobterm distribution, its much faster internally
than the older r:verter code.

I havent used IceT for quite awhile, since it was being beta tested, so your
problem may be that IceT itself cant handle over 4800 bps, but thats
doubtful since I recall it having a nice buffering system.

Also, if you have a PC, APE provides easy access to your PC modem @ 38.4K
without any drop outs, provided your terminal program is fast enough
to handle it. (Hardware flow control is provided even it it is not).

Steve

4491. Re: help!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-31 00:00:00 UTC
From: winston@merk.com
Message-ID: <DKGC7w.5qA@merk.com>
Source record: 86713

On Sunday, December 31, 1995 at 01:44:59 -0800,
cooley@nevada.edu (DEBORAH COOLEY)
of University of Nevada System Computing Services wrote:

DC> Is there a good hard disk recovery file out there on the net? My
DC> drive has gone into a tailspin and crashed. The directories are all
DC> garbled. I tried using CLEANUP.COM on it, and it said the directory
DC> cannot be read, and that I need to use DISKRx.COM. I have that but
DC> don't have doc.s for it, so it wouldn't really do me much good. Are
DC> there any good recovery files out there? I'm in trouble. 400+ files
DC> might go down the drain unless I can get a recovery program.
DC>
DC> Please help... thanks

Yup... that sounds like Sparta-DOS to me. Unfortunately I can't help
you, as I use MyDOS on floppies. MyDOS uses hard sector links rather than
a sector bitmap. I have been told by Sparta-DOS groupies on the FidoNET
who use ATARI 1050s exclusively that what you have done is "impossible"
under normal circumstances. They say that what you have done is the result
of "operator error" and "hardware failure". Just out of curiosity, have
you been using the DOS commands directly, or have you been sticking with
the DOS menus and utilities such as XMENU and XCOPY ? I have yet to use
a Sparta-DOS recovery utility and wonder what it is like (if it is easy
or difficult). I suppose that it isn't necessarily more difficult than
trying to recover an MS-DOS FAT (File Allocation Table) and disk map that
have gone bad. At least you don't have ten thousand viruses to worry about
with the ATARI. Sorry that I can't be of more help, but let us all know
how the recovery of your hard drive goes. I'm curious to know how involved
the procedure is....

4492. Re: A message to OS/DOSdevelopers

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-31 00:00:00 UTC
From: winston@merk.com
Message-ID: <DKGDDM.65w@merk.com>
Source record: 86714

On Thursday, December 28, 1995 at 15:20:18 -0500,
CONRADUS@plearn.edu.pl (KMK)
of the Warsaw University Computing Centre, Warszawa, wrote:

1) All DOSes we tested, i.e. SpartaDOS 3.2g, SpartaDOS X 4.20,
MyDOS 4.53 and BWDOS 1.10, when they have been executed, seem to
""""""""""
force the DUNIT (\2330301) value to \23301. Such action is not
necessary, because the DUNIT is already set by the XL OS's RESET
routines, and is obnoxious, because, as a result, the DOS is
unable to read its config files, when the system has been started
from a partition other, than D1:.

Just out of curiosity, isn't MyDOS 4.53 the version of MyDOS with the short
sector numbers so that NOTE and POINT will work with ATARI BASIC ?

Isn't MyDOS 4.54 known as the "hard drive" MyDOS because of the use of
larger sector numbers ?

Does this make any difference ?

Thanks

4493. HD interface for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-31 00:00:00 UTC
From: rsalerno@li.net
Message-ID: <4c6f01$kit@linet02.li.net>
Source record: 86715

Is there an interface which would directly connect an Atari 800 to an
IDE or SCSI hard drive? I've got about 250 games on 88k floppies which
I'd love to transfer over.

+---+
| Russ Salerno rsalerno@li.net finger for PGP key |
+---+

4494. FTP, slow....

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-31 00:00:00 UTC
From: laruemike@aol.com
Message-ID: <4c6nu1$33d@newsbf02.news.aol.com>
Source record: 86716

WUSTL.EDU,

There has been very little going on in the 8-bit atari for the past
couple of
months, is there a more current site??

I need more NEW software for my XL!!

Thanks!!

PS: To Michael Current,, Bounty Bob, Hope your having fun!!

4495. Current Hardware Values

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-31 00:00:00 UTC
From: Edward@unlink2.berkeley.edu
Message-ID: <4c6rhp$lqp@cloner2.ix.netcom.com>
Source record: 86717

Is there a ready source for current Atari 8-bit hardware value/pricing. I am gathering together my 8-bit material for sale purposes and am interested in what the current price range should be. While my list is not yet complete, it will include the following foir sure:

Atari 800 48K w/PS
Atari 1200XL 64K w/PS
Atari 1050 Disk Drive w/PS
Atari 410 Program Recorder
Atari 810 Drive (not working , but with spares from Happy conversion)
Atari 1027 Printer w/PS
Star NX-1000 Printer

Plus some cartridges, games, etc. It will take a while to get it all together, but the main items are listed above. I want to sell ALL as one complete package. Thanks!

4496. Re: help!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-31 00:00:00 UTC
From: cooley@nevada.edu
Message-ID: <4c72ae$t7o@pioneer.nevada.edu>
Source record: 86718

>Sorry that I can't be of more help, but let us all know
>how the recovery of your hard drive goes. I'm curious to know how involved
>the procedure is....

howdy. I have recovered some of the files, and it will be a time
consuming process. I use DISKRx to find the bitmaps of each file and have
to recover em that way. I don't know how i figured out how to do it, but
it sure surprised me how easy it is, yet time consuming when you're
looking at 400+ files.. will let ya know when i finally get everything
recovered. Then i can go thru the somewhat long process of reformatting
the drive, and can be glad that everything willbe alright as i had
recovered everything..thanks again for the reply...

4497. Re: A message to OS/DOSdevelopers

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-31 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4c77le$l7h@nuke.csu.net>
Source record: 86719

Winston Smith (winston@merk.com) wrote:

: Just out of curiosity, isn't MyDOS 4.53 the version of MyDOS with the short
: sector numbers so that NOTE and POINT will work with ATARI BASIC ?
:
: Isn't MyDOS 4.54 known as the "hard drive" MyDOS because of the use of
: larger sector numbers ?

I think it's 4.53/3 and 4.53/4 that you're thinking of. Right?

So, how does this baby compare to FTe's MIO II??? :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

4498. Re: HD interface for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-31 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <149270@cup.portal.com>
Source record: 86720

Russ; it is still pretty much roll your own, unless you want to part with
a lot of bucks.
Used MIOs sell for about $100 even w/o a drive & a Black Box will run you
about $200. What has become the favorite work around is to just buy a
cheap clone & build an SIO2PC cable. I've bought complete 8088 based clones
complete with hard drive & monitor for $40 & ATs are only about $30 more.
If you already have a pc you can use for storage, you can get off for as
little as $10 or so + the registrations fees for the shareware of course.
Email me if you want the plans.
Rick

4499. Re: help!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-31 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <149271@cup.portal.com>
Source record: 86721

Gee Winston, I didn't think there were any SD users on Fidonet, only bashers.
Anyway, I was fooling around with SD the other day & I decided to push it.
Just formated a 720k disk with the specs for a 8" DSDD drive on my ATR8000.
What I did was just write 25k files to the disk until I got errors. Sure
enough, the disk filled & puked.

All the files were just "TTT...T" 255 bytes worth + EOL written what<?> 100
times. I pull out a sector editor & low & behold, there's a bunch of 'Ts
in the first sector. I was under the impression that the first sector is
only to be used for things like disk I.D., Directory sector, ... looks like
I'll have to break out my manual<sigh> but anyway.
If you have a sector editor, could you get a dump of the first sector of the
HD? Probably not the problem, but I have had disk go south on me where all
I had to do was copy the 1st sector from a good disk to the one that lost
its wits. BTW: MyDOS has bugs also, which is why I guess people like
B & C are still fans of stuff like Top DOS.
Anyway, if you can get the first sector, that may have enough info to figure
out what went wrong.
Rick

4500. help!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-31 00:00:00 UTC
From: cooley@nevada.edu
Message-ID: <4c5m2r$ss1@pioneer.nevada.edu>
Source record: 86722

Is there a good hard disk recovery file out there on the net? My drive has gone into a tailspin and crashed. the directories are all garbled. I tried using CLEANUP.COM on it, and it said the directory cannot be read, and that I need to use DISKRx.COM. I have that but don't have docs for it so it wouldn't really do me much good. Are there any good recovery files out there? I'm in trouble. 400+ files might go down the drain unless i can get a recovery program.

please help..thanks

4501. FS: Atari 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-31 00:00:00 UTC
From: brnsmth@theden.com
Message-ID: <199512312256.RAA27903@portal.dx.net>
Source record: 86723

I have for sale:
2 Atari 800 XL
1 Indus GT DD
1 Atari 1050 DD
1 Atari 850 Interface
1 BTL HD interface
1 20 Meg HD with case, controller and cables
1 RGB Monitor
1 Monochrome (Green) Monitor
1 Basic XE Cart
1 SpartaDos X Cart
1 Atari Writer Cart
1 Star Wars Cart
1 Zone Ranger Cart
And other assorted Carts and disk games. Also have 2400 Baud external
modem with cable for Atari. and an SX212 1200 baud external Modem.
Looking for offers on whole package.
Send replies to: BRNSMTH@THEDEN.COM

4502. CART-CLONE ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-31 00:00:00 UTC
From: DAG.HUGDAHL@f47.n282.z1.fidonet.org
Message-ID: <452_9601010106@flight.org>
Source record: 86724

Quoting From: naslund@ridgecrest.ca.us

n > Turn on CART CLONE and press any key
n >
n >I was wondering if this means that CART-CLONE is a hardware device
n >that plugs into the cartridge port in addition to the software I
n >received. Anyone have any experience with this product?
n >
n > Thanks, ...Howard

I have had experience with something similar called "the Pill" which
basically was a cartridge with a switch you needed to flip at a certain
point. This was many years ago using software borrowed from a friend...

-Dag-

dag.hugdahl@flight.org

___
* PabQwk 2.0 #23 * Doom II? Ha! Try a game of Star Raiders!
--------------------------- -//- ---------------------------
Internet: DAG.HUGDAHL@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
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4503. Re: 400/800 to XL/XE Translator

Newsgroup: comp.sys.atari.8bit
Date: 1995-12-31 00:00:00 UTC
From: sup8pdct@brisnet.org.au
Message-ID: <4c75qv$h32@gateway1.brisnet.org.au>
Source record: 86725

In <msaurman.2lzz@legend.akron.oh.us>, msaurman@legend.akron.oh.us (Mark Saurman) writes:
>Could someone by chance give me a 400/800 to XL/XE Translator disk? I
>accedentally screwed mine up and now I can't run half my programs!! :(
>I'll pay for postage if you want me to. Thanks!

Why don't you get supermon?? It is a hardware translator. There is a switch between supermon and normal xl/xe....